* During Hurricane Dennis and Hurricane Ivan, people along the panhandle of Florida were known to go right down to the beach to look at the large waves, only to come home and find out they were close to having gotten hit by tornadoes and/or waterspouts when they were out there.
* During "In Conclusion", the young girl confidently ignores the dangers of the woods and makes it to her mother's house without incident. Actually seeing just how dangerous the woods can be, however, seems to deeply traumatize and terrify her.
* During "In Marge We Trust", after learning why Homer's face is on a box of dish detergent from Japan:
* during Instrumentality and Kaoru reveals that in order to get ready to try to change the future he had to see inside Shinji's soul and relive all his memories, including Shinji's love towards Asuka. It was so intense that for a while Kaoru pretended he was Shinji and Asuka his wife.
* During "introduction" in a prison cell, new inmates might be asked some kind of trick question with a sadistic streak, just to see what they're made of. Usually it will involve a hurtful option and a debasing one, the stock variant being "What'll it be? A fork in the eye or a pork in the ass?" You
* During its first year, Plucky Duck centric shorts and episodes aired on Saturday mornings as "The Plucky Duck Show"
* During its guest host phase, The Muppets were the guest stars for Halloween Raw and yes, Divas were in costume again.
* During its hegemony in the 4th century BC, the Greek city-state of Thebes had an elite unit called the Sacred Band consisting of 150 soldiers, each paired with his adolescent gay lover. After the battle in which he defeated them,
* During its late-80s slump, Oldsmobile attempted this with its decidedly unsubtle "Not Your Father's Oldsmobile" campaign with its 1988 Cutlass Supreme, attempting to market the popular Cutlass line to "the New Generation of Olds" in the hopes of expanding its customer base. One advert even had Melanie Shatner behind of the wheel of the Cutlass with her father and Captain Kirk himself, William Shatner in the passenger seat. This campaign backfired spectacularly, failing to entice younger buyers while also alienating Oldsmobile's loyal customer base by undermining its own history of innovation and reliability. Despite its sturdy build, the Cutlass failed to sell in the numbers needed to break even and the botched campaign is often blamed for hastening Oldsmobile's decline until it liquidated in 2004.
* during its run - and you can expect other Japanese media to make reference to them from time to time.
* During its second season one of the main characters (Maya) constantly changed shape, size and mass without even a nod given to where the energy/mass had to come from/go to for this to work.
* During Jacob's romance, he points out that "one-nighting the Commander is a good way to get airlocked".
* during Jaune's kidnapping and being introduced to Raven's gladiatorial system, is a complete lack of Grimm being spawned from all the death and general negativity with the Greycloaks camp, avoiding the issue of why they aren't constantly attacked. As of Book 7, the Grimm have been entirely forgotten in the story.
* During Joan Rivers' roast, SHE admonished the crowd when they booed a rather mean joke at her expense. "Lighten up! It was funny!"
* During Joker's handheld video threat to Batman with a captured Brian Douglas, he continues to address Brian in his usual low-volume mock-playful Joker voice until he gets really loud for the first time in the film, and it is unnerving, especially since he's off-screen so there's no warning it's coming.
* During Jon's reign, he initially had three prominent female allies: Sansa, Brienne, and Mellisandre. However, he ultimately exiled Melissandre thus playing this trope straight.
* During Josephine's romance arc, her family betroth her to a young nobleman, whom the Inquisitor can challenge to a duel for her hand in marriage. However, after seeing that the two are legitimately in love rather than just being a fling, the lord in question calls off the duel and is happy for them. (Oddly, this never comes

up if Josephine is
* During Jotaro and DIO's fight, it escalates into near-DBZ tier when both of them start flying, but what tops the "Holy Shit" cake is when DIO drops a motherfucking STEAMROLLER onto Jotaro.
* During Laharl's anime-rific cutscene, Taro pees down his leg in fearsome awe.
* During Leo McGarry's heart attack during the peace talks at Camp David, he initially appears to simply be short of breath, not showing any signs of pain. Eventually, though, he falls to his knees clutching his chest.
* During Lindesfarne's pregnancy, she craves very specific exotic insects. (Since she's a hedgehog, insects in general aren't an example of the trope.)
* During live performances of "The Saga Begins", Al likes to stretch one line: "I'm still here and heeeeeeeeeeeeeeeeeeeeeeeeee's a ghost" (the band will even stop to wait!).
* During Loguetown, Usopp acquires a fresh set of goggles that become part of his standard outfit from then on, but are strangely never mentioned in dialogue. This is because originally there would've been a storyline where he had an encounter with an old rival of his father that lead to him acquiring the goggles, which was cut as Oda wanted the Straw Hats to set off for the Grand Line in Chapter 100.
* During longer musical numbers (especially in Season 2), the animation has a notable improvement. For example, you can see the pony's hair flowing and bouncing better, instead of a single object being stretched and moved around.
* During LOST's 4th season, some areas would regularly see a local commercial touting social security (or home security), just before the end of the commercial break. It was always just before the show resumed, and only the last second of the commercial was shown, making the word 'security' muttered by an aging woman the unofficial prompt to 'find your seats, the show is about to begin'.
* During Mac Gargan's stint as Venom, Gargan devouring people willy-nilly due to the symbiote's influence was, for the most part,
* During Makoto's story, Hazama finds Makoto and Tsubaki and talks to the latter about Jin, eventually bringing up that Major Kisaragi's here because Ragna the Bloodedge is. He advises that Tsubaki go down before the boys meet, and that since combat wasn't his forte, he'd sit this one out. Makoto refused to buy that last bit, and told Tsubaki to go ahead while she settles personal business.
* During M.A. Larson's explanation of why he despises the now infamous "Fame and Misfortune", one of his major complaints was how the higher-ups demanded that they, to use his own words, wrote all the characters to be assholes despite he wanting to use much more nuance and do a much more positive episode.
* During Marik's fifth "Evil Council" video, Bakura defects to Dartz' Evil Council, and Marik declares that
* During Marineford, after having several of his plans and contigencies foiled by Cross a frustrated Sengoku wishes for the pirate to end up in the deepest, darkest hell. Exactly where Kuma sent Cross for the two year training session, The Seventh Hell of Darkness, The Eternal Rotting Tree, Serpent.
* During Martin Luther King Day weekend of 2018, they held a marathon of
* During Matt and Karen's first date in season 2, Karen remarks that she grew up in a small town in Vermont where the most ethnic thing provided was French fries. In season 3, we see what Karen meant by this: her family ran a diner in Fagan Corners named Penny's place, named after Karen's late mom Penelope. The place is a failing business, with Karen's dad and brother running the kitchen while Karen handles waitressing and the books.
* During Mike Knox's short run in WWE, he attacked Rey Mysterio multiple weeks in a row. When asked what he had against Rey Mysterio, he said he didn't have anything against Mysterio. He was then asked why he kept attacking him, to which Knox replied
* During Miranda Lawson's loyalty mission, she confronts the asari leader of the Eclipse mercenaries who's trying to abduct Miranda's sister Oriana. Enyala proceeds to insult Miranda's rather revealing outfit, and if Jack(who hates Miranda) is the other squadmate, she will agree with the insults.
* During Modern Warfare 2, Captain Price disappears inside a Russian submarine,

followed by an immediate missile launch. Like in the first game, the player doesn't actually see
* During Montgomery's effort to grill Barry about his relation with Vanessa, people and bees should be making objections of relevance.
* During most of the nineties and some of the early two thousands, there was an Argentine tv show shown and Sundays that was called
* During most of the series, this seems to be the case of Kevin and Winnie in
* During most season 1 episodes' premieres and during early reruns of the show, the same promo for
* During MSNBC's coverage of the American missile strikes on Syria on April 7, 2017, while showing footage of the missiles being launched, reporter
* During much of history, in the Western world and elsewhere, long hair on women was ubiquitous to the point of being, to a greater or lesser extent, virtually an
* During Naruto's training with Killer Bee to control the Nine-Tails, he is made to fight his
* During NBC's pregame show for a Thanksgiving NFL game in 1985, sideline reporter Ahmad Rashad interrupted his analysis to
* During Nintendo's 2018 E3 trailer, Ridley was revealed as a playable character in
* During "Oceans Unmoving", Quartermaster Flipp complains about not getting any characterization... and is knocked overboard to certain death in the very next strip. Of course, it's subverted when, after the whole plot and the deaths of many major and minor characters, it's revealed that he didn't die, but instead is sent through time.
* During O-Chul's imprisonment in Xykon's tower, Redcloak interrogates O-Chul in front of several civilian prisoners he intends to throw from a tower if O-Chul doesn't cooperate. When O-Chul doesn't talk, he leaves, saying he's going to let them all stew in the knowledge that O-Chul didn't care enough about the people to talk before he comes back to do the actual torture.
* During October of 2004, Ray González, who had already been exposed as
* During Odd Summer, betting pools open on which sectors will get hit with a
* During Omatsuri Island, we are shown Zou, and its rulers Lord Nekomamushi and Duke Inuarashi. More of them were seen in the Enies Lobby arc. They quite like Soundbite's Abbott and Costello, to the point decided to organize a baseball game as a substitute for their usual battles. Their aide Wanda swears revenge against Cross for that very reason.
* During one ad break, the same Wal-Mart ad started and began the same ad break.
* During one Alliance quest in Spires of Arak, the traitor who was selling plans to the Horde turns out to be a drunk with a history of disciplinary problems, meaning he clearly wasn't even pretending to be a model soldier.
* During one battle in World War II's Pacific Theater, the medics doing triage at the field hospital came across a soldier with an entrance wound in his forehead and an exit wound at the back of his head. Upon hearing a medic declare him dead, the head-shot young man sat up and stated: "The hell I am!" Turns out the bullet hit him at a very shallow angle, traveled along his skull under the scalp, and exited at the rear.
* During one battle of the Revolutionary War, the dog of British Commander-in-Chief William Howe wandered into the colonial camp. Washington had the dog returned with a friendly letter, and Howe wrote a glowing assessment of Washington's character in his journal.
* During one convoluted scheme, Colonel von Strom, Lieutenant Gruber and Captain Bertorelli get caught by the Communist Resistance. René convinces the resistance leader not to shoot them and hold them to ransom because General von Klinkerhoffen will pay for their release. The German officers are worthy of one million francs. The Italian captain? Ten cans of beans.
* During one episode, Buttercup winds up covered head-to-toe in assorted waste, and everything refuses to associate with her until she bathes.
* During one fight with Venom, Eddie nearly rips up most of Spidey's costume during their battle. With Peter hunting for him, he doesn't have the time to switch

to a new costume and has to make do with his damaged suit. It ends up being a relief for him one point when he has to switch to his civilian clothes just so he can wear something that isn't torn up for a bit.
* During one game on Christmas Day against the Indiana Pacers, before the game Bird told Chuck Person that he had a Christmas present waiting for him. During the game, when Person was on the bench, Bird shot a three-pointer on the baseline right in front of Person. Immediately after releasing the ball, Bird said to Person, "Merry fuckin' Christmas!", and then the shot went in. This was no doubt inspired by Person (nicknamed the "Rifleman") stating prior to the game that "The Rifleman is Coming, and He's Going Bird Hunting."
* During one group stage in the 2019 Women's World Cup, Cameroon and New Zealand played each other for the chance to get out of the group - since some third place teams were allowed out, either of them would advance if they won (and ended up with three points), while neither would advance if they tied and both had one point. The two teams were tied at the 90-minute mark and tied for nearly all of the few minutes of stoppage time, only for Cameroon to score in the literal last play before the final whistle was blown.
* During one of Chandler's relationship crises, Phoebe accuses him of trying to do this. Joey then asks "You know about that?"
* During one of France's many wars of religion, the port of La Rochelle was besieged by the royal army but was kept supplied by their English allies. The royal army, commanded by the cardinal de Richelieu (
* During one of her Pierre dreams, Paige receives two chocolate bunnies the size of
* During one of his later stand-up specials, Katt Williams talked about how he was outraged by the racist jokes during the Flavor Flav roast, if only because he felt it was the higher ups using the largely black dais'
* During one of his many trials and tribulations as the Centauri Republic's ambassador to the station, Londo Mollari sarcastically says to himself, "Go be the Ambassador on Babylon 5", they said! "It will be an easy assignment!"
* During one of Joe's manic "I HATE LUCKY LUKE!" outbursts, a prison guard chided him for the rocks he was breaking as it was costing the penitentiary money.
* During one of Nodoka's visits late in the manga, Akane takes advantage of her doting on "Ranko" to get back at Ranma for saying her breasts are small. Akane talks Nodoka into taking Ranma shopping for a bra, gets his stained clothes replaced at a women's boutique
* During one of the anime filler episodes that added onto the Long Ring Long Land Arc, the crew is doing Red Light Green Light with Foxy's crew as part of the Davy Back games. Despite the fact that it is daytime, the pathways they are taking are surrounded by water, and there is no way to get lost whatsoever, Zoro
* During one of the Apollo missions, an ad for a convenience food (roast beef slices in gravy) was aired. It showed two servants working the roasting spit in a mediaeval castle kitchen, one proclaiming his dream that one day, roast beef will be available in little boxes. The other sneeringly replied "One day, a man will land on the moon!"
* During one of the chapter openings, Terriermon lists every single one of the nicknames in order to make up for the last chapter being rather short.
* During one of the debates between candidates for the 2012 Republican Presidential nomination, Governor Rick Perry declared, "And I will tell you, it is three agencies of government when I get there that are gone. Commerce, Education, and the... what's the third one there?" After an awkward pause (during which a few of the other candidates and the debate moderator tried to prompt him), he finally concluded, "I can't. The third one, I can't. Sorry. Oops."
* During one of the lunch encounters, you can opt to do flower-arranging with the
* During one of the OVA, where the students do rescue training, Uraraka is supposed to be "unconscious" while Iida plays a hysterical civilian. Iida's acting is so over the top that Uraraka struggles to hold her laughter in the whole time,
* During one of the "Spacecataz" segments, Oglethorpe and Emory have the following discussion after the Mooninites expose themselves at them:

* During one of the special missions, your reconnaissance wing discovers huge mysterious machines deep within Shivan space. When you destroy them, your commander notes that there are strange energy readings coming from the collapsing wreck and you should get away as fast as you can.
* During one of the world wars, a pilot was hit six times and managed to land the plane through the rush of sheer adrenaline. The story goes that he got out of the plane and basically died on the spot.
* During one of Will's dates with Matt, the narration notes that she keeps
* During one possible branching Makoto ends up sleeping with Youko, Sekai's mother, without realizing that she's about twice his age. When talking to Setsuna's mother later without knowing who
* During one quest Ryder has to find dock records for an angaran, but the dock manager of Kadara Port can't help them. He also can't tell them to look in the records computer over there, nor can he tell them the exact code needed to access the files.
* During one sack of the city of Rome, a Gaul general named Brennus offered to ransom the city in return for a payment of gold by weight. When some of the Roman tribunes noticed that the Gaul-provided weights for determining the ransom were fixed and dared to tell him this, he responded by unsheathing his sword, throwing it upon the scale as well, and telling them (presumably through a translator) "Vae victis" or "Woe to the vanquished."
* During one scene he ends up joining Ryusei for a marathon of a super robot anime, because after Ryusei's love interest who watched it as an excuse to spend time with him, but ended up really getting into it, and their CO who ended up watching it because she didn't want the other two alone in the same room with the door closed (Ryusei's love interest is her younger sister) and ended up analysing every battle in terms of strategic value, he didn't want to be the only one on their team who had no idea what Ryusei was going on about. He refuses to admit whether he liked it or not.
* During one skit, “All Guys Are The Same!,” for... research purposes, Colette asks Lloyd if girls like Princess Hilda are his type. Lloyd says he thinks Hilda is pretty, then says he thinks Colette is cuter, then proceeds to complement all the other girls in the party, angering Colette and making her think he’s just like
* During one stage of the Haven/Manticore war, the propagandists of the People's Republic of Haven tell their citizens that the Manticoran Navy regularly destroys the escape pods of Peep ships. It is a complete lie, but it creates a great deal of anger amongst the largely uneducated Havenites.
* During one story, he is attacked by C-list villain Will O'the Wisp. Spider-Man's response is "And you are...?" Wisp gives a rundown of every encounter they've had, to which Spider-Man repeatedly responds that he doesn't remember any of this. Subverted by Spidey's narration, where he reveals that he knows perfectly well who Will O'the Wisp is, and is just messing with him.
* During one storyline, minor villain Fusion (whose only power is the ability to create detailed illusions that can be thrown off once the other person realises what he's capable of) believed that he had successfully intimidated long-time Spidey foe Doctor Octopus into acting as his flunky as he tried to acquire the control device for an advanced tracking satellite, but once they have acquired the control device, Octavius reveals that he was actually feigning weakness and just letting Fusion do the hard work until he was ready to take over the other man's scheme.
* during one stretch of the race, Applejack falls in mud. Rarity comes out of the mud in Applejack's place, and runs the rest of the race with Sweetie Belle, who only sees a mud-caked pony and doesn't realize until the end that it's Rarity.
* During one test, an hour passed on the outside of SCP-728 while only 1 minute thirty seconds elapsed inside it.
* During one test a subject inside SCP-728 experienced two hours of elapsed time while only five minutes passed outside.
* During Operation Barbarossa, the Soviets experimented with training dogs to

associate the underside of tanks with food, then strapping mines to their backs and setting them loose when conducting counter-attacks against German panzer forces. Unfortunately for them, due to not having genuine German tanks to train them with (they used their own tanks mocked up to look like German ones - most of the following confusion likely came from the real deal running on petrol engines rather than diesel that they would have become familiar with the scent of), most of the dogs sought out their own tanks instead. The Germans caught on very quickly in any case, shooting all dogs on sight upon hearing of it.
* During Operation Desert Storm, some US Marine Recon units switched back to their retired M1911A1s as a sidearm, since their standard-issue Beretta M9s tended to jam up when exposed to sand. They even made a
* During Operation Market Garden, an American soldier recounted finding the remains of a destroyed British convoy along the infamous "Hell's Highway." The Germans had pulled out before they'd had the chance to loot the convoy, and so he and his buddies found the destroyed trucks filled with food items such as chocolate, biscuits, and, yes, brewing equipment. He then noticed that some of the equipment was set up, and came to the conclusion that the British had been ambushed when they'd stopped for tea.
* During Pain's attack on Konoha, Nine-Tails gets released and fights Pain. Art completely changes during the fight.
* During Paul's battle with Brandon, all of his Pokémon are beaten in one or two hits without getting any damage in, but Paul's Nidoking actually does rather decently against Registeel, eating a few attacks and getting a few super-effective hits in on it's own. Even Brandon noted that Nidoking was strong.
* During Pedro's fight with Tamago, the latter is going through a second transformation, but Pedro doesn't feel fighting a stronger form and wants to finish him off while in the middle of the transformation. The
* During "Peggy Hill: The Decline and Fall" Bobby is left stuck doing all the care for Cotton and Didi's new baby, thanks to Didi's depression, Peggy being in a full-body cast, and Cotton being...Cotton. After almost the entire episode, Didi innocently asks him to get her some lottery tickets. And he finally snaps.
* During PMD-B Tagg's group allowing the last two Super Mutants to get away doomed Necropolis by having the Master send his army to destroy the place in reprisal.
* During Pokémon League tournaments, it's against the rules for competing Pokémon and their trainers to pick fights with each other outside of official matches.
* During "Pork and Burns", Bart lists various objects in his room that he's not throwing out as they still give him joy, including a report card showing Lisa's only B grade, which brings him "super joy".
* During post-battle celebrations, Tormund Giantsbane jokes, "Which one of you cowards shit in my pants?"
* During preproduction for IV, there was concern about how much they'd have to make the characters worry about their wardrobes. They concluded that they could walk around San Francisco in full dress uniform and
* During presidential elections in the US (and mid-terms to a lesser extent), pretty much every channel that's running continuous election coverage will have this trope in play to track their latest updates to which candidate/party "is projected" (no one wants to take that
* During prohibition, a magazine held a contest to create a word for a person who illegally drank alcohol. Mr Henry Irving Dale and Miss Kate L. Butler both sent in the winning entry,
* During Prohibition, "bargain days" were the only way many courts could keep up with the alcohol-related workload. Everyone who agreed to plead guilty in exchange for the smallest penalty the judge could get away with would be scheduled for the same court date, and the formalities were zipped through to clear as many cases off the docket as possible.
* During Prohibition, there were numerous bootleggers who cut their teeth in the trenches of Europe.
* During Prohibition, Vino Sano and Fruit Industries, Inc. sold compressed blocks

of grapes marked, "
* During Q&As on the Palisades message board, Ken Lilly's standard response to questions about potential upcoming figures and accessories was "anything is possible." After the company folded, he admitted that the answer was usually "no" due to reasons of cost or complexity, but saying so straight-out would have been discouraging to future questions.
* During Queen Chrysalis' origin story, she went to a teller. The teller does several readings and repeatedly draws The Lust, alternately called The Hunger, which represents how Chrysalis is an
* During Ragnarok, how many steps backward will Thor take after slaying Jormungand before keeling over from the poison? The
* During Ray Romano's stand-up comedy special where he performed at Carnegie Hall, his first line expressed how happy he was to be there.
* During recording, as the piano faded Lennon turned the gain up so that it remained audible for longer.
* During Reggie Bennett's tenure in Japan in the 1990s, she eventually gained a younger sister, Jessica Bennett, portrayed by fellow American Jessica Soto.
* During Reika's final ritual, she watches the man she loved die right in front of her, which causes the Manor of Sleep to be engulfed in The Rift.
* During Repo Man's entrance at the Wrestlemania X-7 Gimmick Battle Royal:
* During Roxy and Calliope's conversation in a Dream Bubble, one of the stars in the background looks a lot more like the meteor that Rose, Dave, and the remaining Trolls are travelling on. Some time later, Rose starts dreaming in the same bubble and almost meets Roxy for the first time, only for Calliope to force them both to wake up.
* During Russia's Time of Troubles, the invading Polish Army was searching the countryside in pursuit of Tsar Michael I of Russia when they learned that he was hiding in a particular monastery in the woods. A local named Ivan Susanin offered a Polish detachment to guide them there, but being a supporter of Michael, instead took them so deep into the woods that none (not even Susanin) came out alive. (Actually, while Susanin is a historical figure, the wood story is most probably fiction.)
* during's agricultural section were on that one car, or if the disaster merely reduced their numbers below the point of genetic recovery; either way, it's described as an "extinction-level event".
* During said speech Nyarko remarks that her boss is unreasonable, naps all the time, and gets angry enough to destroy the universe if you wake him up — which reveals to fans of the
* during SBS broadcasts and then coordinate an attack with both them and the Kung Fu Pirates on 'Task Force Cerberus' before they can join the forces on Enies Lobby.
* During Scott's fight with Matt Patel, Ramona's First Evil Ex-Boyfriend, Scott tries to rattle Matt by asking about the time Matt and Ramona dated.
* During Season 0, even Yugi's spirit partner (the Pharaoh) could easily be interpreted as evil, or at least a
* During Season 19, Mr. Garrison left South Park to run for President of the United States of America, becoming a
* During Season 19, PC Principal intimidates a lot of people for the pursuit of social justice and has gone as far as assaulting people who say something he considers insensitive (like savagely attacking Cartman because he used the words "capiche" and "spokesman"), and he's never gotten any retribution for it. Come Season 20, he is forced to live with the fact that his actions partially caused one of the most politically incorrect characters to become president, who proceeds to rub it in his face and force him to suck his dick.
* during Season 23 to sabotage the actress and producer. The team's 'continuity advisor' Ian Levine hated the character so much that he quit over her inclusion; most fans today regard this event as one of the reasons for the show becoming more creatively interesting for its last couple of seasons.
* During season 2, Bojack and film director Kelsey Jannings try to make a gritty, realistic and tragic movie about the life of the racehorse Secretariat. The studio

eventually develops some reservations about the movie, leading to Kelsey getting fired and a script rewrite making the movie more sentimental and optimistic with a new director attached. This is portrayed as a creatively bankrupt decision made entirely with money and audience accessibility in mind, with the new direction being treated as trite and hackneyed compared to the honest, emotionally weighty movie that Bojack and Kelsey wanted to make. Though things become a bit more mixed when the movie is released and it's a lot better than Bojack was expecting.
* During Season 2, Liu has become the undefeated champion of Megalonia for five years, having first won the title and defended it twice with no losses on his record.
* During season 4, the Good Place Committee return, and this time they
* During season 5, the Knights of Byzantium start off as possibly ally or enemy (attack Buffy, but also beat up Glory's
* During season 5, the set of the bridge was damaged after a fire, so while it was repaired, they quickly assembled a script that allowed most of the action to take place away from the bridge, "Bride Of Chaotica!", a holodeck story that was a
* During season four, we flash back to the time Mr. Quinlan tried to kill The Master in Victorian England. He fails and The Master threatens to go after a woman he has a romantic relationship with and her daughter.
* During season twelve Reid is sent to prison for a crime he did not commit. There he meets Calvin Shaw, a former FBI Agent who murdered his confidential informant. He claims that she was
* During season two: "You will get your Libby episode. This season." They also claimed that a Rose and Bernard episode would only happen in a subsequent season. Libby gets killed off before having her own episode, while Rose and Bernard's episode shows up earlier than expected. However, Libby does get a flashback at the end of the Hurley episode
* During Series 5, Amy would occasionally bulge her eyes and pucker her mouth — known to fans as the :I face.
* During "Shall We Play a Game?", positive shots flash red, white, and blue (representing America), while negative shots flash red and yellow (representing China).
* During "Shanghai Moon", set in space, when he discovers his momentum hampered by the lack of gravity, he adjusts his attack names accordingly. "Tiger Prowls! ...through ... pudding...?" (slow motion punch)
* During Shimousa, a single swing from one of Muramasa's swords is enough to completely splatter the entire upper half of Lancer Purgatorio's body, forcing him to regrow everything from the waist up aside from his hands.
* During Shirogane's reelection, Kaguya gets Hayato to drop out of the race with a
* During "Silence in the Library"/"Forest of the Dead", the minds of people killed by the Vashta Nerada (or any other means within the library) are uploaded into a virtual world to live in while they cannot be saved in the real world.
* During sneaking sections, enemies will only notice the player character, not any AI escorts or party members. Appropriately, the AI sneaks around corners as well as a player can, but if you're careful, you may notice a few times when the bad guys ought to be noticing the escorts but don't.
* During solar flares, wormholes have a tendency to travel back in time, with the strength of the flare determining how far back/forward in time the wormhole can go. Strangely, the first time this happened, SG-1 were rematerialized without a stargate, something thought to be impossible. This forms the plotline of several episodes as well as the
* During some boss fights, the characters will go up to Level 3 with only one orb container.
* During "Something Blue", Spike gives Buffy his gothic punk ring after Willow's "My Will Be Done Spell" makes them get engaged, since it's the only one he
* During some unspecified time in his early childhood, the macho, self-assured protagonist wet the bed. And his father took a picture, too, which he later pulled out while Ranma
* During Sonic's showdown with Metal Sonic, he attempts to do some kind of paradox

by saying the now-famous line:
* During Spain's War of Independence, the city of Saragossa suffered TWO sieges by the French Army. The first (1808) ended with a Spanish victory; The second one (1809), historically noted for its brutality, ended with a French victory. Saragossa was reduced to 12,000 people from its pre-second siege population of 100,000.
* During Spider-Island, Pete's then love interest Carlie Cooper got spider powers with everyone else. Though her physique hadn't changed her spider strength is still evident without demonstrating it because her muscles were all rock hard.
* During Splatfests, there are percentage rankings for both team popularity and team performance. Typically, the popularity percentage is usually inverse to the performance percentage, with some of them overlapping, but the problem lies in the performance percentage. The points rewarded for performance percentage is nearly
* During "Squirrel in the Classroom", when Raven gets suspicious of Grace's memory, he suddenly realizes something, withdraws his objection, and uses this trope to explain his previous anger at Grace.
* During Stanley Yelnats's great-great-grandfather's story, Elya (the grandpa) is the poor one and he's up against a fat slob rich guy
* During Stilt-Man's funeral, it's revealed that he and Princess Python from the Circus of Crime had been married. Later
* During sufficiently large salmon runs in Alaska, grizzly bears love to eat
* During Super Bowl 50, there was a commercial that was advertising the website, Wix, but at the same time promoting the movie,
* During supper, Elly suspiciously asked Michael if he was feeding Farley under the table. Michael said he wasn't. He was actually feeding Farley by surreptitiously tossing food scraps behind his chair.
* During Tahu's purification, Lewa uses Tahu's Magma Sword and activates its fire power, when the fact that most tools can only channel the power of their user has been established in the very first comic. Lewa's power is air, so the Magma Sword would have been spewing wind rather than heat.
* During Ted Cruz's unsuccessful 2016 presidential campaign, internet users opposed to the Texas senator jokingly accused him of being the Zodiac Killer, based on noted physical similarities between Cruz and a police sketch of the killer; the joke became popular enough to be referenced on
* During Texas's brief stint as an independent republic, the Texan dollar (colloquially the "redback") became so inflated that even the Texan government wouldn't accept it for payment of taxes, insisting instead on U.S. dollars, gold, or silver.
* During that campaign season, many of the Democratic characters on the show admitted to want to vote for him, especially during the debates with the Democratic presidential candidate Matthew Santos.
* During that very incident, Roy also insisted Belkar not know. Subverted in that Belkar knew it was Roy all along and was comfortable enough with his masculinity to hit on Roy purely to mess with him.
* During the 108 years of heartbreak the Cubs endured, seasons would end in two ways. Being obliterated out of the Playoffs (2007, 2008, 2015) or being very close only to choke in the end (1969, 1984, 2003). What better way to end the century of heartbreak by being on the other side of the table, the team that many people count out after being down 3-1 in the World Series against the Indians, only for the Cubs to come all the way back to win the Series.
* During the 12th season, Tucker, Grif, Simmons, and Caboose are given their own squads, and
* During the 13th Black Crusader, Abaddon the Despoiler launches a Blackstone Fortress towards the fortress world of Cadia, destroying the planet.
* During the ‘’Kitchen Irish’’ Arc, one of the SAS soldiers Frank works with is the son of a soldier murdered by one of the IRA members they're chasing.
* During the 1453 Siege of Constantinople, Venetian surgeon Niccolò Barbaro described an attack by the Janissaries where they suffered heavy losses, but would

not leave their dead behind.
* During the 17th Century, many people believed that only a silver bullet could kill a king.
* During the 18th century Age of Liberty in Sweden, a series of events led to a name stamp (with the king's signature) in the hands of the parliament legally filling in for the king when he didn't want to co-operate. The only thing hindering it being called a literal rubber stamp monarchy is that it isn't entirely certain the stamp was actually made of
* During the 18th century hunt for the Beast Of Gévaudan, Jean Chastel reportedly loaded his gun with silver bullets. However, in this case the bullets were not 'special' because they were made of silver, but because the silver was obtained from a blessed medallion of the Virgin Mary (the creature was thought to be demonic in nature).
* During the 18th century, many new agricultural practices were invented and spread from Britain throughout the rest of Europe. Leading to a population boom, and after the new people came of age, to great changes in society - cottage industries in Britain, preparing the Industrial Revolution, and the French Revolution on the continent.
* During the 1920's, Piggly Wiggly faced a decrease in business in Florida, which forced the chain's owner to sell his stores. A businessman in Atlanta purchased them, but chose not to visit the stores. One of the chain's managers, George W. Jenkins, decided to visit the new owner personally so that they could discuss the future of the business. But when Jenkins got to Atlanta, he was told the new owner was unavailable to talk due to a "critical business consultation". Jenkins overheard the new owner discussing his golf game over the phone, which only enraged him. Jenkins returned to Florida and started his own business, Publix Supermarkets, in order to compete against the new owner of Piggly Wiggly.
* During the 1940s, the Russian born wrestler Maurice Tillet was starting to get over big in the United States as The French Angel. He was billed as "The World's Ugliest Man" and pushed as nearly unstoppable for two years as champion of the Boston territory (Known as The American Wrestling Association but unrelated to
* During the 1950s/60s, on weekdays, the BBC used to broadcast a midday show with a live audience. One of the regular guests was a stand-up comic called Ted Lune, who always finished his act by reading out a letter from his mother. The letter relied heavily on all different kinds of reading-out-loud tropes, and invariably finished with an inversion of this particular one; for example, "Mrs Jones next door has bought six pigs. She keeps them in the back yard and there's an awful smell from your loving mother." Media-switch version
* During the 1950s, MGM's cartoons used the plot of "a character constantly runs out of the building to avoid waking up his grouchy master". This occurred in
* During the 1950's, the comic book industry was nearly destroyed. Why? A psychiatrist named Fredric Wertham (not entirely a bad guy, mind you, as he spoke out a lot against school segregation) noticed that a lot of the troubled boys he worked with described "reading comic books" as their favorite activity. Failing to take into account that pretty much every young boy at the time read comic books (not to mention failing to ask what
* During the 1960s-1970s, Madame Alexander released an 18" Vinyl Elise fashion doll
* During the 1960s and 1970s, at the University of Nebraska-Lincoln, fans would often throw oranges onto the football field after the first Nebraska touchdown of the game. Unlike most other examples on this page, this was a form of applause; at the time, Nebraska was part of the Big 8 conference, and the Big 8 champion always played in the Orange Bowl. Oranges on the field were a way of saying "We're going to the Orange Bowl!" Oranges on the field also caused a mess, especially after Nebraska installed artificial turf in 1970, and for at least half the season were likely to be frozen solid (thanks to Nebraska weather) before they were thrown, with obvious risks. The university finally managed to convince fans to just stick with the traditional balloon release to celebrate the first touchdown.
* During the 1960s and 1970s, the Bonanno family split into various factions,

mainly over who should become boss. This began when family namesake Joe Bonanno attempted to take over the Commission in 1964, but was forced to step down, triggering a brief mob war over his succession. The Commission then intervened and anointed Phillip Rastelli as Bonanno's successor, but this was challenged by Carmine Galante, who felt he should be the boss, but was assassinated by Rastelli loyalists in 1979. The Bonannos almost split up again in 1981 when several Galante loyalists attempted to avenge his death by taking over the brugad, but were wiped out by Rastelli backers who were tired of people defying his authority.
* During the 1960s, it was routine for US music labels, when importing UK albums, to remove a few songs. When they'd accumulated enough extra songs, they'd be released as an "extra" album.
* During the 1960s, off the Orkney Islands, was one source of inert steel salvaged at the time. Nowadays the background radiation level is lower and there's now numerous types of air filters that didn't exist in the 1960s, so this usually isn't an issue.
* During the 1961 putsch in French Algeria by military officers wanting Algeria to remain French, most conscripted soldiers, after hearing Charles de Gaulle ordering them to absolutely disobey to mutineed officers, mutinied against the putschists. In at least one case, an unit arrested their officer!
* During the 1970 NBA finals, Willis Reed played in game 7 with a torn hamstring, an injury which would plague him for years and lead to an early end to his career.
* During the 1970 October Crisis, when asked how far he would go to combat the FLQ
* During the 1970s and 1980s, Converse Chuck Taylor All-Stars had other wannabe brands that almost (but not quite) resembled the original: Payless Shoe Stores had Pro Wings high-tops that (except for the heel patches) could be considered a low-budget version of Chuck Taylors. Kinney Shoes, a now-defunct shoe store chain, had Stadia hightops, which like Payless's Pro Wings hightops, had different heel patches. Both of these were made of canvas and had the same basic lace-up scheme. By contrast, modern dollar convenience stores (like Family Dollar, Dollar General, et al.) have inexpensive brands sold for about $10-$15 that have honeycomb soles instead of Converse's diamond patterned waffle soles and no heel patch emblems, not even coming close to resembling Converse high-tops.
* During the 1970s, Cap became disillusioned by the atmosphere of political corruption, unjust war and the general jaded mood of the country. For a time he abandoned the stars n' stripes for an all-black, millitaristic bodysuit, and called himself "Nomad: The Man Without a Country."
* During the 1970s, the then called Plymouth Arrow (now called Mitsubishi Lancer A70), used the Harry Nilsson song "Me and My Arrow" from
* During the 1970s, Wonder Woman went through a big makeover, which also didn't last too long. She sometimes wore a fringed jacket and pants and sometimes wore a minidress. Both of these still managed to show a lot of leg, because of the shortness of the dress and the fact that the pants had large circular holes in them running down the outside of the leg.
* During the 1976 Soviet Red Army vs. Philadelphia Flyers exhibition
* During the 1978 Korvac saga, Korvac and Carina fuse their bodies into one in a very sexual manner, the narration describing Korvac "as he softly slips between the delicate folds of Carina's soul".
* During the 1980s Cola Wars, Pepsi fielded an ad with variation of this centered around a
* During the 1980s, the beginning of the drunk-driving-is-wrong awareness era (thanks to MADD and other organizations), bars would often install breath-alysers as a public service, so that patrons could know "when to say when." The practice was discontinued when people started using the machines to adjudicate who's-the-most-drunk contests.
* During the 1980s trivia craze, many giant books of "facts" and "trivia" were published aimed at inquisitive children. Some of the information within them was true; some of it was
* During the 1980s, WDIV in Detroit would broadcast Detroit Tigers baseball games, and at the end of the broadcast would feature an animated version of

* During the 1985 World Series, the base of the trophy had allegedly been painted red for the heavily favored St. Louis Cardinals. It had to be repainted blue for Kansas City Royals, who won the series in seven games.
* During the 1986 arc where Garfield and Odie run away from home, Jon tries to reassure himself by saying "t's not like they're family or anything". Then the TV plays an "It's 10:00, do you know where your children are?" announcement, and Jon immediately breaks down crying.
* During the 1990s and into the early 2000s, Hasbro made figures based on several DC Comics, including the
* During the 1990s, when answering machines came down in price and became more common in American households, several companies released novelty answering machine greetings. Standard comedy skits and parodies of famous characters were used in greetings, in lieu of the standard, "Hello, you've reached
* During the 1994 Olympics, skater Nancy Kerrigan was waiting backstage for gold medalist Oksana Baiul for the medal ceremony to take place. After having skated the best performance of her life, not to mention having come back from a disastrous year and a vicious attack, Nancy was already irritated at having lost by an uber-slim margin (a mere tenth of a point gave Baiul the gold medal over her). Further annoyed both by the delay and then upon being told that the delay was because Baiul was putting on more makeup (wrongly, as it turns out, the delay was because the Ukrainian flag and a tape of the Ukrainian Anthem could not be found
* During the 1996 U.S. presidential election between Bill Clinton and Bob Dole, Dole gave a campaign speech in the which he reminisced about what he viewed as the glory days of the post-WWII decade of
* During the 1998 home run chase between Mark McGwire and Sammy Sosa, they gave off the image of being close friends united in a race for history—when McGwire broke the home run record, Sosa came and gave him a big hug. Years later they both admitted that they never really talked to each other at all outside of happenstance meetings and pre-arranged interviews.
* During the 2001 Japanese Motorcycle Grand Prix, which was held in Suzuka Circuit, rising motorcycle phenom Valentino Rossi flipped the bird to then-rival Max Biaggi after the latter attempted to force a bike crash on him by forcing him off the gravel. Rossi was mentally disoriented by this interference, but eventually he caught up to his rival and then flashed the gesture as a
* During the 2004 Olympics, Russian judoka Dmitri Nossov lost the semifinal, cutting his eyebrow muscle and seriously injuring his left arm. He still won a bronze medal
* During the 2006 World Cup Final, the Italian player Marco Materazzi insulted French player Zinedine Zidane. Though the incident was caught on camera, there were no microphones pointed at the pair at the time. The insult was apparently so vile that Zidane headbutted Materazzi and was ejected from the game, which France ultimately lost. This led to enormous speculation about what could have caused this reaction; popular consensus holds that Materazzi
* During the 2008-2009 season La Liga home match against Getafe, which is a record length in the history of La Liga.
* During the 2008 American Republican primaries, candidate Mike Huckabee showed a group of reporters a negative ad targeting one of his rivals, and announced that he had decided not to air it. The ad probably got much more attention than if he'd just run it normally. This sort of thing is relatively common in politics, though this example is worse than most. Remember, buying ad time costs money, but if the news airs it for you, it's free.
* During the 2008 Christmas season in the UK, a leisure park in the New Forest advertised a "British Lapland" complete with real log cabins, huskies, reindeer, a Christmas market, a nativity scene, and a tunnel of light. In reality, once visitors paid the £25 entry fee, they found that
* During the 2008 housing recession, many newspapers went out of business, with most cities only having one or two active newspapers lines, and many paper companies still have trouble as many people didn't resubscribe when the economy improved. The

* During the 2008 presidential election, political comedians often made these sort of jokes about John McCain. They became such a meme that
* During the 2008 Summer Olympic Games in Beijing, local crowds took every chance to chant "CHI-NA! CHI-NA!" in English.
* During the 2009 Bragging Rights DX promo where they bashed Smackdown's team. Triple H once again spits his water out when Shawn whispers to him, he blurts out what he says right after: "He's banging
* During the 2009 Bulls-Celtics playoffs during game five, Rondo fishhooked Brad Miller's face as Miller went for a layup. Rondo's hand was three feet away from the ball, and all Rondo got was a personal foul. He should have drawn a flagrant one at least. Official review upheld the decision. (Because to do otherwise would be like going on national television and saying, "Bulls, we may have cost you guys the game.") Can be seen
* During the 2010 Australian Federal Election, Peter Van Onselen of Sky News called the election for Labor at 8:01pm, before acknowledging three minutes later that this may have been premature - a good choice, since four hours later no one had a result. For this, Andrew and Chas of
* During the 2010 CFL season in a Week 18 matchup, the Alouettes were tied with the Toronto Argonauts 30-30 with 9 seconds left in regulation. Either a successful field goal OR Toronto failing to get the ball out of their end zone should the field goal attempt go wide, scoring a single, would give Montreal the win, otherwise the game would go into overtime. Montreal's field goal attempt does go wide, Toronto kicks the ball out of the back of their end zone, Montreal receives the punt at Toronto's 22-yard line, then punts it back into Toronto's end zone, Toronto tries to kick the ball back out of their end zone while it's on the ground, however, Montreal swats the ball near the goal line and recovers the fumble for the game-winning touchdown. This
* During the 2010 Naismith Memorial Basketball Hall of Fame induction ceremony, in which the Dream Team officially entered the Hall as a unit, Larry Bird came to the pedestal and said that the team was "a cast of characters and different personalities... then
* During the 2010s, the "Big Four" became the "Big Six" with the inclsuion of Manchester City and Tottenham Hotspur and out of the clubs, only Tottenham Hotspur has not won the league yet.
* During the 2010 UK general election, the makers of Marmite threatened legal action after the super far-right
* During the 2010 World Cup, Germany's coach Jogi Loew wore the same "lucky"
* During the 2010 World Cup round-robin match between the United States and Algeria, the United States needed a win to advance. The score was tied at 0-0 going into stoppage time in the second half. Landon Donovan scored the winning goal for the United States during stoppage time, causing
* During the 2011/2012 season, the Clippers eased past the Memphis Grizzlies in the 1st round, only to be swept by the San Antonio Spurs in the 2nd round.
* During the 2011 regular season, the St. Louis Cardinals were 10 1/2 games back from the wild card spot in the standings when
* During the 2011 US national budget meetings, former Senate Minority Whip Jon Kyl spoke in favor of defunding Planned Parenthood by claiming that "over 90%" of the organization's services were abortions. After it was revealed that only 3% of their services (and 11% of visits) were abortions, Senator Kyl claimed that he was exaggerating and that his claim was "not intended to be a factual statement".
* During the 2012 election, many believed that the Republicans wanted to ban tampons, based on a satirical article on the Freewood Post.
* During the 2012 National League Division Series, the San Francisco Giants were already down two games against the Cincinnati Reds. Before the third game,
* During the 2012 Presidential Election, there were times when it seemed like Mitt Romney was ahead enough in the polls to win the Presidency from
* During the 2012 Super Bowl, Marvel Studios released a trailer that promised "an extended look". The next scene was
* During the 2013 NBA Draft, David Stern was booed mercilessly by the crowd. Being

that it was his last draft, he encouraged the response and a couple times outright trolled the crowd. When he came up to announce Utah's pick, he said,
* During the 2013 siege of the Westgate Shopping Mall in Nairobi, Kenya, a four-year-old boy stood between his wounded mother and one of the gunmen, calling him "a very bad man".
* During the 2013 Stanley Cup playoffs, Ottawa coach Paul MacLean accused Montreal players of trying to hurt his players. One Montreal player responded by saying he "doesn't care what that bug-eyed fat walrus has to say." At MacLean's press conference the next day, he addressed that remark: "Bug-eyed? I've never been called that before, that's a new one. Walrus? Nah, that's too easy
* During the 2014 outbreak, families of Ebola victims in Liberia hid their sick and dead to prevent them being
* During the 2015 Academy Awards, Graham Moore, the winner of Best Adapted Screenplay for
* During the 2015 holiday season a Time Warner Cable ad featured a family that wanted more from their home Internet named —
* During the 2015 IWA Deep South "Softcore Cup", one of the commentators advised a man in the audience who accepted
* During the 2016 Fort McMurray wildfire in Alberta, Canada, one resident witnessed the destruction of his home via the
* During the 2016 occupation of an Oregon wildlife preservation facility by a pro-Second Amendment militia, the occupiers repeatedly asked for snacks and supplies from those who supported them. Instead, they were mailed sex toys, glitter, penis-shaped candles, and other such paraphernalia. John Ritzheimer filmed a video of him unboxing the "supplies" and while he did throw everything off of the table, he did remark that he found the Bag of Dicks (a bag of gummy penis-shaped candies) pretty hilarious.
* During the 2017-18 NHL season, Pittsburgh Penguins fans were quick to forge camaraderie with the Vegas Golden Knights, a new expansion team. This is primarily due to the Golden Knights acquiring goalkeeper Marc Andre-Fleury, who was a fan favorite back when he played for the Pens. The Knights were quick to reciprocate after the Pens made a touching tribute to Fleury when he returned to Pittsburgh. During their surprise run for the Stanley Cup, the Knights also received a lot of support from Pens fans, primarily because they were facing Pittsburgh's rival, the Washington Capitals.
* During the 2017 Nintendo World Championships, though not at E3, one announcer noted in the
* During the 2019 Hong Kong protests against China's attempts to control the city, numerous viral videos were made showing protesters responding to police attempts to use tear gas against them by pouring bottled water on the canisters or sticking them in buckets of water. Both ways turned out to be highly effective means of rendering the canisters harmless and the practise has since become popular for demonstrators worldwide.
* During the 2019 Hong Kong protests against the Beijing-backed government there,
* During the 2020 coronavirus pandemic, a Belgian supermarket generated buzz by proposing a sale consisting in "buy two Corona [the beer brand], get one Mort Subite for free". While it refers in context to a Belgian beer brand, "Mort Subite" literally means "sudden death" in French...
* During the 2020 Presidential election, there was a minor but recurring controversy that the Democratic candidate,
* During the 2020 Tokyo Olympics, Simone Biles of the United States had a rough day in qualifications and came down with an unfortunate case of the "twisties"
* During the 2021 World Juniors Hockey Championships on TSN in Canada, ads for
* During the 21st century Lionel Messi and Cristiano Ronaldo became basically the central focus of the football world.
* During the 26th century, "Dragons" is a racial slur for Draconians, a reptilian race the humans were at war with.
* During the 2nd Indo-Pakistanese War (1973), an Indian MiG fired a missile at a Pakistani Mirage IIIE, but the missile shot down the MiG's wingman.

* During the 3.5 Edition, Wizards of the Coast decided to release a supplement called
* During the 4th Succession War, Hanse Davion famously used a chemical weapon known as Green Smoke against the Capellan Confederation. Green Smoke is harmless to humans, but it's extremely corrosive against the Triple Strength Myomer that the Capellans were using to give their Battlemechs improved speed and melee combat ability. And the only reason they were using it was because it was a
* During the '50s and early '60s, West German TV would experience mysterious "Tonstörungen" (sound difficulties) whenever they were transmitting sports events of any kind - more precisely, whenever the East German anthem was played during the medal presentations.
* During the 60s and 70s, many TV actors would at times get extra work through dubbing.
* During the 70s-80s and even to an extent today, the Fender Stratocaster was a victim of frequent awful duplicates and clones until Fender took matters into their own hands and began to produce Squier guitars, budget-priced Japanese-made Fender products.
* During the 70s Mexican TV producer Roberto Gomez Bolaños (AKA: "Chespirito") used the same pool of actors on all of his shows, usually playing similar characters. This was particularly noticeable on
* During the 70s, the BBC would air a Compilation Movie of a previous serial at Christmas, These would then be used as replacement programs if bad weather had canceled a live sports game.
* During the 70's there was a commercial selling a classical music album based on this trope.
* During the 717-718 Arab Siege of Constantinople, the Arabs were certain to be able to attack the city from the sea, thus bypassing the invincible ground walls and having to deal only with a weak sea wall, thanks to the numerical superiority of their navy, and failing that they would have still been able to leverage their numerical superiority to blockade the city and starve it out. What they couldn't have accounted for was that
* During the 74th Hunger Games, Glimmer goes to great lengths to give Finch the District Five girl known as 'Foxface' in canon- a Viking-style funeral after she's killed by Marvel's spear. During the ‘funeral’, Glimmer privately admits to Katniss that she thinks that Finch could have excelled at the Academy as she had the spirit to be a great Career with training, not even crying when she was stabbed through the chest, where Glimmer had seen some Academy trainees bawling over far more minor wounds. While on her Victory Tour, Glimmer addresses District Five to tell them to be proud of Finch, who showed Glimmer that just being smart could be an asset.
* During the 7th Doctor adventure "Battlefield", the Doctor finds a note from his future self in what was supposed to be King Arthur's tomb warning that Morgaine was going to summon an
* During the '80s and '90s, The Sharper Image was a modestly popular electronics company specializing in appliances such as jogging watches. However, the company had its "big break" during the
* During the 80's, several DC Comics titles would feature "backup stories" in the last five or six pages of each issue. Most notably, the
* During the 80s, the Miami Hurricanes reveled in being the college football team America cheered against.
* During the 80's there was a fellow by the name of Michael Mills who had a radio show devoted to finding Satanic messages in rock songs. Among the bands he accused of corrupting its listeners were the usual suspects like Kiss and Led Zeppelin but he also included a few head-scratchers like ELO, Bow Wow Wow, and of all people, Dan Fogelberg.
* During the 80's, there was a hysterical panic that went around about Satanic ritual abuse that was supposedly happening in preschools and day care centers. It's almost certain that nothing of the sort happened and children were interviewed in misleading and coercive ways. The most egregoius case would probably be that of Ray

Buckey, who was charged with hundreds of counts of sexual abuse and spent five years in jail before being granted bail. He was cleared of all charges. The trial of his and his co-defendants was the longest and most expensive in California history
* During the 80s, the villain Arthur Light was retroactively established as having been the
* During the 8-bit era, the British software house CRL released a number of horror
* During the 8-Player match on Bowser's Enchanted Inferno, after a star gets bought, it moves right in front of Team Mollusk... only for the team who just bought the star to land on a Happening Space that changes its location.
* During the 90s, Cap had an encounter with a few of the X-Men in a scuffle which saw him getting frozen from the waist down by Iceman. The move did
* During the 90's, many puzzle games tried to emulate the success of
* During the '90s, the Melbourne Tigers in Australia's National Basketball League seemingly kept a player named Brett Rainbow on their list exclusively for slam dunk competitions, never playing him in an actual game.
* During the 90s, Vampirella was allied with the Danse Macabre, an organization that fought supernatural threats with considerably more extreme measures. They were unfortunately wiped out by the villainess Nyx who killed Vampirella herself.
* During the abortive scattering of her mother's ashes, Tanya starts telling a bunch of complete strangers all of her issues with her mother.
* During the absolutely silent, very tense sequence where Ethan breaks into the vault at Langley in
* During the Action Prologue, Poe gives the First Order Dreadnought a nasty case of "Trench Run Disease", hugging its hull and picking off its defensive guns to clear the way for the Resistance's fleet of heavy bombers. When Hux asks why Poe's X-Wing isn't taken down, Captain Canady retorts that the lone starfighter is too small and agile for the surface cannons to intercept, and bemoans that his crew should have sent out fighters instead of thinking they're invulnerable.
* During the "Acts of Vengeance" crossover, Dragon Man is sent to destroy Spidey, who engulfs him in flame. Fortunately, he was possessed by the power of Captain Universe at the moment, so he's left mostly unharmed, though stark naked due to his outfit being reduced to ashes. He simply uses his new power to make a new outfit instantly appear. This ends up happening to him a second time during the fight as well.
* During the actual anime, in the "Waking the Dragons" filler arc, Kaiba decides to go pay Dartz a visit. Since he's in a hurry he and Mokuba grab a random car from a car lot. When the salesman protests, Kaiba just writes a 500,000 dollar check for it before driving it out of the lot without giving him a chance to respond.
* During the Africa Korps strips, the Sergeants tries to lecture the newbies on edible cacti and picks up and eats one which he claims its called "Camel Cactus" due to its resemblance to camel's poop. Cue to the camel handler:
* During the aftermath of the 2000 presidential election, correspondents at
* During the aftermath of the tornado in the 4th season Gabrielle causes havoc in Carlos's accountant's wake while trying to find the right documents of her husband's foreign bank account.
* During the afterparty for the Chunin exams in chapter 31, Shizune announces that she's pregnant with Shisui's child and also reveals their engagement. The actual wedding is never shown as it happens during the
* During the "A Function of Firepower" arc, those dark matter entities create a micro-supernova in the Xuvoth system, home to a world with a population of three hundred billion. Petey immediately uses precision targeting to take out every single teraport denial system in the system, then deploys a device that had been referred to as a "soulgig" and teleports the brains of the people out - essentially killing them in order to ensure that there is something to revive them from later.
* During the age of American westward expansion, a number of high-ranking officials involved — most notably President Ulysses S. Grant, General William T. Sherman, and William "Buffalo Bill" Cody — set deliberate measures in place to kill as many American bison as they could, with the stated goal of making

the Great Plains as inhospitable as they could to the traditional Native American way of life, which had relied heavily on bison hunting. One colonel reportedly encouraged a hunter that "Every buffalo dead is an Indian gone."
* During the age of piracy, many governments would hire privateers, pirates who agreed to attack ships that belonged to rival countries and give their sponsors a cut of their loot. Queen Elizabeth I was noted for her high opinion of privateering, famously employing an entire military branch of pirates known as the "Sea Dogs" to harass Spanish vessels. The most famous Sea Dog was Francis Drake, who was knighted by Elizabeth for his actions and was made a vice admiral in the English fleet.
* During the Age of the Heroes, Elenei, the daughter of the sea god and the goddess of the wind. She gave her maidenhead to Durran Godsgrief,
* During the age while armies still utilized campfires at night, it was not uncommon for those to be used as a means of deception. Merely looking at a light source at night temporarily ruins the eye's low light adjustments, meaning that while looking at such a campfire (or for that matter any other light source at night), it was impossible to actually see the people (if any) that existed around it; only the light source would be visible. Armies got pretty creative with this back in the day, from setting up false camps (the enemy won't know there's no one by the fire until it's too late), to lighting a minimal number of fires to hide their number (sometimes going as far as just one big fire; good luck guessing how many people are sharing it), to ordering the camp to make several times its number in flames. A cunning general may even combine the various methods, essentially rendering the enemy's attempts to scout his position at night futile or downright counterproductive. Even in warfare, there are
* During the airing of the first four episodes of the final season of
* During the Akatsuki Invasion arc, Kakashi confronts Obito, who tells him point-blank that while Minato was a great ninja, he failed them as a teacher and protector. In the aftermath, Kakashi talks to
* During the Alabasta arc, when Usopp and Chopper finds out that the opponents they're fighting are using a
* During the album's promotion cycle, the first single ends up as the higher-charting for the novelty factor, but the follow-up (if not one of the follow-ups) ends up being the one that gets more recognized.
* During the ambush of Rommel's attacking force, another pair of bombers strafes the location of General Bradley's command post.
* During the American Civil War, Nathan Bedford Forrest did this a lot. Until recently, he was honored for that and other such things with a bust of himself in the Tennessee State Capitol.
* During the American Civil War, this was actually very common. Officers, whether actually in the cavalry or not, had the trappings of cavalry due to European military tradition. As such, while the rank and file had rifles with bayonets, officers were outfitted with revolvers and sabres. To see a cinematic example of how this can be both effective and awesome in the context of warfare that sits at the transition between pitched battles on open fields and WWI trenches, see
* During the American Great Depression, hawking pencils or apples was an equally common stock job in media.
* During the American invasion of Iraq, Iraqi Information Minister Mohammed Saeed al-Sahhaf went on television to proclaim that American troops were stalled outside of Baghdad and killing themselves by the hundreds. As he insists that there are no American tanks near Baghdad, the sound of American tanks firing as they advance up the streets can be heard in the background.
* During the American presidential election of 1800, Aaron Burr nearly worked himself to death due to
* During the American Revolutionary War, the British forces under Cornwallis were holed up in the city of Yorktown. When a French fleet blockaded Yorktown and prevented the Royal Navy from re-supplying the British forces, the troops were forced to surrender when the Continental Army struck.
* During the animated cinematic trailer for the game's 9th Edition, a Ultramarines

Assault Intercessor Sergeant makes his entry into the scene by impaling a Necron through the chest with his chainsword, saving the Sororitas Sister Superior that it had been duelling with.
* During the Apocalypse arc, the villain tries to do this to Magneto, but he sees through it, and with Mystique, had a back up plan just in case. "I never trusted you, Apocalypse. I'm not a fool."
* During the Apollo 13 disaster, the crew could see vapors venting from their damaged spacecraft. Of course, the Apollo spacecraft wasn't
* During the Apollo 13 incident, Stein distracts the entire control room at a crucial moment by singing the Banana Boat song.
* During the Apollo 16 lunar mission, while the astronauts were resting after a moonwalk, John Young told his colleague Charlie Duke how the potassium-laced orange juice they were given to drink was
* During the Apollo 16 moonwalks, astronaut Charlie Duke would occasionally pick up a dusty rock or a dusty piece of equipment and try to blow the dust off of it. People on Earth are used to getting rid of dust this way, but it doesn't work so well when you're wearing a helmet with a full-face visor.
* During the Archaic period, Amazons were linked with Scythian warrior women (well attested in kurgans, their skeletons adorned with armour and even bearing axe scars). In
* During the Arl of Redcliffe questline, Connor Guerrin has shades of this, due to being under
* During the assault on the Sandin family, the family's neighbors enter the house and dispatch their attackers, saving them from violent deaths.
* During the Atlantis Lostbelt, when Hektor is killed, Mandricardo picks up his spear Durindana (Mandricardo was the only one
* During the attack on Patton's headquarters by the Nazi bombers, the machine gunners in the planes' nose turrets strafe the ground, sending the American forces into confusion.
* During the attack on Pearl Harbor, able to do little more but watch in horror from his office, Commander in Chief of the United States Pacific Fleet Husband E. Kimmel removed his (acting/temporary/brevet) Admiral (four-star) insignia and replaced them with his (permanent) Rear Admiral (two-star) insignia, correctly anticipating this loss of status and command. (Officers cannot be reduced in permanent rank, but any temporary rank can be revoked.)
* During the attack on Pearl Harbor, the Japanese, in addition to the bomber planes, sent in some mini-submarines. Their mission was to do as much damage as they could, and if possible, get out afterwards. During the final communications between the sub-pilots and their commander, no mention was made of them not returning — that was a foregone conclusion.
* During the attack on the Messines Ridge in WWI, the British set up 21 vast mines underneath the German positions. Detonating them simultaneously, they destroyed the German positions atop the ridge and successfully captured it. It was then that they realized only 18 of the bombs had detonated. And then that they realized that the topography of the ridge had been so altered by the blasts that the remaining 3 couldn't be found. If they still had the map. Which they didn't. One of the bombs blew up in the 1950s after being exposed by a storm and hit by a lightning strike, killing a singularly hapless cow. Another has been found under an old man's farm.
* During the attack on the weather station, the ghost fog (or the zombies) cut the building's power supply, causing the man inside to open the door and get killed.
* During the attempted attack on Earth by Apophis and his son Klorel,
* During the Avengers attack on OsCorp, Kara is hit with a unibeam blast from Titanium Man, which burns away the torso of her costume and leaves her as an involuntary case of
* During the Azure City invasion, Redcloak initially leads from the rear, but later is moved by the way the Hobgoblins were sacrificing their lives, and charged personally into the battle with his war mammoth. This is able to turn the tide of the battle in his favor.
* During the backstory of the season four episode "For All You Know", a city

councilman kills a woman who he was having an affair with. A cleaning lady sees him disposing of bloody clothes and tries to get Sherlock to help. Since Sherlock is addicted to drugs, he is unable to help and the woman is murdered too. In the present, Sherlock himself is accused of committing the crime.
* During the Bad Guys Anonymous meeting, Kano mentions that being good guy isn't about what you do for work but that being good is all in your heart, as he is saying this he tears the heart out of a zombie sitting beside him, making a reference to his Fatality move from
* During the Baratie arc, as the Straw Hats head towards the titular restaurant, their guide Johnny tells Zoro that the "hawk-eyed man" he's looking for is said to show up there. Later, it's revealed he confused him with "Old Red-Eye, who drank so much, his eyes turned red." The anime keeps the first scene intact, but not the second, leaving Johnny's story hanging.
* During the Baratie Arc, it's stated that Don Krieg had a fleet of 50 ships with 5,000 men... which he lost when he entered the Grand Line and ran afoul of "Hawk-Eye" Mihawk. When he first appears, Krieg's Pirate Armada has been reduced to one battered ship and about 100 starving men. Krieg's motivation for stealing the oceangoing restaurant is using it to build a new fleet.
* During the Baratie arc, one of Don Krieg's crewmates, "Invincible" Pearl, boasted about never having spilled a single drop of blood... whereupon Luffy
* During the basketball game in Season 1, Avon makes a crack suggesting that "Proposition Joe" is illiterate. While it's certainly possible that Avon was just insulting his
* During the battle against Flavius, the Apple illusions used take on the form of people Bayek has killed, much like what Al Mualim did during his battle with Altaïr.
* During the battle against the Cell Jrs. Gohan decapitates two of them.
* During the battle against Wolfgeist, he possesses a piano and makes it look and act eerily similar to the infamous “Mad Piano” from Super Mario 64. As such it is incredibly satisfying to be able to completely destroy that piano.
* During the battle at Adamant, the Inquisitor can either have guest-star
* During the battle between Dominic and Celesto in the Storm of Souls arc, Celesto uses his powers as the Champion of Chaos to trap Dominic and try to use him as fuel for the
* During the battle between Paul and Cynthia, Cynthia wins four-zero. Pauls first three Pokémon are easily swept aside by Cynthia's Garchomp, but Torterra actually manages to bring Garchomp to it's knees with Giga Drain. Of course, Garchomp then proceeds to block Torterra's
* During the battle in the 11th Ward, Marude theorizes that the sniper pinning them down is probably a professional, as ghoul mercenaries are popular in war-torn parts of the world.
* During the Battle of Alesia, Julius Caesar wisely recognized this trope, so he avoided it on purpose by building a castle around a castle. His enemies tried to storm his siege wall multiple times and failed, eventually surrendering.
* During the battle of Alpha Centauri a badly damaged human starship rams a Nameless ship. This sequence is unusual in that the human ship is approaching from behind with a low overtake speed. The alien attempts to avoid impact means the contact is more of a graze than a direct hit, but is still crippling for both vessels.
* During the Battle of Beacon, she sees Adam stab Blake; by recklessly charging in with her Semblance at full-power, Yang leaves herself wide open to Adam's strike, which is so powerful that he cuts through her Aura and amputates her arm. In the battle, the school is destroyed, some of her friends are killed, and Blake flees Vale without saying anything to her team-mates. Yang spends Volume 4 in a lethargy of depression, betrayal and PTSD. She only begins her road to recovery when she realises that her father can't protect her younger sister, who ran away from home to investigate the villain that attacked Beacon, because he has to stay home to look after Yang. That makes her determined to get back on feet again so that she can go after Ruby to protect her.

* During the Battle of Blackwater, the Hound returns from a sortie shouting, "Someone, bring me a drink... Fuck the water. Bring me wine!"
* During the Battle of Blackwater, Tyrion Lannister successfully plays on this for his
* During the Battle of Castle Black, Alliser Thorne and Jon Snow do this for the Night's Watch while Styr and Tormund do it for the wildlings. When tasked with defending the inner gate, Grenn is also front and center among his men.
* During the Battle of Chalons in 451 AD, after the Visigothic King Theodoric had died, the Visigoths and Romans had managed to fight Attila the Hun to a standstill into the night. In the darkness, Thorismund, the new Visigothic king, was nearly killed when he rode toward Hunnic lines thinking they were his own soldiers. Luckily for him, he realized the truth in time and booked it. This was mere hours after his father died. The Visigoths almost lost two kings in a single battle.
* During the Battle of Chapultepec, Mexican forces were made to defend the military school, which was based on the Chapultepec castle, against the American invaders. They...
* During the Battle of Copenhagen, in order to ignore a recall signal from his senior officer, Lord Admiral Horatio Nelson held a spyglass to his near-blind eye, and reported, "I really do not see the signal." This is suspected to be where the saying "To turn a blind eye" comes from.
* During the Battle of Corellia, the Empire forms a blockade around the planet, and General Garza has to contract some smugglers to move troops past it.
* During the Battle of Crete, a Greek priest and his son broke into the village museum and stole pre-World War I weapons to use against the German paratroopers.
* During the battle of Doldrey, when Casca is about to reach the castle's battlements, he reveals himself at the top of the stairs wearing
* During the Battle off Samar, many of the American aircraft lacked the armor-piercing bombs necessary to damage the heavily armored Japanese warships they faced, having been equipped to provide air support to Marines fighting ashore. Hoping to buy time for their ships to escape, the aviators attacked the battleships and heavy cruisers with rockets, fragmentary bombs, and machine guns, before making aggressive unarmed passes once they had run out of ammo, in order to distract and frazzle the Japanese crews.
* During the battle of Gettysburg in the American Civil War, Joshua Chamberlain's 20th Maine regiment had to hold a vital hill on the flank of the Union Army. They repelled several enemy attacks, but ran out of bullets. In desperation, Chamberlain ordered a bayonet charge, which saved the Union Army and got him the Medal of Honor. Several battles in that war had soldiers
* During the battle of Haven, Cinder mocks Raven as being nowhere near as clever or powerful as her reputation claims. This triggers her attack on Vernal, which leads to a fight with Raven. When both their Auras shatter, Raven tells Cinder that if she "were stronger or more clever" she would remember to watch her back; behind her, Vernal uses the last of her strength to fire her weapon and distract Cinder, allowing Raven to throw Cinder off the vault ledge.
* During the Battle of Helheim's Gate, Spitelout tries to kill Stoick as a means of making Snotlout chief, hoping to make it look like Stock died from a dragon attack.
* During the battle of Hue the protagonist (a combat reporter) goes to a camera store to find a Marine
* During the Battle of Mogadishu, later depicted in the book and film
* During the Battle of Mogadishu, (more specifically The Day of the Rangers) two US UH-60 Black Hawk helicopters were shot down. The only member of
* During the battle of New York, Reign is laughing off the police's bullets and the army's artillery fire. One tank shoots another shell, which Reign also shrugs off before tearing the tank apart.
* During the Battle of Ocracoke Inlet, Royal Navy Lieutenant Robert Maynard ordered his crew to dump all non-essential items overboard in order to gain speed and cut off
* During the battle of Stalingrad, Yakov Pavlov commanded a platoon that took over

a apartment building (now known as Pavlov's House). They found that by placing Soviet anti-tank rifles on the roof they could actually shoot nearly straight down onto a tanks turret (with them being so high up the tank couldn't shoot back). Pavlov is said to have taken out over a dozen tanks himself this way. The fighting for the southern Grain Silo was also characterised by the defenders' ability to do this.
* During the Battle of the Bastards, Tormund brings Jon back to his senses as they both see a horse with a decapitated rider gallop by their side.
* During the Battle of the Blackwater, Tywin Lannister has someone impersonate the highly charismatic and popular (but very much dead) Renly Baratheon (mostly by wearing his elaborate armor) in order to support her allied troops' morale and gain the smallfolk's support. Tywin being little short of a strategic genius, it works out well.
* During the Battle of the Coral Sea (World War II), the Japanese thought they had fatally damaged the CV
* During the battle of the Loot Train in the Reach, Tyrion can only beg Jaime from afar to turn on his heels and flee the battle instead of making his suicide attack on a downed Drogon and Daenerys.
* During the Battle of Thessia in the Mekon War, the crippled Asari dreadnaught
* During the Battle of Torus Filney, the Rebellion's strategy hits a major stumbling block when
* During the battle of Trost, Dot Pixis told Eren a legend where a powerful non-human enemy appeared and all of Humanity would set aside their differences and unite forces to stop it. Eren scoffed at such a story and called it far too rosy to actually happen. So why did he decide to carry out the exact same type of plan?
* During the battle of Trost, Eren realizes that the Colossal Titan is moving strategically by kicking the door in (to let the smaller Titans in) and then smashing the defensive cannons on the wall (to decrease resistance).
* During the Battle of Waterloo, Lord Uxbridge lost his leg due to French cannon fire. Being a typical Englishman, he supposedly quipped
* During the beginning, Dream says, "Also according to YouTube's statistics only a small percentage of people who watch my videos are actually subscribed,
* During the beginning of Lil Bow Wow's rap career, he made a few songs, calling out
* During the beginning of the Zou Arc, Kanjuro the samurai draws a pathetic-looking dragon and brings it to life. The Straw Hats dub it "Ryuunosuke" and in her mind, Robin refers to it as "cute" 3 times, all while
* During the Beslan terrorist attack in Russia in 2004, the men set up dead man's switches so that if the terrorist were gassed, the bombs they set up would still go off.
* During the big chase scene with White She Devil, one of her mook's motorcycles crashes and immediately bursts into flames.
* During the big finale final battle, the villain tries to taunt him by pointing out that it happens to be the day before the anniversary of his parents' death (and how pointless their sacrifice was since it's all going to end now). Backfires of course, because Naruto just states that means it's also his birthday, and thus the anniversary of his parents'
* During the Bohrok arc, Pohatu and Onua, the two strongest Toa Mata, struggle to break a rock wall to escape before the room fills with lava. However, they're unable to make a single chip in it. Lewa realizes that there's
* During the "Bongo" segment, Bongo sneezes while on his unicycle. The sneeze causes him to fly backwards to the edge of a cliff, and he almost falls to his doom.
* During the bowling episode, the events happening over the eyecatch take longer than the catch did, so the catch was repeated several times. Naturally, the characters then wondered why the catch was being repeated so many times.
* During the Brazilian military dictatorship, journalists would respond to censorship by adding out of place things. Newspapers had a tendency to print cake recipes over cut content, while magazine

* During the Breachmaker battle Scarlet created various colored holograms. The final and most powerful was the Ultraviolet Hologram.
* During the Brecourt Manner assault in "Day of Days," a lost GI pokes his head up at the wrong moment while getting his bearings, and takes a round through the brain pan.
* During the bridge of "Livin' in the Fridge", the singer suggests carbon-dating the mysterious fridge-dweller, then offers fumigation as an alternative and finally wonders if he should just burn it and scatter the ashes at sea.
* During the briefing for Jeffrey Pelt on Soviet captain Marko Ramius, Jack Ryan realizes today's the anniversary of his wife's death, thus Ramius' real goal isn't attacking the United States, but defecting to them, instead. When he figures this out, Ryan quietly mutters "You son of a bitch...", before saying it loud enough for everybody else to hear, leading Pelt to quip "You wish to add something to our discussion, Dr. Ryan?"
* During the briefing prior to the Battle of the Colony, Adama orders the gun crews to keep firing until they run out of ammo, and then to start throwing rocks.
* During the brief proliferation in the late '90s/early '00s of one-hour sci-fi story series in the style of
* During the Brotherhood of Steel questline, it is possible to help Paladin Hardin to replace and depose Elder McNamara by finding evidence that he is unfit for command. Upon doing so, Hardin takes over as Elder while McNamara is demoted to a Knight. This will also affect the ending for the Brotherhood,
* During the brutal Liberian civil wars, many fighting bands took to wearing strange outfits to instill fear in the enemy. "General Butt Naked" (Joshua Blahyi) went into combat naked, and led a band of soldiers called "The Butt Naked Brigade". Their
* During the Buffy series, Dawn usually had waist-length hair. In the Buffy/Stargate crossover fic
* During the Buu Saga, Goten faces a loudmouth braggart named Ikose in a tournament. Ikose tries to show off by repeatedly punching the air, and runs out of breath doing it. Goten gets confused and asks him what the point of that was, then easily defeats him.
* During the Buu Saga, Vegeta becomes so obsessed with topping Goku that he makes a
* During the Buu Saga, Vegeta, in order to top Goku, deliberately lets Babidi turn him into a Majin in an attempt to bridge the gap between them. He knew that the energy released by the fight would revive
* During the Captain Jake's commercials that play in the queue for the
* During the card game tournament, Larry takes all the pointers on his bad behaviour to heart and not only apologizes directly to Sarah and Tedd for it, but promises to work on bettering himself so he doesn't do stuff like that again.
* During the caves of the Gi area as part of the main quest, the area boss Gi Nattak is vunerable to healing magic. A Phoenix down has a 1 in 4 chance of killing the boss, while an X-Potion which heals all life will instantly kill the boss. Two such potions can be found in the caves before the boss.
* During the CBC Newfoundland and Labrador broadcast of the 2017 Disney Parks Magical Christmas Celebration, an ad for Red Door Hearing and Speech played during literally every break without fail.
* During the C.B. radio craze of the mid-1970s, several country music songs played on the theme of corrupt highway patrolmen (and the then-prevailing 55-mph speed limit), using masquerades to lure unsuspecting truck drivers into speed traps. These included:
* During the Cell Games in the anime, an elderly couple who seem to know Chi-Chi comment on how irresponsible it is for her to let her husband go out fighting like that. Cut to Chi-Chi sneezing.
* During the Cell Saga, Earth's entire army surrounds Perfect Cell and lay on him with continuous gun, tank and missile fire for almost a full minute. It doesn't work and he annihilates them all with a single swipe of his hand.
* During the Cell Saga, Goku can't defeat Cell (and later ends up killing himself

in a
* During the Cell Saga, the Saiyan characters discover a "half-level" of Super Saiyan
* During the Cell Saga, Vegeta, after having trained for a year in the
* During the championship game, Coach Reilly orders McGill to take out Adam Banks, which he's only too happy to do.
* During the championship match against Kururomine, Momoga tries to move her Chi Nu Type 3 away from an ambush, but engages reverse by mistake. Though it moves her closer to the opponents, and her squad takes a fatal hit, it saves the flag tank from the kill shot by
* During the Chapter 5 trial, Chiaki starts acting strangely, ending with this, indirectly identifying herself as
* During the chase scene in "Weirdmageddon Part 1," Dipper and Wendy's voice actors
* During the Christmas event following Xan's initial attempt to destroy Falconreach and defeat Warlic, he finds the "Eggnognomicon," which acts as an Ice-aligned version of the Pyronomicon.
* During the Christmas season in 2012, the network showed the original
* During the Christmas Special, in approximately five to ten seconds, Carmilla goes from sarcastic and dismissive to effortlessly disemboweling a horrifyingly cannibalistic Mrs. Claus.
* During the Chunin Exams arc, Sasuke gives Naruto and Sakura a lengthy passphrase to identify them with, since there are enemies about who might impersonate them, despite Naruto's complaints. Naruto goes off to relieve himself, and upon return identifies himself with the correct phrase. Sasuke promptly beats up the imposter, as the
* During the Cimbrian War the Romans suffered various defeats, culminating in the annihilation of their field army at Arausio, with only Marius' army that was returning from victory in the Jugurtine War being available. Given full command and authority to do anything he deemed necessary, Marius did away with the property requirement for good to raise a new army, that, with the adoption of new tactics, was able to deal with the war. This ended up backfiring on Rome further down on the line, as the troops were now almost completely raised among the landless poors and more loyal to the generals responsible for their pay rather than the Senate, paving the way for the civil wars that would turn the Roman Republic in the Empire.
* During the Citadel DLC, you're required to infiltrate a party at a casino. Being detected is a Critical Mission Failure.
* During the Clan Invasion, the Clans that invaded the Inner Sphere and basically curb-stomped their way through a fifth of it were only four of seventeen total Clans, and on top of it three of the invaders
* During the classic series, the showrunners often had to contend with lighting engineer guidelines intended for light entertainment shows which bordered it in the schedules. Invariably the engineers wanted to light everything to levels that shoot beautifully on chat shows, and the producers would want more atmospheric levels appropriate for
* During the climactic swordfight, one of Robin's lunges through a window spears a bagel out of a crew member's hand.
* During the climax, a young boy in a toy Iron Man mask heroically attempts to stop a rampant droid, with the real Iron Man saving the kid right on time. Given that this all takes place in Queens, and the boy's age, many fans speculated this was
* During the climax, Batman has to take on the Joker, along with his goons and dogs, while simultaneously incapacitating S.W.A.T. officers who have been fooled by a
* During the climax Morgan outlines an elaborate and utterly barmy frame-up plot.
* During the climax of Act IV, the entire gang has this reaction when they discover that Hokuto,
* During the climax of "Legends of the Dark Mite!" Batman rides one of the
* During the climax of the Azure City war, Miko destroyed the Azure City Gate,

believing she was fulfilling the will of the 12 gods. The only problem with that was it was unnecessary as the ghost of Soon Kim was
* During the climax of the Dressrosa arc, Doflamingo gets his internal organs sliced apart by Law and instead of dying, he just stitches them back together with his Devil Fruit power and doesn't slow in the slightest
* During the climax of the Fairy Dance arc, Kirito dips into this after performing his
* During the climax of the game, failing either of the final two missions immediately ends the war in the aliens' victory. In the final mission,
* During the climax of the latter, Michael (who had previously been a complete pacifist) picks up a rock and uses it to bash in the head of a Burmese soldier.
* During the climax scene of the episode "Pressure" the action changes to a crude looking set of a tropical island with all the characters being rendered as objects on a stick, except Sandy who takes on the look of a taxidermy squirrel.
* during the climax where Bellwether attempts to do this to both Nick and Judy. She traps the two of them in a pit and shoots Nick with the Night Howler pellet, expecting Judy to be killed and savage Nick unable to reveal anything. It would have worked if the duo hadn't planned out a few things in advance
* During the Clone Wars, many GAR units took to referring to the ubiquitous B1 battle droids as "clankers" to differentiate them from the significantly more deadly Super Battle Droids, officially called B2s. Clones troopers fighting on Geonosis referred to the native insectoids as "bugs," for obvious reasons.
* During the Clone Wars, the Confederacy of Independent Systems would use the
* During the Clone Wars, the Old Republic uses highly skilled and well-equipped Clonetroopers led by Jedi and supported by other organic soldiers, while the Separatists deploy
* During the "Cod Wars" over north Atlantic fisheries between Iceland and UK, ramming was often the most serious option available to either side as actual shooting was not a possibility.
* During the Cold War and post-Cold War analysis of East German, Czech and Polish documents, many people confused the term "pre-emption" with "first strike". Pre-emption is like this: it is considered self-defense to draw and shoot if the other guy starts to draw his gun first.
* During the Cold War, a squad of SAS commandos were tasked with defending an Omani fort when they were suddenly attacked by hundreds of Communist guerrillas. In desperation, a couple of the SAS soldiers rushed over to a nearby shed that housed an antique WWII era artillery piece. They managed to get it working and it proved to be the deciding factor in the fight, buying them enough time for reinforcements to arrive.
* During the Cold War, at least one of the superpowers used dead rats to mark dead drops. Animals (like cats) ate the rats. So they used hot sauce to prevent them from eating the dead rats, and it worked.
* During the Cold War, in a rare meeting between senior military commanders from East and West, the Russian general looked at an American map showing the world from the usual Western perspective, centered on the Greenwich Meridian. From this point of view the USSR seemed to be extremely far from the USA. He then led his American counterpart to a room where a large map was pinned on the wall showing the world centered on Moscow. He explained that from this angle, the USSR saw itself having enemies on all sides: Europe on its western border, Turkey and Israel along its southern border, China on its eastern border, and the USA
* During the Cold War, people writing from the US to the Soviet Union and Soviet bloc countries, or the other direction, numbered their letters. It was unusual for a letter not to make it, but because they were sometimes opened and read, as a spot-checking method of looking for subversion, they would arrive out of order. If a letter 15 arrived after letter 16, you could mention casually in the next letter that it was alone in the envelope, or something, that way, you'd find out if something, like a personal photo, or newspaper clipping, had been removed.
* During the Cold War, the Americans acquired examples of a number of Soviet fighters via defecting pilots, from several countries. Some of these planes were

returned, but others were kept. The most famous example is Viktor Belenko, who defected with a MiG-25 in 1976 to Japan. He landed practically on fumes, missing another aircraft and overrunning the runway. While the Americans could only do ground tests on the thing and had to give it back to the USSR (they did so, in crates), they learned a massive amount about the "Foxbat", forced the cancellation of two Soviet aircraft carriers and forced the
* During the Cold War the Strategic Air Command (or SAC for short) were in control of the nuclear arsenal of the United States of America. The strategy in the event of a nuclear war was to drop calculated and precise B-52 nuclear strikes to weaken the Soviet's ability to mount a counter-attack and then nuclear warheads from our submarines and ground bases would be launched for an all out assault. The motto of the bomber wing (the guys who flew the B-52s and other tactical fighter planes) was "Death from Above" which makes sense as dropping a nuclear bomb definitely counts.
* During the Cold War, this was apparently the standard operating procedure for the Soviets exporting military technology to any place that wasn't East Germany. Tanks, aircraft and other hardware was made to a much inferior standard for export.
* During the Cold War, US Navy aircraft usually had a base coat of white paint, with
* During the College of Winterhold questline, as you journey through Labyrinthian, you see the ghosts of the former arch-mage, Savos Aren, and his group of friends that he explored the dungeon with, reliving their quest. The farther you go, the smaller their party gets, as they had died off one by one. In the end,
* During the colonization of America between the 1600s and 1800s, Native Americans were often targeted by the settlers for their land. The genocide and plague, while it did ultimately eradicated nearly 90% of all natives, had first initially massacred Native males in certain tribes. The shortage got so bad to the point where Native American women would attempt to purchase African slaves from the settlers simply to free and marry them into the tribe, since there were not enough native males. It's worth noting that the African slave trade had also initially targeted males, so there was plenty for them to buy.
* During the Comedy Central era, Crow T. Robot was shown to be an aspiring scriptwriter. However, whenever Crow shows off his scripts, it's usually Tom Servo who tells him his scripts suck. Usually really loudly and angrily.
* During the comics Aku checked in on Jack frequently, and within hours of Jack's magic sword being broken saw this and sent minions. "Time passes" though and Jack's seen disguised, with Aku's minions searching again and Aku himself waiting for word. These are not in continuity with Season Five, where Jack's sword is gone and Aku has no idea, apparently having long given up on watching him.
* During the commercial Choques for axe/Lynx, we can see a big number of fusions occuring while a man drives though the city. The females merge with the objective of creating a better woman for the man.
* During the conclusion of the Broken Circle tower, Uldred will rant about the glorious power of the setting's version of
* During the confrontation between Captain America and the Red Skull on the way out of the HYDRA base where he was being held prisoner, Bucky is staring in anger/horror not at the Skull but at Zola
* During the Congressional certification of the 2020 electors on January 6, 2021, Reps. Andy Harris (R-MD) and Colin Allred (D-TX) nearly came to blows during a speech by Rep. Conor Lamb (D-PA) condemning the pro-
* During the conquest of Constantinople, several neighborhoods were spared the
* During the construction of the Canadian Pacific Railway, this is the job that tended to get fobbed off to the Chinese migrant workers.
* During the construction of the Colorado Rockies' stadium, the workers discovered several dinosaur fossils, including a fully intact triceratops skull. This led to the team selecting a triceratops (Dinger) as their mascot.
* During the controversial Civil War storyline in Marvel Comics, Tony Stark is examining a file on Frank Castle (AKA the Punisher). The file details Frank's time as a U.S. Marine during the Vietnam War, specifically referring to him as having been a 21 year old Captain. Even more impressive/odd is that Frank originally

enlisted in the Marines, earning an officer's commission later on in his deployment. This may be somewhat justified, however, as Frank was an amazing soldier with a background in black ops; his promotions may have been based on skill as opposed to time served (in the MAX continuity, Nick Fury arranges for his promotion after he and Frank go on an assassination mission).
* During the coup attempt at the United States Capitol to prevent Joe Biden's electoral college victory from being certified, a rioter named Rosanne Boyland was trampled to death by other rioters
* During the course of an attempted murder, the apparent victim spilled ricin on her pen, and then killed herself by biting the end of it.
* During the course of the fic, Kuyou attacks Yokai Academy with the intent to get revenge on Tsukune for his previous defeat. It's ultimately revealed that Hokuto personally manipulated Kuyou into doing so by exploiting his hatred of Tsukune, using the resulting chaos as a distraction so he could break into the secured levels of the academy and steal an
* During the course of the game, if one of China’s major factions is defeated, but has allies in the
* During the course of the show, Dawn's middle name was never revealed. An early
* During the course of World War One a number of Royal Navy capital ships were fitted with flying off platforms mounted on the roofs and gun barrels of the main turrets. These allowed the ships to both carry and launch fighters or scouts. The obvious limitation of this system being that there was nowhere for the aircraft to land, necessitating ditching and the possible loss of the pilot.
* During the courtroom scene, it turns out that the paint can incident was filmed on camera. How filmed evidence of someone getting bullied was
* During the COVID-19 pandemic in 2020, ads for Dr. Squatch soaps and Audible were played before every 3rd video.
* During the crash, not on radio, the pilot also says with a disturbing amount of calm: "Hey, you gonna pull those PCS offline or what?"
* During the Crimean takeover, Russian army forces switched almost entirely to using messengers instead of radio for communication. This got Western intelligences completely fooled and taken by surprise, as they saw no increase in radio activity just before the invasion.
* During the cutscene that leads to the setup missions for the Paleto Score in
* During the Dance of the Dragons, Lord Cregan Stark pledged loyalty to Queen Rhaenyra over her brother King Aegon II. However, by the time he managed to rally the forces of the North and march south to join the conflict, not only was Rhaenyra dead, but Aegon's
* During the Dance of the Dragons, Queen Rhaenyra takes King's Landing, and has Queen Allicent brought to her in chains. Allicent suggests if Rhae wants a crown, when she was her father's named choice of heir, then they could split Westeros in two (Allicent's kids get the "good" parts, obviously). Rhaenyra offers another choice - give up or die. Allicent chooses to give up.
* During the Dark Tournament, Yusuke defeats Chu after a lengthy fight that included
* During the "David" arc in the series, once the team realizes how unstable and dangerous David is, they sometimes do this while discussing their plans, in case he is eavesdropping on them in morph.
* During the Day of Chaos, Discord turned Button Mash into one after tricking him into playing a cursed video game where no action or choice he made mattered, everything he did led to his character dying and the world being destroyed. Since Button's life revolves around video games, he then applied it to real life as well, saying things like the sky is an illusion to hide the fact the universe is already dead. He eventually snapped out of it thanks to the love of his mother.
* During the days of wheellock and flintlock firearms, it was not unusual for combatants to carry at least six pistols, as well as assorted melee weapons. This was bred out of necessity, as reloading times were long and misfires were notoriously common. Even in the later era of percussion firearms, when misfires were greatly reduced, it was common to carry multiple pistols, because reloading

was still slow. During
* During the days right before Raccoon City gets nuked (seen especially in, but not limited to,
* During the day, the world is filled with passive animals like sheep, cows, and pigs and neutral ones like wolves and polar bears, with almost nothing that will try to kill you unless you attack it first. However, hostile mobs like zombies and skeletons will come out during the night, and it will be quite necessary to have somewhere safe and well-lit to hole up. While the more common hostiles are undead and will catch fire and burn to death when dawn comes,
* During the Death Star battle, one of the pilots says "Red Six, can you see Red Five?" after Porkins (Red Six) has been killed.
* During the debate against positive discrimination in education this trope has inevitably been raised. Supporters of positive discrimination point out that standards have already been lowered whenever a student has sporting talent that a university or college can utilize for its own team.
* During the debates concerning where to put a new main airport in Norway, a certain scientist with good arguments against the current plans was found dead outside his hotel in Denmark, presumably thrown out of the window of his room. This example is jarring because he was naked, and all his data was stolen. The airport 'was laid out as planned — and nobody ever talked about it again.
* During the Deep Blood arc, Touma suckers Stiyl into sticking his tongue out, then uppercuts him.
* During the Demolition Derby, Lightning tells Cruz to "turn right to go left", a teaching Doc gave him in the first film.
* During the development of the original Macintosh, the engineers wanted to use a floppy drive made by Sony, but Steve Jobs thought it would be too expensive, and instead contracted another company to make a cheaper version of the Sony drive. The engineers secretly kept working with Sony, though, and on one occasion,
* During the development of the Shards of Alara block (and several times before) there were an idea to introduce a 6th basic land:
* During the "Dimension of Pain" Saturday story arc, the Dimension of Pain was taken over by a sneaky angel who managed to briefly turn the Dimension of Pain into the Dimension of Fun. The demonic hordes became
* During the direct examination of Mr. Klauss Vanderhayden of Honey Farms, the plaintiffs' defense should be objecting for relevance repeatedly.
* During the Dominion War, we routinely see parts of the Federation fleet are made up of
* During the dot-com bubble, Super Bowl advertising was almost totally consumed by random websites selling useless services, who folded shortly afterward (likely, because they blew a year's budget on a Super Bowl ad and people still didn't know what they sold). The most famous of these, by far, was the Pets.com sock puppet, which has been spoofed ruthlessly in years since.
* During the DRAGON Arc, Shiage Hamazura runs into Accelerator and attacks him, thinking he was sent to kill his girlfriend Rikou Takitsubo. Accelerator easily defeats him and leaves. Shiage realizes he was mistaken and berates himself.
* During the drama club version of the Sun social link, you follow Yumi to the hospital after she gets a call informing her that her mother collapsed. You then witness her confront her mother, who matter-of-factly admits that she lied to Yumi, and wanted Yumi to come to see her dying father, even though he'd abandoned the family. After the conversation ends, Yumi demands to know whether you were listening, at which point you can say, "Yeah, I heard," or "
* During the Dream Tag Arc, Perfect Choujin Neptuneman's Neptuneman has a few unique properties. First, if it is struck, the blows recharge Neptuneman Magnet Power, and second, the mask can't be forced off!
* During the Dreamwave Comics period, a lot of Transformers fan-artists were hired to work on the comics, apparently
* During the Dressrosa arc, once the spell that's turned most of Dressrosa's citizens turned into toys is undone, exposing Donquixoite Doflamingo as the villain he is, Doflamingo's Plan B is to KILL EVERYONE, so that they won't be able to tell

the rest of the world.
* During the Dressrosa arc, the fighting eventually boils down to the Straw Hats and their allies (including the Revolutionaries) who want to take down Doflamingo, the Donquixote Pirates who want their enemies dead, the Marines who want to capture the Straw Hats and Doflamingo's crew and stop the whole mess and the confused citizens who are trying to survive by capturing people on Doflamingo's blacklist.
* During the Dressrosa Arc, the gladiators from the tournament for the Mera Mera Fruit form one to take down Doflamingo for his treachery. The pirate Cavendish even points out that Doflamingo's actions have basically united an otherwise uncooperative bunch of outlaws, renegades, and champions from across the seas into a cohesive force dedicated to destroying him. After everything is said and done,
* During the "Drug issues", Mary Jane very harshly dumped Harry Osborn, which hastened his descent into drug addiction. Although she later became Peter Parker's girlfriend (and later wife), she did reconcile with Harry and she and Peter became the godparents of Harry's son Normie.
* During the duel between Xavier and Akiza, the audience gushes over The Fabled Cerburrel (a three-headed puppy) and The Fabled Caitsith (a black cat)
* During the Dwarf Noble origin story, you can potentially order the death of another dwarf this way in the
* During the earlier parts of the series, Rias Gremory would try pair her servants; Issei Hyoudou and Asia together, due to Issei being a
* During the earlier Peninsular War, the surrender of an entire corps at Bailen, the victory at Zaragoza, and the liberation of Portugal actually convinced many of the monarchs of Europe that French expulsion from the Iberian Peninsula was inevitable. Then Napoleon took command, the Spanish armies were routed, Britain was forced into a humiliating and disastrous retreat with only bad weather saving them from getting surrounded, and the French in dominant control of much of Iberia. This in turn led to a huge hope area for the French, as it was hoped that this would mark the begging of the end, but Spain and Britain got its act together and turned Iberia into a nightmare.
* During the early 1980s, California single mom Theresa Knorr tortured and starved her teenage daughters Suesan and Sheila to death, then dumped the bodies in remote locations. Suesan's death was particularly bizarre: she'd been shot in the chest by her mother but recovered, and some time later developed sepsis when Knorr tried to remove the bullet and was subsequently burned alive. The girls' bodies remained unidentified for nearly a decade until their surviving sister came forward with the bizarre stories of their deaths. Theresa Knorr was subsequently sentenced to two consecutive life terms. The story has been profiled on TV series such as
* During the early 20th century, the Catholic Church and the post-revolution Mexican government came into conflict. The Constitution of 1917 had several articles in it that severely limited the power of the church in Mexico, although not all of these were immediately enforced. During the administration of President Plutarco Calles, the government began secularizing education, forcing priests to register with the government, capping the number of priests in the country, and persecuting Catholics that resisted (violently or not). The Church wasn't pleased with this and, after putting the entire Church in Mexico on strike, numerous supporters of the church rose up in arms, calling themselves the Cristeros. The conflict escalated to the point where in 1928, the Mexican government executed José Sánchez del Río, a fifteen-year-old boy who refused to renounce his faith. He and others have been lately recognized as being martyrs.
* During the early '80s, the old Southwest Conference in college football had rampant recruiting violations by every member ("if you ain't cheating, you ain't trying"), and Southern Methodist University got smacked with the
* During the early 90s, the British Bulldogs were given a mascot in an actual bulldog named Matilda. Bulldogs are normally very placid and safe for using even on live television, but Afa
* During the early 90s, the Buffalo Bills were the best AFC football team in the NFL and went to four straight Super Bowls, only to lose them all. But it's the first

* During the early 90s, the Norwegian soft drink Solo ran a series of adverts that would always start out as stereotypical adverts of this kind... Only for nothing to really happen when they drank it, or
* During the early days of the Norman reign of England, the Normans instituted a policy where, if a Norman was killed in a (usually Saxon) village, the villagers would all be fined a large sum on the presumption of guilt. This almost immediately led to a
* During the early jet age, ejection seats would not operate until the cockpit canopy was jettisoned (today they can punch through the glass). A British pilot test-flying a Hawker-Siddeley Sea Hawk had his controls jam while in a moderate descent over open ocean. His canopy would not jettison, so he could not egress the doomed plane. He calmly narrated the last moments of his flight and his efforts to recover control so that later pilots might learn from what happened. The transmission was cut off at impact.
* During the early/mid-2010s, after the success of the above Wii, Nintendo saw their first years of operating income loss since entering the video game market in the 1980s. While part of this was due to the rocky start the
* During the early months of the Spanish Civil War, when Madrid was under siege by Franco's fascist-backed rebels, the embattled Republican militiamen defending the city against all odds, outgunned and outmatched, made up a little song to immortalize their fierce resistance in the face of a militarily superior foe.
* During the early part of Operation Phaaze she's hit from a direction she wasn't looking by a huge Phazon blast. Phazon, as in canon, is shown to corrupt anyone it comes into contact with (though Samus still fought against it). Anise? A readily-usable rainbow-colored strain with selective targeting (as in it won't affect her allies whatsoever).
* During the early part of the 20th century, there was competition for the title of "World's Tallest Building" which saw each construction taller than the last. To some degree, the competition still goes on, but not to the degree of the last century.
* During the early portion of the series, when the Elrics are spending a lot of time in
* During the early seasons, Senator-turned-President David Palmer had his Chief of Staff, Mike Novick, whom he put all his trust into. However, that ends when Mike betrays Palmer to help the rest of the U.S. government invoke the 25th amendment and displace Palmer, feeling his inaction against a potential (and false) threat could lead to disaster. Mike
* During the early spaceflight years the explosive bolts and cable cutters were far from being a mature technology
* During the early stages of the 1812 campaign, when the Grande Armée occupied Russian Lithuania, Napoleon raised a number of military units there (most of them officially part of the army of the duchy of Warsaw), offering recruits the motivation of fighting for the restoration of the autonomous duchy of Lithuania. Most of these soldiers perished during the retreat from Moscow, but a few continued to serve under Napoleon until 1814, including the tiny remnant of the squadron of Lithuanian Tatars of the Guard.
* During the early Twentieth century, being clean-shaven was the fashion; therefore, being bearded was a sign of either slovenliness or extreme poverty (or both), the more unkempt the beard the worse the person having it appeared. However, once revolutionaries such as Karl Marx started wearing the beard (both out of necessity and a political statement), it became fashionable for communists everywhere to grow a long, scraggly Beard of the Proletariat.
* During the early years, after solving a puzzle, a contestant was allowed to spend their winnings in prize showcases presented after the rounds. At any point, the contestant could choose to put his or her money "on account", meaning that it would carry over to any subsequent shopping rounds, or put it on a gift certificate to Service Merchandise. Likely because putting money "on account" left it vulnerable to a
* During the early years of WWII the Nazis planned to deport Europe's Jews to

Madagascar, which was under the control of Vichy France. The plan was put on hold when it became clear the UK would not surrender, then scrapped in favor of the
* During the Earth-Minbari War, the Minbari bypassed several Earth colony worlds and attacked Earth directly, resulting in the Battle of the Line.
* During the eighties and early nineties it was very common for US TV networks to transmit satellite feeds without any form of scrambling or encryption so anyone with a satellite dish and satellite TV tuner could view them. Because of this it was possible for people to watch (and record) satellite interviews as they were being conducted. For live broadcasts, the feed was usually setup far before the interview began and when the network cut to commercial or another segment of the program the satellite feed usually stayed on leading to many real-life instances of this trope. Several of them were collected in a documentary called
* During the eighties, a particular new postproduction technique resulted in a minor run of planets with colored skies, including Thoros Beta in
* During the election arc in the first half of season three, President Dalton, after losing his party's primary and unable to win a majority in the electoral college while running as an independent, instead forces a three-way draw so that the election will be punted to the House of Representatives, where he ekes out a win. This part is perfectly legitimate under the quite unique
* During the election for Lord Commander, Sam mocks Janos Slynt for hiding in a pantry during the recent Battle for Castle Black, saying, "I found him there after the battle was over... in a puddle of his own making." The joke lands with his audience, one of the rare times when Sam receives approval from the men.
* During the elections for the new Pope in 2013, many of the Italian cardinals assumed Milan Archbishop Angelo Scola would be picked, and had already sent him letters of congratulation when it was revealed that Argentinian Jorge Bergoglio was picked instead.
* During the end credits, an animated Deadpool looks at the "Starring" list and gets a huge boner for Ajax's actor, Ed Skrein, excitedly exclaiming that "He's the hottest!"
* During the end credits of the sequel he complains to the developers that the game itself isn't called "Deadpool and his Inferior Friends".
* During the end credits sequence, we see how much Shifu has lightened up when he watches Tigress doing a similar impression with a good-humored expression on his face.
* During the ending of "Dying for Pie", SpongeBob shows Squidward that he never ate the bomb pie, he was saving it in his pocket the whole time. He then trips, dropping the pie and causing an explosion (a live-action one to be specific), and then it cuts to Bikini Bottom in ruins.
* During the ending, the original playable character of the game can be briefly seen in the background.
* During the end of the Bakumatsu era, the samurai Kawakami Gensai, Kirino Toshiyaki, Tanaka Shinbei, and Okaa Izo became known as "the Four Hitokiri of the Bakumatsu",
* During the end of the Enies Lobby arc, Nami cries against Robin out of sheer relief that they managed to rescue her.
* During the end of the Horus Heresy, as Horus stood over the Emperor's broken body, a lone man (varying between a Guardsman, a Terminator, and a Custodes with each new write-up) attempted to fight back against the Primarch. When Horus flayed the man alive, the Emperor realized he was truly lost, and
* during the end of the news broadcast. He said "Holy shit, two garbagemen wishing happiness... (sic) (...) two damn garbagemen... one of the most worthless employments" while the microphone was still on. Following that, he was indicted for moral damages and was indemnified by the Court of Justice to pay R$60,000 to the men he attacked. He then apologized for that in another broadcast.
* During The End Times, Nagash managed to successfully usurp the Wind of Death from Morr, the result being that all souls turned to him after dying. This is a major problem as Nagash is otherwise known as
* During the End Times, the Incarnates each one held one of the eight winds of

magic within themselves.
* During the Enies Lobby arc, Fukuro was being chased by Franky who kept firing bullets at him, when he suddenly remembered he could
* During the episode about drunkenness myths, despite the labels being obscured, it was still clear that Jamie was drinking Gray Goose vodka, and Adam 12-year-old Glenlivet scotch.
* During the episode "Dancing With Angels" Max (who has been turned into a little girl) refuses to tell his parents where Alex, Harper and Justin have sneaked off to. His punishment? Being entered into a beauty pageant for 7-12 year-old girls.
* During the episode "Five's a Crowd", Kimmy shows a strong aversion to feeding the boys with baby food because
* During the episode in which Bart has his first day of school, he makes a drawing to commemorate the occasion, complete with a stick figure of himself being stabbed with knives and plenty of crayon blood. Homer's reaction?
* During the episode "Issues", Brock and Barbra Jean videotape themselves in bed, per the suggestion of a doctor, to find out why Brock has been sleep-deprived lately. The footage starts with a
* During the episode, "Le Master of Disguise", once Austin gets in the train, Uniqua tells him to show her his "ticket". Once he hears this, he gets an embarrassed look on his face.
* During the episode "Poisoned Motive", drug dealer Earl Talley runs to the bathroom to flush his drug stash minutes before police arrive.
* During the episode "The Bracket," Barney shows the other characters a scrapbook of his conquests — very specific attributes of theirs, which apparently does not include their faces. Though we never see the pictures, they apparently include "some minor celebrities, one government official, and what appears to be a national fast-food chain mascot." The government official is elsewhere established to be Madeleine Albright, but the mascot is left to our imaginations.
* during the episode, with the first scene explaining that he hadn't joined them in the Caribbean because it had turned out the great sailor didn't have a passport.
* During the escape following the failed Saint Denis robbery, Lenny is gunned down out of nowhere as he and Arthur escape via
* During the establishing shots of Dallas, a traffic reporter describes severe traffic congestion, while the viewer can see that the highway is clear.
* During the evacuation of Altihex, twenty to thirty Neutrals took control of a building, arguing for both Autobots and Decepticons to end the war, renounce their allegiances, and unite. Skywarp took a moment to consider whether or not to take advantage of their idealism... then decided to slag them.
* During the events of 'Amethyst Evolution: Angels of Fodlan' the failsafe is revealed to copy over when an S-Bond is activated, and completes the S-Bond when triggered. Edelgard honestly didn't know this in the hour she had her S-Bond to Anise active, given she went right after the Agarthan spy and he triggered the failsafe trying to take her with him.
* During the events of September 11, 2001, many news station tickers continued to show other headlines of the day, even as footage of the atrocity took place.
* During the events of the "Amazons Attack" storyline, in where the Amazons went to war against the US,
* During the exploration of Janjira, the camera moves in front of an aquarium with word "mothra" scratched on it. In the
* During "The Eye of the Beholder", the away team on Lactra 7 is captured by gastropod aliens, which have one elephant-like appendage with three or four tendril fingers. The aliens put the away team in a zoo, because they regard humans as dumb animals.
* During the fad days, people over the demographic age often disliked the show. It was sensational amongst kids, but teens and adults would often mock it as a
* During the Fairy Dance arc, one of Sugou's henchmen starts groping Asuna after recapturing her, only to get bitten for his troubles.
* During the Fairy Dance arc, Sugou brags to Asuna about his belief that Kirito is too scared to enter ALO to save her in an effort to demoralize her. It backfires;

Asuna
* During the Falkland Island war, the Argentines used mass wave tactics that overloaded the computer-based targeting systems of British anti-air defenses. Apparently, however, because the operators of the systems were young men versed in the video games of that day and age such as
* During the Falklands War in 1982, the BBC was accused of giving away too much information in its news coverage. It was pointed out that the Argentinean Embassy in London, which had not been closed down or otherwise ordered to leave, was monitoring news channels in Britain and sending digests of useful news home. This was due to technology having advanced faster than the existing guidelines for reporting from war zones could be modified, as the old rules were more suited to the 1950s and an era before satellite communications or even widespread use of TV.
* During the Falklands War of 1982, Royal Marine Commandos as good as sunk an Argentinian Navy frigate that came close to shore in South Georgia by shooting at it with anti-tank bazookas. The Marines hit it repeatedly under the waterline with Carl Gustav weapons, from such a close range that very few weapons on the frigate could be brought to bear on them. In any case, individual Marines are a hard target for a warship's weapons systems to target. The Argentinian ship was deliberately run aground by its captain to prevent it from sinking, and surrendered later to the Royal Navy.
* During the Fall of France, Rommel's division murdered numerous French colored soldiers after they'd been taken prisoners - a ffew time crushing them under their tanks' tracks. It was not on his orders (and other divisions did the same) but he knew of at least some of the murders and did nothing to prevent them.
* During the fall season, Halloween-themed costume shops such as Spirit and Halloween City sweep through the cities and towns of America only to disappear a week or two after Halloween.
* During the "Fame Game" segment, one card read "Mystery Money or Pick Again," where the contestant could take an unknown cash amount ($2 up to $2,000) or try to select another number. It was later modified to read "Mystery Money or Try Again", when the board was modified to work like
* During the Fawful Theater sequence, there is one female Goomba who always is late to her lines.
* During the Federal Assault Weapons Ban, certain firearms made before the ban's enactment were legal to own. Automatic weapons that were manufactured and registered before the Firearm Owners Protection Act (enacted May 19, 1986) may legally be transferred to civilians (any automatic weapons manufactured after that date can only be transferred to government agencies, or to private businesses licensed to handle them). Similarly, and until the
* During the few times Duke of Deception managed to succeed in usurping Mars, his own daugter Lya proved to be the Starscream to him. Lya successfully usurped Deception for a time, but when he regained power he banished Lya to Earth.
* During the Fifth Doctor's run, there was a no touching rule between the Doctor and his female companions to dispel the notion that he could be having a sexual relationship with either of them. It just made fans think he was having one with the token
* During the fifth trial, Shuichi sought to find the 'truth beyond the truth'. The case in question surrounded
* During the fight aboard the Helicarrier, Fury orders the helmsman to move the ship south. The helmsman tells him the nav systems are offline.
* During the fight against Phobos' forces in "Return of the Queen", Yan Lin paraphrases one of Uncle's usual lines by asking "Who wants a piece of Grandma?"
* During the fight between Fifth Espada Torch and Sternritter "B" Shining Armor, the former is able to use his Resurreccion successfully for two reasons: The first is that his
* During the fight between the SOS Brigade and the Student Council, the Brigade is forced to act like a Literary Club and publish a newsletter. In addition to the brigade members, Haruhi also shanghais Taniguchi, Kunikida, the computer club, and a couple artists from the art and manga clubs to help. Well, and Tsuruya, but she

actually genuinely volunteered.
* During the fight between Third Espada Catrina and Sternritter "I" Spitfire, the former doesn't use her Resurreccion despite the latter using Vollstandig partially because
* During the fight for Mechanicsburg, a soldier objects to an order to shoot civilians — though the commander does point out they have been fighting almost nothing but "civilians" who have taken up arms against them...
* During the fight in Dorian Gray's library, Captain Nemo twice kicks opposing
* During the fight with a symbiote-fueled Peter, Harry actually manages to get a few good hits in and even after Peter starts winning, he doesn't go down until
* During the fight with Black V for the Maskmen World Championship Tiger Mask defeats his opponent by ring-out, neutralizing
* During the fight with Maz Koshia at the end of "The Champions' Ballad" DLC, Link can use some Mighty Bananas as a
* During the fight with Monsoon, we see the extent of Raiden's psychological destruction at being a killing machine for so long.
* During the fight with Orge, Musica is able to neutralize one of his goldclaimer techniques, pointing out the basic alchemy process between metals is all the same with the only difference being power. In Volume 32, when Musica attempts to forge a new blade for Haru's Ten Powers sword, he remembers that instance and instead uses his alchemy powers to make the blade instead of trying to master swordsmithing in a short time.
* During the fight with Revolver Ocelot, if you jump into the cave you die in gameplay, but survive the fall in a cutscene.
* During the fight with Royal Guards 01 and 02, you can spare them by convincing 01 to confess his love to 02. When it briefly looks like 02 doesn't reciprocate his feelings, 01 awkwardly tries to brush it off as a joke.
* During the filming of a medical soap opera the doctors are consulting for, one of the actors insists on adding this to her character's backstory. It's played for complete
* During the film, the Ducks' star player Adam gets injured when an opposing player deliberately hits him with his stick on his arm that was exposed after he removed his glove. The film treats this as slashing, a common minor penalty where a player swings their stick at an opposing player. In reality, deliberately using a heavy overhead swing with your stick is not only a much stiffer penalty (intent to injure), it legally qualifies as assault. A similar real-life incident in the NHL
* During the final arc, Noir chef Don Calma decides to have Takumi's brother Isami kidnapped so he can't come to his aid during a team cooking duel. What he did not anticipate was that
* During the final arc, when August tries to anihilate Natsu and Lucy, Natsu manages to partially dispel his magic saving them both, but he lands on top of Lucy and once more grabbing her boobs (at least this time around she's dressed). Funnily enough, Natsu takes a while to let go of her even after Lucy asks him to get off of her.
* During the final battle, Darkseid is about to crush Supergirl's head when the remaining Legionnaires arrive.
* During the final battle, Hawkeye is driving a car through a warzone with Black Widow in the passenger seat, discussing his plans to knock down a wall in his house to turn the dining room into a workspace.
* During the final battle, no one is aware of Isshin and Ryuuken's arrival in the Royal Realm except for the audience. They eventually reveal themselves to Uryuu so that Ryuuken can give Uryuu a special arrow created from the soul silver that Yhwach used to kill Uryuu's mother. Ryuuken collected the silver to forge an arrow that can briefly stop Yhwach's power. Although initially surprised to see his father in the Royal Realm, Uryuu doesn't waste much time on either disbelief or needless questions — he's well aware that Ichigo's running out of time against Yhwach.
* During the final battle of the Tuchanka arc in Wrex/Wreav comms Shepard in the middle of dodging a Reaper's attacks while on foot, and evading an infinite number

of Brutes to heckle him/her on how long it's taking. Shepard is less than amused.
* During the final battle, Seliph can confront Manfroy who reveals that he was responsible for every bad things and griefs that plagued Jugdral for the sake of his plan to have his God engulf Jugdral in darkness.
* During the final battle, there is also a long sequence showing how the aforementioned waitress got from the diner to the bank where she was being held as a hostage. She is assisted by a police officer who aids her in getting through the ravaged streets, but is shot by the Chitauri while helping her escape. This was likely cut for being filler.
* During the final battle, the unarmed group of Yami and their students in YOMI
* During the final battle, Treize and Wufei have a rematch, this time in their mobile suits. They fight only using their melee weapons (Treize's beam saber and Wufei's beam trident), essentially negating the superiority of Wufei's Altron Gundam over Treize's Tallgeese II. This time Wufei wins but is devastated by the suspicion that Treize let him win.
* During the final battle with Jotaro, Dio managed to get a sufficient power-up which allowed him to
* During the final chapters of Act V, the actions of Babylon's minions lead the
* During the final chase scene, both subs surface to increase their speed. However, in
* During the final choral movement of Beethoven's Ninth Symphony, he makes the sopranos hold a note long enough to make them pass out.
* During the finale, it's found that Yayoi cooks (large) lunches for her husband, even hand delivering them.
* During the final exams, Harriet gets into an altercation with Daigo. Ivan covertly uses his fate manipulation power to calm down Daigo and make him leave. However, this leads to Daigo assuming that Harriet had messed with his head, which then leads him to confront her again later, and
* During the final game against the Hawks, Charlie Conway is awarded a penalty shot after time expires in regulation with the game tied. He scores to win the championship for the Ducks.
* During the final immunity challenge of the fourth season, Kathy lost her balance while attempting to stop a breast from slipping out of her shirt.
* During the final match of the Devil Chojin arc, Buffaloman manages to steal Kinnikuman's life force, killing him...and then burst into flame because the Burning Inner Strength was more than he could handle. He had to return the power to Kinnikuman's body and resurrect him to save his own life.
* During the final match of their 2002 World Cup qualifying campaign, England needed at least a draw to qualify, but were 2-1 down going into stoppage time. Cue David Beckham
* During the final mission, Nanoha flew towards the Throne Room of the
* During the final months of his time as president of the United States,
* During the final round, there was a category called "Double Uh Oh!" which
* During the final season, Lord Tirek, Queen Chrysalis and even Cozy Glow are recruited by new
* During the final season of , Sailor Lead Crow poses as a judge at an idol competition in order to steal the Star Seed of one of the panelists. When the competition starts, Sailor Tin Nyanko appears in her place, and states that she unexpectedly had to fill in for her friend. The scene then shifts backstage where Sailor Lead Crow is shown
* During the final week of testimony in the Casey Anthony murder trial, a 28-year-old spectator
* During the final weeks of the NHL season, disgruntled Toronto Maple Leafs fans may chant "
* During the Finnish run: the episode "The Ship That Wagged Its Tail" was accidentally translated
* During the first 5 weeks of CBS Dream Team, they played Oxi-Clean ads
* During the first appearance of Mr Linderman, who after half a series of build-up as a notorious mobster, is revealed to be an

* During the first battle between Seiya and Shaina the latter was caught completely by surprise when the former actually managed to start the transformation sequence, as she didn't think he could ever pull it off.
* During the first cat fight, Angewomon angrily rebukes AtlurKabuterimon for trying to help her or catching her when she got thrown around (for which
* During the first chapter, Healie -a Healslime- provides healing abilities for Ragnar, who has no magical abilities of his own.
* During the first chapter, the main character (Nine) has no clue what or where they are. Not long before it ends, their friend Ten tells them to take a picture of themselves. The resulting photo is of a space probe, shortly leading into a
* During the first "comeback" season, Peter mentions that Bonnie has been pregnant for "like six years", and tells her to either have the baby or not. Stewie's age has been lampshaded a few times, notably when he reacts to Brian telling him it's about time for him to grow up and let go of his stuffed toy Rupert, "Brian, I'm one!", and Brian replies "Still?" In one episode, Bonnie
* During the First Crusade, a group of Crusaders claimed they had found the head of the Lance of Longinus. It didn't help much.
* During the First Crusade the Christian (Frankish) army, huge for the time, divided into two columns to pass through Anatolia. The Muslim (Turkish) army attacked and encircled one Crusader force, and appeared likely to defeat it, when the other Crusader force showed up unexpectedly. Given that knights were rescuing knights, this would be a case of the Cavalry rescuing the (dismounted) Cavalry; since the Turks were almost all mounted archers, that would be...
* During the first deployment of the F-22 at Red Flag, the U.S. Air Force's largest air war exercise, the single squadron operating it was effortlessly curbstomping everyone. At one point, out of desperation, the Red Flag
* During the first episode, after Vaughn's first near-death experience when he and Rhys were shot at by bandits, he's pretty shaken up and tells Rhys that they'll probably both need therapy. But immediately after the second episode's opening sequence, when the gang outruns a moonshot and both Rhys and Vaughn are blown out the back of the caravan in the process, leaving them stranded in the desert, Vaughn exasperatedly lists all the dangers they've been exposed to in the last 48 hours or so...and then excitedly screams to the sky that he's never felt more alive!
* During the first episode, Miyuki describes some of the things that happen to her for spacing out, such as tripping on her own feet or cutting herself while slicing vegetables, things which Konata then describes as "moe points". The very next scene has her walking into a business sign while pacing back and forth.
* During the first few seasons, Misty did this regularly with cute Pokemon, either attempting to capture them (such as with Jigglypuff) or just picking them right up (such as Vulpix before Brock adopts it, which breathes fire into her face for it).
* During the first fight with King Piccolo, Piccolo is holding Goku by the collar, mocking him. Goku bites his thumb, causing Piccolo to scream in pain and suck his thumb afterwards. It's the only injury he sustained in that fight.
* During the First Gulf War, units of the French Foreign Legion had a certain amount of trouble liaising with American troops. 'Yes, I said Foreign Legion.' 'Yes, the guys with the kepis.' 'Yes, we are real.'
* During the first Gulf War, US tanks equipped with plows were used to fill in trenches manned by Iraqi soldiers,
* During the first Italian campaign Napoleon's army reaches Lodi only to find the drawbridge had been drawn, so they start preparing for a siege-and just as Napoleon starts giving the orders,
* During the first major fight against supervillains, Dabbler warns everyone not to touch one of her discarded weapons, as it's "mammary-trapped." Maxima corrects her to "booby-trapped," and Dabbler pulls out a "Make Maxima say __ bingo" card and crosses off "booby."
* During the first mandated travel to the pre-historic era, the Gate Key gets stolen and the party has to get it back to travel to various points in time. This includes using a metaphorical hop to the End of Time to swap out party members. Despite the key being stolen, the player can easily swap their third party member

(since
* During the first saga of the series, Yamcha, Tien, Chiaotzu, and Krillin all train in order to be able to combat the incoming Saiyans. Soon as Vegeta and Nappa get there and they, along with Gohan and Piccolo engage the two. Yamcha is blow up in a sneak attack by one of the man-made henchmen, the Saibamen. Chaiotzu ends up blowing himself up in vain to trying to kill Nappa. And Tien ends up losing an arm and using up all his energy just trying to take Nappa out... which also fails. And Krillin ends up being pretty damn useless as well, as Nappa punishes him and Gohan. So all that training was for naught. This repeats itself on the Android Arc, where the humans ultimately realize how underpowered they are compared to each new foe that appears. As a result, they give up on fighting... or at least Yamcha and Chiaotzu do.
* During the first scene in the bar, Eddie sees a hung-over Red Car conductor and asks a mute barfly what's wrong with him. He takes a notepad and writes the answer "LAID OFF".
* During the first season episode "A Taste of Armageddon", Kirk escapes captivity and waits in his captor's office to have a calm (albeit at gunpoint) conversation about the reasons for Kirk's imprisonment.
* During the first season finale, as the cabin from the movies turns into a full-blown
* During the first season, Jarod discovered The Three Stooges for the first time, sitting in a diner. He later makes a video of himself doing Curly's schtick to taunt Miss Parker.
* During the first season only Dewey appeared in every episode, and one episode featured him in a silent cameo. Huey, Louie and Scrooge each missed 2 episodes, Webby missed 3, Launchpad missed 6, Donald missed 12 and Mrs. Beakley missed 13. The episode "The Great Dime Chase!" features Dewey and Louie, but not Huey, making it the first time that not all of the triplets have appeared in the same episode.
* During the first season, several characters in other media adaptations had powers the same or similar to primary characters, although no two characters were shown to have the same power yet in the television series. Except for Peter Petrelli, whose power is that he can manifest other's powers that he comes into contact with (which is virtually the entire cast), and Sylar, who has to examine their brains to do it. In the second season, however, West has the same power as Nathan (flight) and
* During the first season, the guys frequently lament that they are in danger of going into foreclosure on their houses back home. Failure to find any gold means going home not just broke, but deeper in debt than when they started. Unfortunately, by the end of season one, they have failed to find more than a few ounces of gold valued in the tens of thousands of dollars. They need more than 100 ounces worth hundreds of thousands of dollars.
* During the first season, the network demanded a more formulaic episode, in which
* During the first season, there were a number of episodes in which Buster or Tobias were absent (fortunately, they've never been both been absent in one episode). Curiously, this may be why Tony Hale and David Cross were credited last aside from the "
* During the first season, this was instead applied to Whitney Fordman, the Smallville High quarterback who was being offered a scholarship to Kansas State, who starts off seeming like a regular jerk and playing a horrendous prank on Clark, but by the end of the season has become much more nice and sympathetic.
* During the first series, when we learn what the Omnitrix is called, Ghostfreak is seen
* During the first summer event ("Chaldea Summer Memory"), you are stranded on a tropical island, and Kiyohime offers to be your food if you can't find any, declaring that her serpent form's tail is "probably delicious,
* During the first two seasons we had Jenny Calendar, a self-described techno-pagan, who occasionally combined divination and other arcane abilities with computers and the Internet.
* During the first two seasons, XANA could have been defeated by simply turning

off the Supercomputer. But that
* During the First World War the toll amongst Britain's K-class submarines was high, with 3 lost and 4 seriously damaged:
* During the first years of World War II, the German invasions of Poland and France were won in about a month each.
* During the Fishmand Island Arc, Luffy runs into a room that is supposed to be locked against any intruders, and jumps straight into a giant pair of breasts, which belong to giant mermaid Shirahoshi. Since Luffy's a
* During the Five Galaxies War, the Tymbrimi and Tytlal defect from the Five Galaxies to the
* During the flashback missions that showcase the fighting in Europe before the Seattle invasion, the Soviets had destroyed much of the U.S. Sixth Fleet in the Mediterranean Sea, then followed up on it by staging an amphibious invasion of southern France in an attempt to open a second front as they had been stalemated in West Germany.
* During the flashback of when Trent Boyett starts the fire, Miss Claridge tries to put the fire out by using a blanket and not a fire extinguisher. It results in the blanket
* During the flashback that showed how Carly came to know Sam, Carly was eating alone. Probably justifiable since Carly had moved to Seattle from her existing home in California. Not friendless before that though, as she had Missy, her best friend back in California.
* During the flashback Twilight experiences due to the potion, Discord is carelessly munching on a bag of seeds as Celestia and Luna are approaching him for the battle that will end up sealing him away.
* During the Flim Flam Brothers' Invasion, Rainbow Dash teams up with Princess Rainbow Dash from Speed World and Shining Armor teams up with Sincere Heart, his alternate self from Ponyland.
* During the flying segment of Chapter 12, you have to make a detour to destroy
* During the food buffet scene in Episode 5, Ann does not briefly lash out at Ren and Ryuji like in the game, since she's more hurt than angry as over the incident. Instead, the three reasonably talk things out concerning the adults' mistreatment of them. Ann is not as resentful towards Makoto as in the game, and more readily admits that she couldn't do anything for Shiho, either.
* During the Fort Vaux siege of World War I, German army outnumbered the French defenders by more than
* During the Fourth Battle of Tiamat in the first movie Mückenberger sent his fleet out to the front of the battle unsupported, then gave the rest of his force orders to not worry about hitting friendlies when the shooting started. Just to make this clear, he was willing to kill over a thousand of
* During the Fourth Doctor era, Robert Holmes would often give the Doctor funny-sounding phrases to say, because
* During the fourth movie, Fry tells Bender he can bite his shiny metal
* During the Fourth Ninja War, Neji assumes leadership of the Close Combat Squad due to having the highest rank among his teammates
* During the fourth season, a recurring gag in news stories was to have the scene begin with the character(s) watching the tail end of a story about the ever-increasing size of Hillary Clinton's ass.
* During the fourth trial, evidence arises that implicates Toko in the murder
* During the Franco-Prussian War of 1870-1871, the feminist and socialist leader Louise Michel organized a women's complement to the Eighteenth Arrondissement Vigilance Committee, essentially a citizen militia to defend Paris.
* During the Freeza Saga, Krillin kept calling Dende "Little Green", despite the latter constantly telling him his name. When Dende comes back during the Cell Saga, and Krillin tries to call him that again, Dende
* During the French and Indian War, the French and British took advantage of the Native American practice of scalping their enemies and began offering bounties for the scalps. This resulted in some Native Americans killing civilians to get scalps to trade in.

* During the French Revolution, feminine personifications of Liberty, Equality and Fraternity also were often used or a personification of the Republic would be displayed with attributes to represent the three: The Phrygian bonnet for liberty, a builder's level for equality, and breast-feeding a child for fraternity.
* During the Frieza Saga, after being beaten to a pulp by Frieza and shot through the heart, Vegeta dies while crying his eyes out and begging Goku to kill Frieza and avenge the Saiyans.
* During the Full Moon Operation in July, the Protagonist and Yukari are caught in a Shadow's spell and Yukari is forced to take a shower. When she snaps out of it, she is only wearing a towel and slaps the Protagonist before returning to the bathroom to change her clothes.
* During the funeral for Homer's mother, Abe commented that he'd imagined himself dancing on it but no longer had the mood. (He was wearing tap shoes during the funeral.)
* During the Future Trunks Saga, the scene where Goku Black and Future Zamasu hugging each other after being acquainted may look adorable and sound like shipping material between them...until you realize that
* During the Gambling King arc, Ukyō makes a bet with Ranma that if he lost against the
* During the game itself, this is just one of the many, many self-destructive ways you can have your player character act as a coping mechanism. You can have him become obsessed with solving missing person cases, even when nobody is actually missing; he also gets derailed into many irrelevant quests (like investigating the Doomed Commercial Area, helping ravers start a nightclub, and hunting for cryptids) that your partner Kim Kitsuragi will complain have absolutely nothing to do with solving the case. Your character's political diversions can also lead into the idiotically world-saving,
* During the game's ending, where Shadow appears to have died, Rouge (voiced by Blue Lennox) calls Shadow "Hedgehog Jesus". Slightly later, while the recording session is being wrapped up, Blue wonders whether that means Shadow will come back to life and is immediately informed that he was indeed brought back in later games.
* During the game the player can decide to go full dark side, who will grant alternate quests, dialogue and the Dark side ending choice in the late game, where on
* During the Gemini arc when the girls land in a gothic horror-themed dimension, Vampire!Ethan is this. He's very cordial to the group, allows Harmony to stay in a wing of his home when she's chased there, and eats as few humans as possible. That being said he mainly allows the group inside because
* During the Gemini program, the question was raised as to what action to take if an astronaut died during an EVA, since it would be impossible for his colleague to fit the body back into the cramped cabin. The initial instruction was to
* During the Gemini XII mission, the rendezvous radar, which was to have guided the spacecraft to docking with the Agena target vehicle, failed. Fortunately, co-pilot Buzz Aldrin had specialized on space rendezvous during his doctoral studies at MIT (he was sometimes known as Dr. Rendezvous). He "simply" pulled out a sextant and a set of charts he had developed, and proceeded to feed correct target distance measurements into the computer.
* During the German campaign to take Norway, a Norwegian army unit managed to hold the German army at bay for
* During the German GP, racer Johji Ohtomo crashed, suffering serious injuries. Prior to the crash Johji and Hayato's Super Asruada had a minor collision, leading Hayato to beleive Johji's crash was a reslt of that incident. In reality, Johji turned off his car's computer because he was overwhelemed by the large amounts of data fed into it, hoping instead to race on his instincts. He crashed soon afterwards.
* During the German-Italian invasion of Yugoslavia in World War 2, the capital city and its garrison of tens of thousands of heavily armed men were essentially captured by a scouting party of six Germans. To quote Wikipedia: "On April 11, a German Officer, Fritz Klingenberg with 5 men, moved into Belgrade to reconnoitre

the city. However, after some scattered combat with Yugoslav troops, they entered the centre of the city, whereupon they bluffed about their size and incoming threats of bombardment. The city, represented by the Mayor, surrendered to them at 18:45 hours on the 12 of February."
* During the globally-televised opening of the 2008 Bejing Olympics, a cute girl lip-synced a beautiful song while an unattractive girl hidden behind the stage sang the actual song.
* During the Golden Age Diana accompanied the Holliday Girls on a couple of excursions that hoped to find magical or other useful items for the war effort during archaeological excavations.
* During the "Golden Age" of Major League Baseball, New York City boasted three teams: the Yankees, playing in the Bronx, the Giants in uptown Manhattan, and the Dodgers in Brooklyn. These teams accounted for over half of the pennants and World Series titles from 1940 until 1958, when the Dodgers and Giants moved to Los Angeles and San Francisco respectively. They also boasted some of the sport's most storied players: Babe Ruth, Lou Gehrig, Joe DiMaggio, Jackie Robinson, Mickey Mantle, Willie Mays, etc.
* During the golden era of heavyweight boxing, it was rumored that boxing great
* During the golden era of heavyweight boxing, the now late boxing legend Joe Frazier had to struggle and earn the heavyweight championship the hard way. However, he was always in the shadow of
* During the graduation season, Japanese bands will release tons of songs featuring the word "sakura" in the title. A short list: Ikimono-gakari ("SAKURA"), NIRGILIS ("sakura"), Remioromen ("Sakura"), Yazima Beauty Salon ("SAKURA - ハルヲウタワネバダ-"), YUI ("CHE.R.RY"), Kobukuro ("桜"), capsule ("さくら").
* During the Grand Magic Games arc, it at first seems that only one person had come back from the future to give warnings about what will soon happen, but that that person had given Princess Hisui and Captain Arcadios conflicting information for some reason. During the two's conversation late in the arc, Arcadios calls this informant a woman, causing Hisui to tell him that
* During the Grand Magic Games, Laxus reveals to Raven Tail that Fairy Tail has dug up all the dirt on them. Ravel Tail realizes that Gajeel, who'd tricked his way into their trust, had really been
* During the Great Crusade the Emperor personally oversaw the destruction of the entire
* During the Great Crusade, the Emperor sought to gain access to the Webway. In a top-secret chamber deep beneath his palace on Terra, he constructed a massive machine that allowed him to breach it. He had to put some heavy-duty psychic wards around the place to keep daemons from using the gate to enter Terra. Unfortunately, Magnus the Red broke those wards to tell him of Horus' betrayal. Since then, the Emperor has sat on the Golden Throne, using his psychic might (and the might of thousands of daily psyker sacrifices) to keep that gate closed.
* During the Great Crusade, the Primarchs (the head of the Space Marine Legions) would usually split the role of Number Two between the First Captain and their own Equerry. The First Captain would be the senior most commander after the Primarch, while the Equerry would be a personal adviser. For those Primarchs who went rogue, the First Captain would become
* During the Great Depression, a good number of comic strips shifted from domestic comedy to comedic adventure.
* During the Great Irish Famine, most of the ships carrying Irish immigrants to North America were overcrowded and filthy and provided little or no food or fresh water to their passengers. They came to be known as "coffin ships" because so many passengers died during their voyages, mostly from diseases like typhus. A ship called the
* During the Great Southern War, Tanzania loses territory to Uganda, Kenya, Mozambique, India, and a once-again independent Zanzibar (the latter causes the country to change its name back to Tanganyika).
* During the Great War, the Vacuo campaign consisted of Mantle and Anima

attempting to take control of Vacuo's resources, forcing the King of Vale to take to the front line to save Vale and Vacuo. The King of Vale, who until then had been only a reluctant participant in the war, entered battle with only a sword and his Royal sceptre. However, he single-handedly laid waste to battlefield and all four armies, raining down the wrath of nature itself. The Great War immediately ended because the leaders of Mantle, Anima, and even Vale's ally, Vacuo, were so terrified that they didn't simply surrender, they offered the King of Vale their crowns; instead of taking over the world, he used the opportunity to bring global peace. While Remnant historians debate the veracity of what the King of Vale was capable of, Vacuo still has not recovered eighty years on. The truth is even stranger than historians suspect:

* During the Greek War of Independence, Lord Elgin claimed that he obtained permission from Turkey to
* During the Green Goblin's first attack in public, a few cops get the drop on him. He immediately "surrenders". They lower their guns and approach him, and he immediately beats them up. Spidey himself isn't fooled for an instant but is too far away to do anything.
* During the Greyjoy Rebellion, a badly damaged Reach spaceship tries to ram Rodrik Greyjoy's ship, only for the latter to destroy the former before it gets close enough. Rodrik Greyjoy lampshades it as stupid, because ramming is an absurdly difficult maneuver to carry out even if the ship is brand new and it will destroy both the ramming and the rammed ship - and ships aren't cheap.
* During the group's play-through of Mario Party 2's Space Land (found on Mr. Doom's
* During the Gulf War, Cher came back from entertaining the troops to announce that America had the
* During the "Hakuna Matata" song, Pumbaa mentions that he was downhearted and is about to rhyme it with "every time that I farted", but Timon
* During the Halloween 2k5 Story Line, Ian finds a pill bottle that apparently reveals that his romantic rival Gino is hiding a terrible secret from Sasha. Meanwhile, the Mansion is inexplicably lit on fire. We never find out who started the fire, nor what was in those pill bottles.
* During the Halloween season, Cheetos has their white cheddar flavored "Bag of Bones", whose four shapes are a straight bone, skull, rib cage, and hand/foot.
* During the Hansel and Gretel arc, the titular twins' spree of carnage earns them an $80,000 bounty that has half the city coming after them. When Gretel learns of this from Eta, she simply offers Eta nearly double that to walk away and pretend she never saw her. Unfortunately, Eta's with
* During the Hawaii trip, Ann gets locked out of her room and decides to stay with the protagonist, Ryuji and Mishima. Though the boys are quick to point out that something could happen (whether the protagonist and Ann are in a relationship or not), she states that she trusts them. And sure enough, no hijinks occurs.
* During the health boom of the mid-2000s, Dunkin' Donuts commercials started focusing less on sugary fatty donuts and more on their coffee or breakfast sandwiches. Nowadays, any given Dunkin' Donuts commercial will not only never mention Donuts, but not use the word "Donuts" in their name, instead referring to itself only as "Dunkin'", down to their catchphrase "America Runs on Dunkin'". In Spain, the company's name is "Dunkin' Coffee" (though that's more due to a trademark dispute not letting them use "Donuts" in their name), and rumors say that DD may be gradually moving towards DC in the near future.
* During the heat of the 1972 Presidential Election, a novelty group called
* During the height of his popularity (about the 40s until the 60s)),
* During the height of the Ice Bucket Challenge, idiots everywhere rejoiced when some took it a step further, and invented the 'Fire Challenge'. In this challenge, potential
* During the Heroes vs. Villains exercise, the hero team of Momo and Izuku was losing badly to the villain team of Tenya and Shoto. Then they fused into Moku, who decimated their opponents in seven minutes, winning the match with twelve seconds to spare.

* During the heyday of the "quirky indie" style of movie, parodies and jokes about it often included barbs about them always featuring a guy hooking up with a gorgeous girl far out of his league. But while this is
* During the High Middle Ages, there were a significant number of these in the form of the Crusading Orders. While there were dozens, the big three, so to speak, were
* During the Hivebent arc fans would often comment on how Jade had been left falling for an awfully long time. The strip when she lands is appropriately titled "
* During the Homeland War, some Croatian units used M4 Sherman tanks and US WWII M36 Jackson tank destroyers. They proved effective in infantry support. The M4 Sherman remains in service (as of 2019, only as presidential honor guard) in certain parts of South America.
* During the Horus Heresy, the Alpha Legion often went out of their way to aid Imperial forces even though they were on Horus' side, leading to speculations that they were
* During the "Hoverboard-mania" of 2015-16, multiple (mostly Chinese) companies producing self-balancing scooters/"hoverboards" got entangled in legal battles over the patents related to the devices, including the inventor of the "hoverboard" Dan Chen and even Segway, who asserted that they held the patents to a self-balancing scooter. One Chinese manufacturer, Ninebot, instead of trying to help resolve the legal battle, chose to
* During the HTRN takedown arc was broadcasting their communications on an open channel so that Tagon was also in the loop.
* During the Hungarian Revolution of 1956 against the Soviet Union, the US and other Western countries welcomed and encouraged the revolutionaries to not give up, but when the Soviets sent an army to crush it and things turned ugly, they didn't intervene, not even in a diplomatic way. The USA was, of course, accused of encouraging a suicidal revolution, just to show the world how brutal the Soviets are. Meanwhile a lot of revolutionaries died with the belief that the American help is just about to arrive.
* During the Hungarian uprising in November 1956, a hated monumental statue of Joseph Stalin (erected on the site of the city's cathedral, which had been destroyed in WW2 and the site levelled by the incoming Communists for a parade square), was physically torn down. It left only one booted foot anchored to the plinth with the rest of Uncle Joe facedown in the square. Visualised as a diorama model
* During the Hunter Exam arc. Gon and his companions (plus Tonpa "The Rookie Killer", a
* During the Ice Time (a time when every water and ice type in the Seafoam Islands is empowered), Ash barely defeats a Dewgong only to come across four others with pups, marking them as mothers. Ash doesn't even try to fight and simply flees as fast as possible. He later passes on the same advice to Gary when the latter decides to train there.
* During the imagination sequence of "The Pig Who Would Be Queen", Skeeter tells Piggy that she has to complete some tasks in order to prove herself worthy of being queen, to which Piggy responds by complaining that by the time she'd be finished with the tasks, she'd be a grandmother. When Skeeter asks what she said, Piggy claims that she said "You look just like your brother".
* During the Impel Down riot, Mr. 2 does this with Buggy and Mr. 3. They get past Magellan and then manage to reach Level 5 (in order to save a captured and poisoned Luffy) thanks to Mr. 2's ability to change his face to look like someone else. He disguises as Hannyabal and then takes the other two with him as his prisoners.
* During the Indomitus Crusade launched by the revived Roboute Guilliman, the Crusade reached Catachan only to discover the planet's...well, everything, was so deadly and aggressive even the daemon armies of Chaos fled the world and avoided it. Much to the Crusade's amusement (it even boosted morale). After all, horrific, world-smashing abominations from beyond the pale are afraid of a planet humans successfully settled. "Badass" doesn't even begin to cover the Imperial Guard (who

survive to become Veterans, at least).
* During the infamous Invasion storyline, Vince was initially a heel and gloated about taking over WCW, only to have the rug pulled out from under him by his son Shane. Shane was cheered for buying WCW. However, during the Invasion proper, Vince and WWE were the faces and the the WCW/ECW alliance headed by his children were heels. It all ended with Vince and his team lead by Kurt Angle defeating the Alliance headed by Shane, Stephanie, and Steve Austin (who'd defected halfway through). The very next night after the Invasion ended, Vince and Angle turned heel and Austin turned face.
* During the infamous Max Headroom Broadcast Intrusion, the person pirating the signal freaks out (something he does on several occasions during the broadcast) and gives the camera the finger early on, with a prosthetic lengthening his finger to enhance the effect.
* During the infamous Satanic Panic of the 1980's, lots of metal bands such as
* During the infiltration of the reactor, Vasquez and Drake disobey direct orders from their commanding officer (Lieutenant Gorman) and 2nd in command (Sergeant Apone) and re-arm their smart guns.
* During the infiltration of Yoyodyne, John Parker snaps the neck of a Red Lectroid.
* During the initial fight between Guise and Wager Master in the backstory to
* During the initial skirmishes of the war, Elites initially mistook the
* During the initiation of the first-year students, Glynda expresses pity for the stoic, serious Ren being teamed up with energetic, crazy Nora because she cannot imagine how they could ever get along with each other. However, they were friends prior to entering Beacon Academy and are so close that other students think they're in a relationship; even their team-leader, Jaune, makes that mistake until corrected. It's later confirmed that their friendship started long ago in childhood when they were the sole survivors of a village that had been destroyed by Grimm. For most of their lives they had no-one to rely on but each other, and it made them inseparable.
* During the intense battle aboard the station in "Severed Dreams", Garibaldi tries to set up station security at a chokepoint to repel incoming boarders. However, the recently-recruited Narns charge forward, unused to such tactics, forcing everyone else to do the same, and the firefight quickly breaks down into a massive melee.
* During the interbellum, it was "Hungary called, they want Transylvania back."
* During the interception of a malfunctioning agricultural robot at the start of
* During the intermission featuring the Midnight Crew versus The Felt, the Felt members Crowbar, Matchsticks, and Quarters have already been killed by the Midnight Crew. Due to the various time and space manipulating powers of the Felt, however, Crowbar still winds up fighting Spades.
* During the introduction to "MLF Lullaby", Tom Lehrer quipped that "Much of this discussion took place during the baseball season, so the Chronicle may not have covered it".
* During the introductory assault course, the range master has two Desert Eagles, him brandishing the chrome-plated model
* During the invasion of Gracemeria, the Emmerians were on the verge of pushing back the Estovakians, only for the Estovakians to deploy the
* During the invasion of Iraq, there were reported instances of Iraqi soldiers who pretended to surrender and attacked the American soldiers when they came close.
* During the invasion of Malaya in 1942, Japanese troops reported capturing or destroying numerous British "tanks." These were in fact Bren Gun Carriers, which were small, open topped armored personnel carriers (in fact smaller than a modern-day Humvee, and used in similar roles) as the British had no real tanks on their Malaya colony.
* During their 2018 college football rivalry game, a Harvard running back gave the bird to a Yale defenseman as he scored a touchdown. The touchdown was retracted as the result of an ensuing unsportsmanlike conduct penalty.
* during their alliance type who could never hurt anyone and therefore lacks the

kind of worries that consume him.
* During the Iranian hostage crisis (1979-80), one of the U.S. Marine embassy guards wrote patriotic and anti-Iranian slogans on the walls of his cell, in Spanish. His captors could not read them, and it did not occur to them to ask what the words meant.
* During their childhood, Shirley and Theo experience loud knocking one night on the walls surrounding them. They cower in fear on the bed until their Dad comes in.
* During their dinner together, Kermit and Miss Piggy get served some Sparkling Muscatel, "one of the finest wines of
* During their Dungeons and Dragons playthrough, druid Merilwen reveals a power she was keeping a secret: A new Wild Shape that let her turn into a bear. Immediately, her compatriots launch into a wide variety of bear puns. Ellen plays along with them, but objects to Mike saying "top koala-ty", because koalas aren't technically bears.
* During their Extra Life '15 livestream, they got Lindsay Jones to read an excerpt from
* During their fight, Drake does this when she notices Gunner is able to accurately shoot at her without even looking at her.
* During their fight in a hospital, Monster X throws Enjin out the window.
* During their fight, Kaku figures out he can retract his giraffe neck into his body (Which Zoro notes real giraffes can't do). However, he ends up causing his arms and legs to stretch out! Kaku then reasons that it's the same principle behind a pasta machine; If you put dough in one end, noodles come out the other end. Zoro lampshades the stupidity of that logic.
* During their first battle against Zabuza, Naruto comes up with a successful paln for him and Sasuke to free their teacher Kakashi from Zabuza's water prison, without even speaking a word. He simply tosses a
* During their first encounter in the sewers, Bradley cut off Greed's arm and manage to capture him before Greed could attempt to transform his entire body into protective armor.
* During their first encounter with the xenomorphs, the Marines panic like a bunch of schoolchildren.
* During their first meeting, Tohru apparently entered Elma's house like this according to a flashback in chapter 44 of
* During their first secret meeting in the garden, Anne attempts to coax Richard into disclosing his romantic affection for her:
* During their game against Johzenji, the characters of team captain Terushima and team manager Misaki get explored.
* During their initial landing, the Martians massacre most of the humans present to greet them.
* During their last week, the departing president typically delivers a farewell address to the nation.
* During their November 13, 2013 Nintendo Direct, the first shot of Reggie Fils-Aime's office is of his giant stuffed Mii head resting in a chair. The camera then pans over to the real Reggie off to the side as he begins his preview of upcoming games. The Mii head has no connection to the games being shown and is never seen again in the Nintendo Direct.
* During the Iron Hordes conquest of Draenor, many powerful groups on Draenor such as The Breakers, The Evergrowth, the Ogre Empires, and the Adherents of Rukhmar were mostly toppled, and later collapsed completely because of the Alliance and Horde players chasing after the Iron Horde; resulting in a massive power vacuum to form on the planet.
* During the Iron Lords' campaign to break the power of other arisen Guardian warlords abusing their power, their preferred tactic was to hole up in a secured location where their Ghosts could safely resurrect them and just keep shooting the enemy Guardians, letting them kill each other until the warlords
* During their peak, Duran Duran had three members all with the last name Taylor. Not one of them was in any way related to either of the other two.
* During their search for the Nile, May breaks the skid plate on his low-slung

car. He fashions a new one from one of Clarkson's car doors without Clarkson's permission. When Clarkson finds out, he takes a patch for him door from May's bonnet. May responds by stealing a piece from Hammond's bonnet. Hammond responds by stealing the toilet seat (
* During their "shopping" episode (showing where they get all their stuff), the
* During their staff's temporary stay in Boston Pete informs them that they won't have internet access, and advises the guys to make arrangements "porn-wise".
* During their stay in Canada at Mae's house, Mae and George make out on the bed. Mae's mum comes in unexpectedly and they scramble away from eachother. Mae's mum proceeds to leave the door open.
* During their test of the Renault Twingo, Ross Kemp climbs into the boot (or "trunk" if you're American) to demonstrate the space inside. He stays there the rest of the segment...including when Jeremy tries to jump the car onto the ferry back to England. During the subsequent host segment, he says that Kemp did not survive.
* During their time in the Shanghai Police, William E. Fairbairn and Eric A. Sykes would create a modern dagger that would be heavily associated with the S.A.S., and a fighting style to go with it: the
* During their tournament battle, Neon's glowstick-nunchucks use Frost Dust to freeze Yang's extremities. Yang smashes the ice and continues fighting as if nothing had happened.
* During their travels, Belgarath and Garion encounter an alchemist who
* During the Ishval flashbacks we see that many of the Amestrian soldiers, including
* During the jailbreak in Remy's second season, there's a bet going on who can escape first. Nikolai ends up owing Vivienne a gelato after she beats him to the rendezvous point.
* During the Janjira plant incident, Sandra Brody and the other inspectors run while being followed by an enormous smoke cloud, representing the leaking radiation from the reactor. Unfortunately, none of the inspectors that were ahead of her make it before the blast shield closes.
* During the January 18th Internet blackout protest, Gawker had a headline of "Today, some of the best websites on the internet—and Reddit—are blacked out to protest SOPA."
* During the January 3, 1993 NFL playoff game between the Buffalo Bills and the Houston Oilers, Houston was ahead 28-3 at halftime, and Buffalo's starting quarterback, star running back, and leading defensive player were all out injured. And then, on their first possession of the third quarter, Buffalo threw and interception, which Houston ran back for a touchdown, putting Houston ahead 35-3. The Bills radio announcers more or less declared the game over at this point.
* During the January 6th attack on the Capitol building, the rioters were lured away from the Senate chambers by a black police officer, potentially saving many lives. His name? Eugene Goodman, a name that literally means "Noble Good Man".
* During the Japanese invasion of Malaysia in WW2, British commanders using the telephone to communicate would find themselves
* During the Japanese occupation of the Philippines, American soldiers who escaped capture took command of local guerrilla groups and promoted themselves to the rank appropriate for the size of their band. For the most part, the US military honored these self-made ranks after the war.
* During the Jihad, the Homeworld Clans saw their Invader brethren as being irrevocably “tainted” by the Inner Sphere’s “barbarianism,” leading to the Wars of Reaving that left four Clans destroyed and the two groups permanently estranged from another.
* During the Jihad, the Word of Blake dusted off the remaining intact old plans from the Star League's
* During the Johto arc, when Ash and Misty were battling over a Totodile, Ash sends out Pikachu; Misty sends out Togepi. She tells Togepi to give Pikachu a great big hug, and he does just that. Between that and a Charm attack, Pikachu is sent running off the battlefield, since he wouldn't willingly hurt Togepi.

* During the Joint Training arc, he copies Izuku Midoriya's Quirk: One For All, and Midoriya is terrified that Monoma is going to break every bone in his body
* During the Joker's "Zodiac Crimes" 3-parter, he fed our heroes to a giant clam. The cliffhanger has Robin in the clam's mouth.
* During the July 2005 child abuse investigation of Michelle Crockett's house, a rookie officer ran out to puke in the weeds upon seeing the building's disgusting state. A
* During the Katrina hurricane, there were a lot of reports of gunfire shots in New Orleans after the levees broke. Much of those were agents part of Delta Green death squads sent to hunt down and
* During the "Kayfabe" era, the only time villains typically fought were in battle royals. However, there were at least two "heel vs. heel" matches in the WWF, both in 1986, and one in
* During the kayfabe, pre-cable television era, where WWF fans got most of their fill of wrestling through its syndicated TV shows, handicap matches were a great way to get the popular
* During the KC Grand Championship arc, Kaiba gets a bad feeling about one of the competitors, Siegfried Lloyd, and starts gathering intel on him. When one of Siegfried's friends refuses to cooperate, Kaiba sends his goons to make said friend an offer that he can't refuse.
* During the Kingo Island arc, Entenkun and his frost-based dimensional Paopei are defeated easily by Fugen's superior Paopei, but the latter, being a pacifist, tries to talk Entenkun into surrendering and even puts down his Paopei. Entenkun is seemingly ready to give up... only to mistake Fugen's goodness for foolishness and attack one more time. Unfortunately for him, Fugen made preparations for this.
* During the King Piccolo Saga of the original series, Tien is briefly suspected to be the
* During the Kojirō arc, the story eventually returns to the time of the Battle of Sekigahara, but this time in a lengthier way: the characters are put in the time of the prelude, then in the battlefield proper, and then in the aftermath where they must carry out survival missions under heavy hostility from mobs of angry peasants.
* During the Korean War, a number of U.S.-built recoilless rifles were captured by Chinese troops, who attempted to use them without being aware of how they operated. They didn't do it twice.
* During the Korean War the Chinese managed to move several hundred thousand troops to the border of Korea in complete secrecy by moving only at night and constructing camouflaged camps to hide from air patrols. Soldiers were ordered to stay completely still if an aircraft passed by, upon pain of death. Their offensive was so fast and unexpected that many UN commanders didn't believe the Chinese were involved at all in the beginning stages.
* During the Korean War, when China was sending large units of soldiers into North Korea, in order to avoid detection by the Americans they only moved at night. When dawn approached, everyone dug in and stayed out of sight and motionless until nightfall. Anyone caught moving was immediately executed on the spot.
* During the kreely rescue arc, they have a pool for how many of the slavers will surrender and how many will get killed.
* During the Krogan Rebellions the krogan began dropping asteroids onto turian worlds when the turians intervened on the Citadel's behalf. They rendered several planets completely uninhabitable this way. This just pissed the turians off even more.
* During the Lance Banson boss fight, his fangirls (Banson being a famous opera singer and
* during the last appearance of Seifer, we can see him with a very sweet smile, rather than the Smug Smirk.
* During the last arc, Krillin and 18 have a daughter named Marron, showing they got a happy ending. Initially there's
* During the last duel, the Student Council has nothing they can do. They idle around the Student Council balcony, dropping vague symbolism, backstory, and

ultimately cooking potatoes over a campfire, while they await the outcome.
* During the last episode, Evangeline intercepts a shot from Remington Smisse meant for her sister Cleophelia. Fortunately, it just hits her shoulder.
* During the last ice age of the Ultimocene, a giant, trunked bird called the neckbeard and its tribbethere predator the sabertooth circuagodog become obvious expies of wooly mammoths and saber-toothed cats. There is also a herbivorous knuckle-walking tribbethere called the treeskinner that closely resembles a chalicothere.
* During the last months of his life, Jim Varney was playing Cookie in
* During the last year of Bush's first term, civil unrest broke out when a resurfaced video showed the LAPD beating an unarmed African-American man, Rodney King. While Bush condemned the police beating of King, he spent more time criticizing rioters and calling for law and order instead of trying to understand the underlying socioeconomic causes of the unrest, making him seem insensitive towards the racial injustice experienced by African-Americans. During the last year of Trump's first term, civil unrest broke out when a resurfaced video showed the Minneapolis Police killing an unarmed African-American man, George Floyd. While Trump condemned the police killing of George Floyd, he spent more time criticizing protestors and calling for law and order instead of trying to understand the underlying socioeconomic causes of the unrest, making him seem insensitive towards the racial injustice experienced by African-Americans. Furthering the similarity, Bill Barr served as Attorney General for both presidents and was criticized for using the same hardline approach in both protests. Though somewhat subverted in that while the LAPD officers that assaulted Rodney King were acquitted, the Minneapolis officer that killed George Floyd was convicted and sentenced.
* During the last years of the USSR the central authority decayed so much that Armenia and Azerbaijan, still Soviet Socialist Republics, declared war on each other and Moscow was powerless to do anything about it other than bleat about peace. The war continued after the USSR's final demise, and Armenia and Azerbaijan still aren't on speaking terms.
* During the late 18th century and the first half of the 19th, this was very much
* During the late 1990s, when the garbage fad was around it's strongest, one of Future Of Wrestling's most popular talents was Al Bino, known for lack of regard for his body and use of ladders and chairs. The style would prove the be popular in the future, but it was
* During the late '70s and the '80s (several years removed from the glory years of Matt Busby and the holy trinity of Best, Law and Charlton), they fielded talented squads yet never won a single Football League First Division (England's top flight before the Premier League) title thanks to Liverpool's dominance, which was occasionally challenged by local rivals Everton. Then came the '90s, Eric Cantona, Alex Ferguson and Fergie's Fledglings (Beckham, Giggs, Neville, Scholes, etc.); suddenly, United
* During the late '90s, Ad Council ran a series of PSAs that ended with a character being exhausted after rather minimal physical activity, followed by the announcer saying "Exercised lately?" and the tagline "Get up. Get out."
* During the late '90s and '00s, there was a boom in vehicle design designed to evoke older periods of such, driven partly as a backlash against the wind-tunnel-carved lines of cars in the late '80s and early-mid '90s.
* During the late-game "Rescue the Queen" quest, you set out to rescue Loghain's daughter, Anora, from a fortified estate. As you escape, you're besieged by Loghain's
* During the later parts of the series some alien characters (Aeryn in particular) try to learn English; since everything is
* During the later stages of the book, when the Elf King has decided that buying orc guns is a good idea, the training the new Elf Marines receive gives the Orc cadre marines plenty of chances for this.
* During the latter years of the Cold War, the Soviet government promoted the career of Dean Reed, an American expatriate living in East Germany, as an alternative to decadent "rohk" music, which had replaced decadent "jast" music on

their hit-list.
* During the legendary Battle of Thermopylae, the Greek soldiers who fought the Persians reportedly kept battling their enemies even after their spears and swords were broken, battering them with their shields, eventually being forced to use their teeth and fingernails as weapons. Deadliest Warrior suggests that a Spartan shield punch, while obviously not a move to be used in heavy combat, was as or more lethal than the spears or swords. That's a lot of weight coming at you. Not to mention the circular (and actually quite sharp) edge of most Spartan shields. They could very well break bones and tear open flesh (albeit rather shallow) if used by the right people. Like the
* During the Leveson Inquiry, a man broke into Parliament's chambers to throw a plate of shaving cream in Rupert Murdoch's face. His wife Wendi responded by lunging for the attacker and slamming him in the face with her palm.
* During the life-threatening duel between Yugi and Jonouchi, where the winner gets the key to free himself from the anchor, Yugi chooses himself as Jonouchi's Spell Card's target. Yugi lose all of his Life Points, but Jonouchi realizes that his Spell Card allows him to be attacked by Yugi's Red-Eyes Black Dragon, so Jonouchi would lose all of his Life Points as well. Regardless how you look, Yugi lost his Life Points first, and Jonouchi needs minutes to figure out that he himself can be attacked. Both effects of his Spell Card do not work simultaneously.
* During the live episode "Ambush", recently reunited lovers Doug and Carol sneaked off to canoodle and make plans for the following night. When they noticed that the camera guy had followed them, Doug made several snide comments which amused Carol—until she noticed that the guy was waving at them and promptly flipped out upon realizing that her microphone was still on and that he had heard everything (they were concealing their new relationship from everyone).
* During the local Colorado election in November of 2013, a vote was held to decide whether a few of the counties along the north-eastern part of the state would secede from Colorado and create the state of North Colorado. The vote was shot down with an overwhelming majority.
* During the Long Night, Sansa remarks to Tyrion that out of all her husbands he was the best of them. While Tyrion is touched by the statement, he also notes that she is comparing him to
* During the Lost Agent Arc, Ichigo's friends and family are brainwashed against him, and the one ally remaining to him turns on him, stabs him and steals his power. Ichigo is left on his knees, powerless and sobbing. The Shinigami turn up to restore his Shinigami power in the same fashion as Chapter 1. His resolve returns in full force and he thrashes the
* During the Lynda Carter Wonder Woman series, Lynda performs this lift into carry many times, mostly on heavy looking men, and does it with ease.
* During the Mages Guild quest line, you will take on some quests for Ajira, the Balmora Guild Hall resident alchemist, who has a bet with Galbedir, the Guild Hall's enchanter, over who will reach the rank of Journeyman first. Ajira's quests involve doing things like sabotaging Galbedir's experiments while Ajira herself takes full credit for her research,
* During the Mahora Festival arc Negi decides that he doesn't know whether the
* During the main quest, it is revealed that the legendary dragon Alduin, who is supposed to
* During the "make your own menu" dinner service, Season 5's Ben insisted on making some potato dish he called "pomme fondant". At service, Gordon pointed out that
* During the "Mallcop Command" arc, Tagon allows their client to negotiate away their weapons and armor, making their jobs much harder. Shodan angrily asks if Tagon has turned into an adrenaline junkie who "needs more and more risk to get a fix." And then he realizes that Tagon is just a terrible negotiator.
* During the Mamasapano Clash in 2015, 44 members of the Phillipine National Police Special Action Force were killed in a firefight with MILF and BIFF rebels,including 35 members of the 55SAC,the only survivor of this unit was PO2 Christopher Lalan.

* During the man-cave episode, a chef had to build a table from leftovers of a party. He ended up shoving a bunch of beer cans into trash bags and
* During the Marineford War, Kizaru determined that the best way to keep the casualties low was to take out Whitebeard early on. However, his attack is blocked by Marco.
* During the Marley arc, the soldier who lures Galliard and Pieck into a trapdoor has their face obscured by the camera angles, this made the readers to speculate that they were someone known, like a member of the Survey Corps in disguise, Pieck even mentions that their face is familiar. Then it turned out that it was an entirely new character.
* During the match between Seirin High and Kirisaki Daichi High, Kentaro Seto serves as the Joker for the latter in the second half, helping Hanamiya to get steals.
* During the May Day 2012 protests in Montreal, a photo was circulated of protesters mocking police by dangling
* During the mayoral election, Marcus Vansted throws his hat in the ring by having a large boxing ring constructed and throwing one of his hats into it.
* During the McDonald's arc, Dr. McNinja interrogates three workers to learn Ronald's whereabouts. After they refuse to talk, he "super sizes their pain" by throwing one of them out the window. They were robots, but still... and then there's this line.
* During the meeting between Napoleon and Tsar Alexander at Erfurt in 1808, Alexander's brother Constantine apparently told one of Napoleon's aides: "I say, Monsieur Oudinot, if your august master were to give me one of his swords, I should take it to bed with me!" (the original French sounded even more like a
* During the meeting between the Princesses and Swift-Pad, Swift-Pad presents Luna with the hammer his people had specifically created for her over a thousand years ago, which she had commissioned for use against a powerful foe. It was incomplete when she became Nightmare Moon, but they held onto it until the present day, and her ability to recognize the runes on it is what proves to Swift-Pad that she's the same Luna from back then.
* During the Meiji period the government encouraged adoption of parts of Western culture/society and technology in hopes of "catching up" to the Western powers, both economically and militarily (to some factions, as a means to an end — being able to kick out the Westerners). However, while the government had a somewhat set idea for how to go about this — "Western technology,
* During the meme review with Amelia Watson, they come across one that questioned how Ninomae Ina'nis' tentacles work. Coco believes they're all in her ass, but Ame believes they're all connected to a base that goes in her ass. Coco also asks if Ame can stick a finger inside her butt after showing her model's ability to scratch it.
* During the mid 80's-early 90's there were several masked jobber tag teams including but not limited to The Conquistadors, The Cruel Connection, The Shadows, The Galaxians, The Thunderfoots, The Executioners, The Head Hunters, and various assorted Demons.
* During the Middle Ages, Constantinople embodied this trope (and to a lesser extent, the rest of the Byzantine Empire) with regards to Europe. At a time when Western Europe was still recovering from the fall of Rome and the resulting collapse of infrastructure, they had a teeming cosmopolitan city that maintained and improved on most of the old Roman building traditions. Add in fairly high literacy rates, a university system, a mature legal system, and a stable bureaucracy, and then compare it to just about any other European country at the time. Europe got better
* During the middle ages, Knights often wore types of helmets that covered the face, like great helms.
* During the Middle Ages, the jurisdiction depended on the personal status of the party and/or the place where the action took place. These jurisdictions were the feudal justice, Church justice, City justice, and the nascing Royal justice. For example, a cleric might expect to be tried in a Church court applying Canon law, a

peasant might be tried by his lord while burghers might be tried by their city. Furthermore, there were matter-related jurisdictions, such as treason being tried by Royal justice while heresy and marriage-related cases being tried by Church ones.
* During the middle of the Marispan affair (or the beginning of the Bet Your Life arc) in
* During the Midnight Crew intermission, each Midnight Crew member has an item that turns into a pornographic magazine, often revealed at embarrassing moments. Such magazines include
* During the mid-to-late Eighties, Disney made numerous videos for songs and ran them between shows under the title 'DTV', named after
* During the Miners' Strike in the 1980's, a similar picture was used by The Sun (
* During the mission on Sur'Kesh, the party crosses paths with a rampaging yahg. Shepard and Garrus can't resist the opportunity to crack jokes about the last yahg they encountered, which teammate Liara T'Soni
* During the missions "Close Encounters of the Zoshi Kind", they had a plan to build a "Doom Ray" that had a giant magnifying glass which they planned to use to project the sun's light onto Mount Sillimanjaro and melt the snow, flooding the city.
* During the missions "Missing Moshling Egg" through "Super Weapon Showdown", they had a plan to build a weapon that would destroy the sun and leave Moshi World in darkness.
* During the mission "The Vanishing Of Tyler Freeborn," players find a dark world-style replica of the entire town of
* During the mission to track down Morinth, a pair of turian muggers
* During the monthly Splatfest events, all the maps, with the exception of the
* During the Montreal Olympics of 1976, American swimmer Shirley Babaschoff made a rather bad joke about the gold-winning East German swimming team and their members' records, commenting on their almost manly voices. She was accused of being this
* During the most part of season one, she relied on explosions of sheer magic to win her battles against the more experienced Trix. It's worth noting that said explosions were harmful to Bloom as well.
* During the "Motto" season, there is a movie 26 minutes long. It was part of a triple feature with
* During the "Movin' Right Along" number, Kermit's response to seeing
* During the Munich Crisis in 1938, Poland sided with Nazi Germany to claim the disputed Teschen territory from the Czechs, only to be invaded by the Germans only a year later. The Slovaks and Croats sided with the Nazis to gain independence for their countries. The Finns, Hungarians, and Romanians sided with the Germans to retake lost territories from their neighbors (Russia, Romania, and Russia again, respectively). The list can go on and on.
* During the Namek Saga, Goku mocks the Ginyu Force's obsession with
* During the Nami vs Miss Doublefinger fight, battle music starts up when Nami tries using her newly acquired Clima-Takt against her, but said music dies out immediately after it summons harmless doves, much to her anger.
* During the Napoleonic Wars, in the lead-up to the Battle of Wavre, the French forces under command of Marshal Grouchy were debating how to position their forces. Several of Grouchy's subordinates suggested they "follow the sound of the guns" and join in the fighting happening nearby at Waterloo. Grouchy however had orders from Napoleon to deploy his forces near Wavre to block the Prussians from reinforcing the Duke of Wellington.
* During the Napoleonic Wars, Napoleon managed to take Moscow after the Battle of Borodino. However, this trope was averted. The capital had already been largely abandoned and set ablaze in order to deny the French Emperor the prize. He spent about a month there before pulling out, faced with the harsh Russian winter. Low on supplies, his Grande Armée was quickly whittled down to a tiny fraction of its former self by the unforgiving elements and by constant Russian hit-and-run attacks. This contributed heavily to Napoleon's eventual defeat. Actually zigzagged in that Moscow was only the second capital of imperial Russia after Saint

Petersburg, which was never endangered.
* During the national conflicts in the last years of USSR, a number of armored vehicles were stolen from museums and monuments, especially in Armenia and Azerbaijan. Few had working or repairable engines, let alone weapons, but even a towed tank hull is good for blocking a (mountain) road.
* During the Naughty Sorceress quest, you eventually come across a door that can be opened by any key, the contents of the door changing to reflect what key you used. Normally, you're supposed to use 6 keys that many would not have if they rushed through the game without exploring (e.g. many players had no idea the 8-bit realm existed and therefore never knew the existence of the digital key). That's not this trope. What is however, is if you decide to insert a balloon mon
* During the Navi-Gator minigame, a scare chord plays whenever Pat spots something in the hallway that scares him.
* During the NBA dunk contest, it's gotten so ridiculous that, although there are official judges whose scores are the only ones who count, most of the fans in the stands will have score signs as well to show their approval.
* During the "Necropolis" arc, Mega City One is conquered by the Dark Judges and the Sisters of Death and turned into a slaughterhouse. Judge Death is installed as Chief Judge, the Sisters
* During the Neroimus War, each nation has its own "Unidentified Weapon" that acts as a superboss to help out a country on its last legs. The Sal Kari Unidentified Weapon, the Ghalib, is about 210 feet tall, but has a maximum height of around 330 feet when it opens up its
* During the newborn babies' musical number "This World is Something New to Me", all of them tinkle in unison like a fountain at the end.
* During the New Guinea campaign, he never went to the front lines, which resulted in him repeatedly
* During the NFL season, Tony Kornheiser's radio show has a regular segment called "Jaws versus the Monkey". In which football picks made by ESPN analyst Ron Jaworski are set against picks made by "Reginald the Monkey", from the DC Zoo.
* During the Nick Bruiser fight you get to hit him as much as you like for the first few seconds without retaliation. For each hit you land, his strength goes up. Once he starts moving, if you were foolish enough to fall for it, his fists play out this trope.
* During the Night of the Long Knives, a 1934 Nazi purge to eliminate those viewed as obstacles of the new regime, SA leader Ernst Röhm was given the opportunity to kill himself in custody. His response was to declare that if Hitler wanted him dead, he could do it himself. After he said this, his guards left, and when they returned, they saw him standing in his cell with his bare chest puffed out.
* During the Normandy landings and afterwards, US Army troops working alongside their British counterparts would often get somewhat annoyed that the Brits would sit down and get a
* During the Norwegian-Swedish war in 1814, the fortress of Halden stood its ground against Swedish attacks for two weeks without surrendering. This fortress surrendered only
* During the "Nuclear Meltdown" encountered during his escape attempt,
* During the Ocean Marketing fiasco, Paul Christoforo tried to do this by listing PAX, E3, Germany, the mayor of Boston, and many more as people who would back him. It backfired when
* During the official surrender ceremony in Tokyo Bay on September 2nd, 1945, the US and allies made an effort to impress upon the Japanese what a colossal mistake it had been to
* During the Okinawa trip, after Tomo nearly drops Chiyo-chan over a cliff (albeit accidentally), Kagura does this to Tomo, even asking the "What are you, stupid or something?" question.
* During the Old Republic era, all savvy criminals knew better than to kill members of the Jedi Order, because any time a Jedi disappeared or turned up dead, more Knights would soon show up to investigate. The Jedi maintained this policy unwaveringly for millennia until

* During the Old War, the Orokin originally tried using their blindingly advanced weapons to fight against the Sentients. But since the Sentients were
* During the ongoing drug war in Mexico, the drug cartels have killed anyone who looks at them funny, much less people who stand up to them. As such, entire armies of armed vigilantes have formed in the affected areas. One issue facing Mexican authorities has been figuring out how to handle them.
* During the opening credits, claims are made about the regime of the Shah of Iran that are based on propaganda from the 1970s and have now been denied even by the current Iranian government. In particular, reference is made to a large number of people that died in Iranian prisons. No evidence for the existence of such people has ever been found.
* During the opening exchange of Satomi's first match, Yuuki restrains her with an arm lock, then slips her hand down Satomi's vest and fondles her. She shrugs free and tells her to knock it off, but Yuuki
* During the opening phases of the second Gulf War, it was necessary for the
* During the opening scene of "The Stork Job" he's sporting a bruised and scraped cheek from a fall while playing football on pavement. Asked about it by one of the other characters, Eliot replies irritably, "How was I supposed to know it was a lesbian bar?"
* During the Orange Islands arc, a group of Scyther chop her hair up
* During the "Orders" arc, ARC trooper Fives discovers the existence of an organic chip implanted into each clone trooper's brain at birth, enabling one to command the clones to commit any action without hesitation, including killing the Jedi. When he attempts to present his findings to the Chancellor, he is secretly drugged by the lead scientist responsible for the organic chips to make him appear insane. Furthermore, the Chancellor reveals that he's the one who orchestrated the implantation of the organic chips, and has Fives hunted down and ultimately killed before Fives can reveal the truth to the Jedi.
* During the original "Death Egg Saga", Sonic, Tails, and Robotnik all donned powered armor, though Sonic and Tails' were quite unconventional — Sonic rode around in the shell of Silver Sonic while Tails rode around in the shell of a SWATBot.
* During the Ouroboros attack on the Pantagruel, Musse orders a suicide attack on the Glorious, which is averted when Olivert reveals himself to be alive and arrives in the Courageous II. After the attack is repelled, Rean reveals that he overheard her order and approaches her with an expression that is calm but a clear sign that she's in deep shit, telling her that he needs to talk with her about being willing to needlessly throw her life away like that.
* During the pageant in "Hearth's Warming Eve", Princess Platinum (Rarity) haughtily leaves a meeting between the three pony tribes, but the effect is somewhat ruined when she puts her crown on upside-down in her haste to leave.
* During the Pantasia Employee Examination, the candidates are asked to bake croissants ("kurowassan"). Azuma,
* During the Pantyhose Taro arc, this antagonist kidnaps Akane and takes her to a remote temple in the mountains, then leaves to confront Happosai. Akane escapes, comes across a river, and leaps in... only to splash and sputter her way back to shore. She even says "Oh no! I forgot I can't swim!" afterwards.
* During the Paris tournament, William starts losing on purpose because his
* During the partial decolonization of Africa in the 40s following the conclusion of the Second Great European War, civil wars break out in Libya and Ethiopia between their pre-war royal governments and strong Soviet-backed Communist movements.
* During the party at Shepard's apartment, you may find EDI questioning a thoroughly flustered and embarrassed Samantha Traynor on how she found EDI's voice sexually attractive when they first met. This eventually moves on to EDI offering to send her links to lesbian organic-on-synthetic porn sites, to which Traynor responds "What? NO! No, no, no, no, NO! Okay, sure." Tali's
* During the Pegasus duel, it seems like nobody involved knew how Toon Monsters worked, having them be Normal Summoned through Ultimate Offering and getting their

levels reduced via Cost Down to reduce Tribute requirements—neither of these are true in the real game, where Toons can only be Special Summoned and have an explicit number of monsters that need to be Tributed to play them. Curiously, their "summoning sickness" (being unable to attack on the turn they're summoned) is kept intact, and it's also correctly ignored for Toon Dark Magician Girl (who doesn't suffer from it in the real game).
* During the Peloponnesian War, the Athenian general Demosthenes once led a group of
* During the penultimate battle in the Super Spiral Universe, Team Dai-Gurren of
* During the period between Hawkgirl leaving the League and coming back, Dr. Fate put the mace into a pocket dimension rather than have it lying around his tower. Just having it around messed with his magic, nobody has to be weilding it.
* During the period of the 2018 referendum to repeal the Eight Amendment (which prohibited abortions within Ireland), both Facebook and Google banned all advertisements from both sides, after it was revealed that the anti-repeal movement had used foreign advertisers to increase their publicity.
* During the period when Super Sugar Crisp was changing its name to Super Golden Crisp, the commercial mascot (Sugar Bear) gained the power to transform himself into
* During the period where the name changed from Super Sugar Crisp to Super Golden Crisp (because sugar had recently become demonized), Sugar Bear could transform himself into "Super Bear." This was meant to transition to a mascot without "Sugar" in his name; however, Super Bear looked like a real, full sized,
* During the persecution of Jews in Eastern Europe brought on by an unofficial crusade (led by a monk between Urban II's call to crusade and the sanctioned departure time of the First Crusade), there were stories of Jewish women killing their children to avoid their dying a worse death or being forcibly converted.
* During the Pertwee era (and a little bit of the Tom Baker era), the only members of UNIT who do not wear British military uniforms are the Doctor and whoever is currently employed as his assistant(s) or whoever is going to be his companion at the end of this story, who wear their own civilian clothes. It's quite jarring to see shots of the Brigadier, Yates and a bunch of
* During the physical exam for hero school, Uraraka gets the high score for distance throwing by using her zero-gravity power to gently toss the ball out of orbit, ending in a twinkle.
* During the Piccolo Jr. Saga of the original series, Piccolo put Goku through a torture session so brutal and horrific it would make Frieza proud. First, he blasts a hole the size of a fist through Goku's shoulder with a
* During the planning for Emperor Gregor's wedding, Captain Ivan Xav Vorpatril is assigned to help the upper-class women planning the thing, which is strictly-speaking below his pay grade. This includes his own mother, the Emperor's social protocol manager. He describes the situation in the following picturesque metaphor;
* During the pod ride in the Citadel, among the Striders and Gunships you see are the
* During the Pool of Youth arc, Castor goes to confront Toar, an immense man. Toar socks Castor so hard that he goes flying right over Popeye's head.
* During the poorly received "The Other" storyline, a subplot involved Spidey fighting a new villain named Tracer. Tracer at first seems completely forgettable, literally just a punk with a gun, but he is later revealed to be a robotic entity that claims to have arisen from the internet as a sort of god to the world's computers. He gets destroyed, but declares that he'll be back. He hasn't been back.
* During the Pop-Tarts "Hide and Seek" campaign, Chocolate-Vanilla Splitz was cut in half by a door.
* During the Popularity Poll arc, Shinpachi wonders what Sadaharu and Elizabeth are up to due to having not seen them for the entire arc, after which it cuts to the former giving the latter an extremely graphic beatdown that's impossible to take seriously due to their appearances.
* During the post-TV series era, saying that Flippy has fully gotten over his flip-outs was enough to garner the wrath of fans. It didn't help that the next time

a flipped-out Flippy appears, it's only in Flaky's imagination ("Without a Hitch"). The fanbase has calmed down since the release of the Love Bite short "On My Mind", which depicts Flippy flipping out.
* During the post-war era, the Communist Russian villain was a common stock character in many local to national promotions of the time. The wrestler playing the Russian didn't even have to be from Eastern Europe or hail from behind the Iron Curtain ... he just merely had to affect an accent, come up with some anti-American rhetoric, wear clothing that had a hammer and sickle on them and voila, instant trope maker.
* During the Prague Spring, the inhabitants of Prague removed or painted over street names to confuse the invading Red Army.
* During the pre-cable and kayfabe eras, where the internet was still things of science fiction, many title changes weren't aired on television until several weeks — sometimes six weeks — after they happened, but the former champions will continue to defend their titles until the title change airs on television. One frequently cited example is
* During the pre-mid 1990s era, when wrestling operated as strict kayfabe and most wrestling programs consisted of several matches with established wrestlers taking on jobbers, promoters might turn an already imposing heel wrestler and turn him into an unstoppable monster by having him continue to physically punish a jobber long after scoring the victory. Often, this consisted of the heel using his finishing hold — always powerful, and used solely to inflict great injury — one or more times after the final bell. (Usually, the Heel would then take on the top babyface, who — sometimes after taking the finishing move several times — would fight back and defeat the heel.)
* During the premiere of "The Best Night Ever", the ad for the Gyrobowl kept playing during every break.
* During the premiere of the series finale, most of the ads were shown more than once. The most notable offenders were
* During the presentation of tributes in Emperor Ming's audience hall, Prince Vultan tries to give Ming the fabled Ice Jewel of Frigia. He says the Hawkmen took it in battle. Prince Barin angrily challenges him, saying that Vultan stole it while the Arborians were burying their dead. Klytus forbids them from fighting in the Emperor's palace, but it's apparently O.K. for kingdoms to fight one another everywhere else.
* During the presidential election episode, Nixon's head is asked if he would steal candy from a baby. A visibly flustered and stammering Nixon equivocates, then states he would certainly never hurt a child.
* During the Priestess Social Link, Yukiko's strongly considering leaving Inaba behind once she graduates from high school, rather than inherit her family's inn. However, she politely disagrees when a shady reporter calls Inaba "the dumps," and angrily calls him out when he proposes doing a sensationalist piece on the inn. Both instances, along with the numerous times she mentions how important her family and the inn's staff are to her help Yukiko to realize that the inn is important to her and convince her to stay in Inaba.
* During the prison sequence, you're told that there's an anti-magic field in the prison that prevents magic from being cast properly. Selphie attempts to use cure, but it doesn't work very well. As such, they say that they have to rely on their weapons, so it's up to Zell, since he uses his fists as his weapons. However, the second you gain control of Zell, he has full access to and use of magic, and so do your other characters during the battle with Biggs and Wedge. Afterwards, when you leave the cell, an announcement comes on that the anti-magic field will be lifted. This, however, doesn't explain why your characters were able to use magic before it was lifted.
* During the production halt observed for the 2007-08 Writers Guild of America strike,
* During the production of the Internet series, most of the writers, with the exception of Rhode Montijo, did not like Disco Bear because they found him annoying. It was not until the TV series

* During the Prohibition Era, alcohol (both locally-produced and smuggled in from abroad) was sold in secret bars called speakeasies.
* During the Prohibition era, the police and the bootleggers were public enemies but secret partners, and the police would casually look the other way on speakeasies and gin-mills for a small fee. Many of them were fired when they were seen buying diamond rings and expensive furs.
* During the prosecution of a young woman accused of killing her mother so that she could have her stepfather all to herself, the DA's began to suspect that the girl was telling the truth—that the man had seduced her and killed his wife when she found out and threatened to both divorce him and have him charged with statutory rape. To that end, they called both the girl and the stepfather's new girlfriend into a conference room and gently asked the girl to describe what the man had said and done when making advances to her. The girlfriend's horrified reaction to what the girl was saying cinched it.
* During the protests in Hong Kong (against the planned extradition bill), many pro-democrat protestors took to destroying surveillance cameras in Hong Kong Island in order to avoid being recorded and later on, arrested by Hong Kong law enforcement agencies.
* During the Protoss campaign, Tassadar is under attack from the Conclave for allying with the heretical Dark Templar, even though the Zerg are a considerably bigger threat. In the final level (the destruction of the Overmind), they finally approve of Tassadar's actions (although as Raynor dryly notes, they don't send any actual help).
* During the PTV Park era, it was common to see "Check It Out" and "Another Pointer From Paula Poundstone", as well as the
* During the quest "The World Wakes", the player is given a test to become a guardian of Guthix. To pass, you much give one
* During the quest where you have to collect Tannis's ECHO logs in Sanctuary, regardless of the order in which you retrieve the ECHO logs, the audio being played will still be in sequence as Tannis records her story from start to finish.
* During the quest where you have to find Helena Pierce's audio logs, if you try to destroy the ice block on top of the house near a vending machine (the location of the second ECHO log) before the audio of the first ECHO log even finishes, the ice block will respawn, with a chance of spawning additional cash.
* During the quick-cut montage of games showcasing the Angels' miraculous comeback from last place in the league all the way up to the top of the standings after the All-Star break, there is one instance of a game against the Yankees where George Knox (the Angels' bench manager), after seeing another outstanding defensive play, excitedly waves his arms to indicate the "angels are here" sign, only to turn and see Roger (the only one who can actually see said angels) just shake his head to say "no, there weren't angels there". Knox gives an understandably shocked, "No?!" of disbelief.
* During the Quincy assault on Las Noches, Gilda attempts to invoke her Resurreccion, but Twilight Sparkle casts a silence spell on her to prevent her speaking the
* During the "Race to the North" Richard Hammond got to ride the Vincent Black Shadow motorcycle and spent the early part of the race constantly mixing up the brake and the gear lever which were reversed compared to the more modern bikes he was used to. So every time he wanted to change gear he ended up stopping.
* During the Ragnarok arc, Takeda, being a former professional boxer, challenges Kenichi to a match with rules based on boxing (he draws a ring with chalk on the floor, has a stopwatch to keep count of the ten three-minute rounds, and victory is decided by knock out or a TKO from going down three times in a round. Also, Kenichi will be able to use all his limbs to strike because he's an amateur martial artist while Takeda will only use his right fist because he's a former pro boxer and because he can't actually use his injured left arm). And Takeda, in spite of being a gang member, actually means it: when he knocks Kenichi down twice in the first round he just starts the counting, and even when Kenichi gains the upper hand he refuses to use his legs for anything but movement, with his only bit of pragmatism

being attacking the moment the second round started while Kenichi was still engrossed in the tale he had been telling during the pause. On his part, Kenichi doesn't inflict him a knock-out hit because the stopwatch had just rung the end of the first round, though he takes full advantage of his ability to use kicks.
* During the raid at the beginning, Prestor just stands in the doorway, while the rebels spray his location with submachineguns. Despite them knowing where he is, and him being illuminated by their fire, none of the bullets hit him.
* During the Raid on Maybros, Durren Stallhart is shown fighting with
* During the raid, the pilots are trying to setup the 50 cal anti-aircraft gun. Another bomb skitters across the flight line and the guys duck for cover. When it stops near the AA gun, it sits there as a small propeller start to spin. Just as one of the pilots pops up and declares, "It's a dud! It's a (blam)."
* During the Rando Army battle, Brad suddenly develops new moves in the middle of the fight (
* During the rather light first instance, she broke into Kutou Palace with two Seishi to find the Shi Jin Ten Chi Sho and Tamahome; she is captured but manages to escape, and Yui lures her ex-best friend to her with food. Miaka tries to talk some sense into her, and the trope turns straight when Miaka sees
* During the Reapers' Final Offensive, one of them suicide rams Tuchanka with a Naquadah
* During the recasting for its remake, Pegasus Prime and the 3rd game, Legacy of Time, apparently he shaved it to a mustache.
* During the regency of Aegon III, Baela Targaryen proves to be a handful for the regents. When they're worried about the line of succession (since Aegon is quite young, and there's a
* During the Reigning storyline, Rune King Thor, which is THOR empowered with BOTH the Odinforce (his father Odin's power) and power gained from magical Asgardian Runes, curbstomps pretty much everyone in his path, even defeating both Thing and Hulk TOGETHER off-panel, but Cap lays quite the beatdown on him.
* During the Reilly's Ranger's quest, the main marker path leads you eastbound from Metro Central to Freedom Street and the Mutant-infested and irradiated Vernon Square, which is the main entrance to Our Lady of Hope Hospital, but Reilly recommends an alternate route to the hospital from Dupont Circle through the Dry Sewers.
* During the religious persecutions of the fanatical Mughal Emperor Aurangzeb, two Sikh boys
* During the retreat from Paris, the Allies are forced to destroy many landmarks to keep the Nazis from using them as vantage points; the Eiffel Tower is shown exploding.
* During the retreat, the Duke of Aosta, commander of the Third Army, had an infantry brigade and a cavalry one hold a rearguard action against pursuing Austro-Hungarian and German forces totaling three divisions.
* During the "Return of Queen Chrysalis" arc, the Mane 6 are affirmed of the CMCs' identity because of their talk of getting their cutie marks from being fillynapped (cue deadpan "It's them" from Applejack).
* During the revolt of the Hereros in the German South West Africa, Lothar von Trotha announced to his troops that he would pay 1,000 mark for each rebel chief, and 5,000 for Samuel Maherero.
* During the Rhine crossing in March 1945, an accident in handling the load caused several men to be soaked in the fuel mixture used by British flamethrower tanks. While this did not ignite (it was designed to be as inert as possible in the absence of sparks or naked flame), they had to be rushed to the rear — very carefully — for extensive chemical decontamination and medical treatment. One man got it in the eyes and was blinded for life. Paradoxically, the greatest hazard was not fire but cold. The sublimation of the chemical components under normal air pressure lowered the skin/body temperature of one completely immersed man, to the extent he had to be treated for exposure and possible frostbite.
* During the rise of image macro/"advice animal" memes in the early 2010s,
* During the ritual to cure Remus, a local wolf pack leader is displeased at

Harry's and the werewolf's presence, so he challenges Harry to a honor duel... and attempts to make it a fight to kill. However, with Harry's physical changes, all it does is nearly get
* During "The Robots of Riga", Lois and Jimmy are almost kidnapped to be put into a People Zoo. After Superman rescues them, Clark asks Lois if she has anything to do that afternoon, suggesting he and she might take a trip to the zoo. Lois responds by throwing something at Clark.
* During the Romantic/Victorian era, the English public developed a fad for "regional" cultures such as Wales and Scotland, which was exploited by writers
* During the Roseanne Roast, when she was doing her "shred the other roasters" rebuttal, she turned to
* During the Rumors Arc, she assumes the form of a filly named Creative Spirit while helping combat the Rumors with the other Elders.
* During the run up to the 50th anniversary in 2013, BBC America aired monthly specials called
* During the Russia Arc, a Russian ally's worker is sent on an errand and the protagonists end up receiving their pizza order with his sliced off face plastered across said pie. Also lets not forget what happened to the President during the final arc...
* During the Russian Civil War the Red Army was being routinely hammered by the Whites and all the revolutionary proletarian fervor in the world couldn't help them. Trotsky made the decision to recruit former Imperial Russian Army officers, despite the Communists' lumping them as members of the corrupt system they were trying to overthrow, and they managed to instill some professionalism and experience. Well, until a younger Stalin locked many of them in barges and sank them in the Volga River.
* During the Russian Revolution, the Bolsheviks briefly considered killing only Tsar Nicholas and his son Alexei to get rid of the heirs and letting his wife Alexandra and four daughters live to not be seen as callous murderers of women. They decided against it when they realized that their relatives in the rest of Europe (mostly Alexander's cousin Kaiser Wilhelm of Germany) would send their armies to get them out if they were alive. Not wanting to get dragged into a power struggle, all seven of them were murdered in July 1918.
* During the Russo-Japanese War there was an all-woman cavalry regiment. The officers were daughters of the country nobility who from hunting could ride and shoot as well as their brothers; the enlisted women were recruited from a Central Asian tribe with a strong Amazonian tradition.
* During the Ryugu Shelter arc, cyanide pills are thought of being slipped into everyone's food and water supply after the parasitoid infection became severe. The director of the shelter was finally given one but begged everyone to please hold up a while longer.
* During the Saboady Archipelago arc, the Straw Hats are forced to do this when they find themselves underpowered to deal with the Marine Science Captain, Sentoemaru, and a fresh Pacifista after just
* During the sack of King's Landing in Robert's Rebellion, Tywin Lannister told Gregor Clegane and Amory Lorch to find and kill the Royal family. Lorch killed Rhaenys Targaryen (a three-year old) by stabbing her
* During the "Sacred Ashes" quest, Dog licks an ominous desk covered in blood, and starts to growl at it, noting that something is not good within Haven.
* During the Saiyaman Saga, some thug picks a fight with Gohan, and punches him in the face. His reaction afterward? "I think I broke my hand on that guy's face!"
* During the same arc, Natsu and Wendy were captured by the king of Edolas and drained of their magic; having been unable to use it in Edolas, they couldn't use their powers to escape and had to be rescued by Lucy, Erza and Gray.
* During the same episode, Ayame realizes Tanukichi's begun to idealize her as well. So she reminds him that
* During the same episode, J.D. is singing "It's A Beautiful Morning"
* During the same episode, Marge's line "As long as everyone keeps filming one another, justice will be done." was a joke

* During the same episode, Ranier says "Remember when I said I would eat you last? I lied." to a steak.
* During the same mission, another SEAL is almost killed but ends up concussed and in a lot of pain instead. When the suicide bomber rushes the team, the injured SEAL is in a position to stop him but his injuries make him too slow to react. His comrade sacrifices himself instead to save the team. The injured man feels extremely guilty over this but a more experienced veteran tells him to knock it off. There was nothing he could have done given his injuries and they need to honor their friend's sacrifice by accepting the decision he made was the best one under the circumstances.
* During the same mission Shepard can order a turian to stop harassing an asari. If Shepard is female,
* During the same scenario, the ghost of Abel appears on the scene in an attempt to redeem Caine, offering forgiveness to his cursed brother. Storytellers have the option of letting this stand as a
* During the same time period in AAA, Silver King put the mask he lost to Hijo del Santo years beforehand back on, now calling himself Silver
* During the Sanctuary mission in the third game, Miranda reveals that everything she'd been doing in the past few months was a result of this feeling. Her words after killing her father? "It's finally over, for both of us. We can stop running."
* During the SARS outbreak, internet chain letters claimed things such as Vitamin C, Belladonna, and Colloidal Silver would cure it. Vitamin C is fairly tame, but Belladonna is a poisonous plant and Colloidal Silver will
* During the Sasuke Retrieval Arc, Shikamaru is facing off against a kunoichi that is able to control a group of monsters through flute-playing, and Shikamaru can't fight three opponents at once. He takes cover behind a tree and then goes over the inventory of the tools he has in his pouch. That's it. Next he's just throwing things at her...in a way precisely calculated to get her into the optimum position for him to use his final tool, a flash bomb that allows him to use his Shadow Controlling Jutsu to take control of her monsters and control them the way she does.
* During the scenario where Megumi and Minato disembark with Akito, they are removed from the Gravity Blast Cannon's animation.
* During the scene of Hal explaining why there are no subtitles for the speakable characters from episodes 8 and on, someone was apparently fiddling with the subtitles. The subtitles eventually turned into "I secretly love Kamek." when Hal said "Sometimes I really, really hate this place." Kamek saw this and said "I knew you were gay!"
* During the scene where character Norrington is made a Commodore of the British Navy, Davenport comments "how can one man be wearing that much brocade and
* During the scene where Donald Duck starts losing his mind due to a lack of food, he sees an axe and then looks evilly at Mickey. He goes to get the axe, and then Mickey says, "Donald! No!" It's set up to make you think Donald is going to kill Mickey, but Donald actually went outside to kill the cow.
* During the scene where the unnamed female champion of one of "The Programs" is shown on TV, the manga version of
* During the scene with Johnathan and the brides who proceed to seduce him, at one point, the camera cuts to a mirror above their bed. Johnathan is the only one reflected in it while invisible forces pull at his clothes and cut into his skin.
* During the scene with the collapsed TV tower, head of PR for the Tour, Virginia Vennett, is on the putting green to consider the rules in effect, and after it's determined that Happy has to play the ball with the collapsed tower in the way, suggests to Happy that he two-putt around it and go to a sudden-death playoff. Not only would there be very little reason for the head of PR to be involved in such a ruling, but it's explicitly illegal for a player to get "advice" (like, say, how to play a shot) from anyone other than their caddie. Exactly what the punishment would have been is questionable, considering that Happy didn't ask for Virginia's advice in the first place and ignored it anyway. But for
* During the School Arc, the elephant that Soma rides into school on also becomes

important twice- and yet it still manages to be hilarious every time it shows up. First it gets spooked and destroys Maurice Cole’s room, forcing him to share with Soma and giving Soma the chance to catch him sending notes to his underlings and

* During the school trip to Kyoto, the boys are still in the hot spring after it changes over from men-only to women-only. If they are caught, Mitsuru will not take any excuses and had them executed.
* During the Scrambled Eggs arc, Miku (disguised as Itsuki) tells Fuutarou that she wants to end her relationship with him. As she later tells to the real Itsuki, she did this because, in her mind, Fuutarou doesn't see them as girls, only as his students. When she conftronts him one last time and dares him to guess her identity, she's mentally
* During the second appearance of the Mood Reversal device, there wasn't any costume switching. However, when a person was hit, they would glow Red for evil or Blue for good. The only real change that could be noticed was that evil was less cowardly and Ron Stoppable was competent.
* During the second episode, an ad for Bennesse's Challenge Ichinensei program with a song by King and Prince played twice during the break before the show began.
* During the second fight between Yang and Adam, Adam screams "What does she see in you!?" There's a long list of reasons, but the most immediately relevant one is that Blake and Yang are equal partners who help each other, which contrasts with Adam who used emotional manipulation to make Blake feel guilty for hurting him whenever she stepped out of line.
* During the second half of the decade, Canada became the Anglosphere's cultural center. Already popular because of two fellows called Justin (
* During the second half of the final battle, if you stop blasting Mother Brain for a moment, you'll notice that she attacks much more frequently (bordering on
* During the second interlude, Cucumber is futzing around with his wand in the background while the Dream Oracle addresses the group. He's confirming that his wand can indeed equip the Disaster Stones (which he'd done by mistake earlier), an ability he puts to good use in Chapter 3.
* During the Second Opium War, the British and French sent what amounted to little more than three divisions (not even 60,000 troops) to escort their ambassadors to Peking - ostensibly in the hope that they would be recognised as equals rather than being made to do the kowtow and be officially recognised as vassals/servants. The Qing court umm-ed and ah-ed and eventually met them with armed force when they kept marching on the capital. However, their decently-armed but disorganised and ill-led force of 200,000 (which had zero experience of modern warfare to boot) was quickly routed and the Imperial Court fled the city still refusing to negotiate. The Allies stuck around and pillaged the place until they did.
* During the second round of the 2017 World Baseball Classic, Puerto Rico managed to defeat the United States in a narrow 6-5 game during their undefeated run to the championship game. With them set to play the USA again, the Puerto Ricans already began preparing for a championship win with customized t-shirts, a booked flight back to the island, and a parade in San Juan. Team USA caught wind of this and the players were
* During the second season, co-star Fred Berry demanded a higher salary and better studio accommodations for the actors, a dispute that eventually led to a full-fledged walkout by Berry and star Ernest Thomas during the second season episode "If I'm Elected".
* During the second season episode "What Ever Happened to Della Duck?!",
* During the second season (filmed in 2006), they revealed that they'd shot some footage to be used as a flashback for the
* During the Second World War, Hitler had tried to purge the German airwaves of everything "degenerate" and un-German. Towards the middle of the war, however, his propaganda minister, Joseph Goebbels, had realized that most people didn't want to spend the whole day listening to Wagner, stirring martial music, and Oom-pah-pah traditional tunes (while Allied bombers droned overhead), so he did the logical thing and

* During the Second World War, some bombs dropped over Britain by the Luftwaffe intentionally featured such designs, on the logic that simply blowing up a building causes trouble, but calling out the bomb squad could drive an entire town to a standstill. In fact, the later generations of bombs were designed to blow up when the disposal tech tried to follow the correct instructions for disarming the previous generation of bomb. It was only when the UXB teams got lucky and found a few duds of those models that they could safely take apart to figure out what the new extra disarming steps were that this stopped happening. There is a story, possibly apocryphal, that some of these German designs had been registered in the London Patent Office before the war, but that nobody thought to look there.
* During the Second World War, thanks to the armored flight decks of British aircraft carriers, they could no sell
* During the Second World War, the Finnish army made a point of this. Turns out it worked really well to scare your opponents. The Finns usually collected their dead during the night. Thus when morning came and the Russians surveyed the battlefield all they found were their own dead soldiers. Not knowing whether you actually killed any of your enemies (or the cold brought them back to life as Knife-wielding sniper-zombies) plays merry hell on their morale.
* During the September 11 attacks, FDNY Chief Peter J. Ganci Jr. remained at a command post at the World Trade Center, even when it was clear the North Tower would also collapse, and died when debris fell on him. The last thing he said was "I'm not leaving my men."
* During the September 11th, 2001 attacks, broadcasters had far bigger things to concentrate on than FCC regulations, so most news broadcasts gave viewers an almost uninterrupted 8-hour stream of
* During the sequel this gesture is used by Second Skeleton to show his distaste to others because he lacks both vocal cords and expressive facial muscles.
* During the series (and for many millennia before it), genetic manipulations of the Younger Races make them see the Vorlon
* During the series finale, Asami is the Sato family's last survivor, because her mother was killed by the Agni Kai triad when she was 6, and her father perished at the hands of Kuvira.
* During the series finale, Toph, Sokka, and Suki ride on an animal called an "eel hound" which is renowned for its speed over both land and water. It's supposed to be a hybrid of greyhound and eel, but in effect it resembles a four-legged dinosaur.
* During the series itself, Lennier commits such a tragedy in "Objects At Rest" when he
* During the "Sharp" season, there is a movie 27 minutes long. It was part of a triple feature with
* During the shooting itself, a library phone line was left open by a teacher who called 911 before the shooters' entrance forced her to leave the phone to go hide. The open line caught and recorded the sounds of students being killed and injured, the dialogue of the shooters to their victims and each other, and after the shooters leave, the surviving students being told to quickly flee out a nearby door, then dead air.
* During the shootout that leads to his cryo-imprisonment, Sgt. John Spartan does this with a pair of customized Super Blackhawks in the novelization of
* During the Showa era, writer Shozo Uehara likes to have his characters existing in a Verse.
* During the show's 25th season, one round had a "Big Money" space that could award up to $25,000 if a player hit it at the right time and found a letter in the puzzle. At least one contestant won the game because of it.
* During the show's first run, Lois would have Meg take Stewie up to his room before starting serious conversations that she thought too mature for him to witness. Here's one example.
* During the Sicily campaign, General George S. Patton slapped a soldier suffering from shell shock in two separate incidents. One was later found to be suffering from malaria, the other was

* During the side-quest "The Ice Man Cometh", Claptrap has the Vault Hunters sabotage the heaters in a bandit camp in the hopes that the bandits will "chill out". When this
* During the Siege of Alesia, the besieging Roman army under Julius Caesar received news that a massive Gallic relief force was coming. What did Caesar do? Break the siege and withdraw? Finish the siege before reinforcement arrived? Nope. He instead doubled down and built another layer of wall, so that when the relief force arrived, they had to
* During the Siege of Leningrad, the besieged civilians had almost no food and had to eat whatever they could scrape. The oft-told tales of
* During the Siege of Leningrad the pharmaceutical factory synthesizing Pervitin reportedly survived the initial attacks and was later considered an asset just as important as the dwindling food supplies. The meth probably was not the last reason why Leningrad survived the first, most brutal winter of the siege, when a huge city was left with no utilities and almost no supplies. Otherwise, though, Soviets weren't big on meth, limiting its use to the most desperate of the situations only. They had
* During the Siege of London, Floki attempts to negotiate Thorkell's return to the Danish fold (and the surrender of London) until Thorkell makes it clear
* During the siege of Malaga in 1487, an old Moor named Ibrahim al-Garbi went to the Christian camp and asked to be brought before King Ferdinand II, claiming that he was defecting and wanted to share information on the defenses of the city. Since Ferdinand was asleep, he was brought to a different tent to wait for an audience, where he found Queen Isabella's handmaiden Beatriz de Bobadilla, playing chess with a distant relative of the monarchs, Alvaro of Portugal. Mistaking the couple for the royals,
* During the Siege of Mechanicsburg, at least twice random Sparks send their clanks crashing in through walls to rant at and attack people.
* During the Silly Song "Oh Santa", this happens to the bank robber. Twice.
* During the sinking of the Titanic, the stern of the ship (where most people still alive had fled) broke off and appeared to be floating normally. For a moment, it appeared that a major disaster had been averted, until the stern too began to sink and doomed all but a few that hadn't escaped on lifeboats.
* During the Sith Warrior prologue, you deal with an assassin who killed a high-ranking operative in the Empire. The jailer, and quite a few other Sith, think that she was hired by the Republic, but she reveals herself as a freelancer who works for the highest bidder. The Light Side option is to recruit her into Imperial Intelligence. Your trainer, Overseer Tremel, commends you on the decision, telling you that
* During the sixth-season episode "The Housewarming", Reba meets Brock at a bar as his confidant and
* During the Slayer's Take quests, in which the party was split into two groups and joined by guest players, Percy loses his token status due to being put on a group with Lyra the human wizard
* during the snowmobile mission, he doesn't. May indicate that he is still not one the same level of badass as Price.
* During the Solomon Singularity, when Mash Kyrielight sacrifices herself to shield everyone from Goetia's attack, Ritsuka Fujimaru picks up her shield and uses it to beat Goetia to death. Mash is later resurrected and the shield is returned to her.
* During the song "I Just Can't Wait to be King" features weirdly colored animals, in contrast to the more-or-less realistic colors of the film. Though this may be considered an
* During the song "La-La-La-La-Labia" of the episode "Clara's Dirty Little Secret" of
* During the song "Mix and Mingle Machine" for one, which Mixes and Mingles you quite violently, especially when you want to travel tangential to your motion.
* During the song "The Reynolds Pamphlet," Thomas Jefferson gives a copy of the titular pamphlet to the director of the pit orchestra.

* During the So Totally the Drama arc when Clover learn that Kim and Ron we're dating she was disgusted, she mock the both of them behind there back, whispering to Alex that Kim is either desperate or hoping Ron would become rich again. Despite the fact that she dated Ron for his money and regret dumping him when she learn he get his money back.
* During the Soul Society arc, Yoruichi advises Ichigo and friends to run if they meet up with a Soul Society captain. Chad ignores the advice and ends up getting captured. Uryu uses a
* During the Soul Splice, Vaarsuvius' red robes turn black and their hair becomes long and wild.
* During the South America Special, as they hack through the rainforest:
* During the South Heights liquidation arc Cooper decides to fire an employee because she's been stealing from the till, and gets advice from Marla on how to do so without outright accusing her of such (cause that could lead to a lawsuit). Marla tells him to fire her not for stealing, but incompetence. Stuart (who has never trusted Cooper) is appalled that Cooper took action without consulting him, and then laughed at him when he found out Cooper consulted Marla because he
* During the Soviet advance on Berlin, the Nazis built three enormous
* During the Soviet-Afghan a lot of Soviet troops complained that their newer AK-74 wasn't as good as the older model, the infamous AKM (popularly known as the AK-47). However testing proved that this was mostly due to a "grass is greener" mindset. The 74 is more accurate, easier to use, and lighter. A soldier simply remembers every time his gun jams in combat and rarely notices when an enemy's does.
* During the Soviet Civil War, rebels capture most of north and central Russia, roughly all of Siberia east of the Yenisei River, a large chunk of the Urals, and the SSRs outside of Belarus and Central Asia.
* During the Soviet war in Afghanistan, some mujahidin preferred to fight Hinds with WWII AA guns instead of the US-supplied Stinger missiles.
* During the space between seasons 2 and 3, Hasbro released a series of
* During the Space Race between the United States and the Soviet Union astronauts and cosmonauts alike apparently viewed each other this way, seeing and appreciating the similar risks each took in the frontier days of manned space exploration. They've even sent expressions of mourning for when spacemen from either side died in the course of their work. Similarly, a lot of scientists and engineers often felt honest admiration and some envy for when their counterparts in the other program figured out or achieved something they hadn't quite gotten around to first.
* During the Spanish Civil War, the Republicans captured the son of José Moscardó e Ituarte, the Nationalist commandant during the
* During the Spanish Civil War, the Republicans (no, not those Republicans) captured the son of José Moscardó e Ituarte, the Nationalist commandant during the
* During The Spanish Inquisition, Crowley was sent a commendation from Hell for facilitating it even though all he was doing in Spain at the time was wandering around the fancy parts not really doing anything.
* During the special "Emperor's Escape" event which was available during the Zhanhu's release, the Wu Lin Emperor Gao Lei had to flee from his palace while being attacked by Blackstone Legion invaders. The playerswere tasked with serving as his bodyguards and
* During the Stadium Stampede match that took place as the main event of
* During the stage play, the player is given the opportunity to kiss the princess, the king or the Evil Dragon King. Kissing the king works just as well kissing his daughter. But kissing the Evil Dragon King turns him back into his original form of a girl, who the Hero hooks up with.
* During the stand off at the ice palace, Anna sees Elsa dying, while Hans tries to kill her with a sword.
* During the start of a V8 Supercars race in Perth, Australia, a Holden Commodore driven by Karl Reindler
* During the storm of chaos, the Empire is fighting the forces of Chaos led by

Archaon. Then Grimgor and his orcs turn up, fights their way through both forces, kills the Chaos leader to prove that he is the best and goes away — leaving both forces badly damaged. Most worldwide campaigns pit everyone against everyone, though. Old Imperium motto used by fans: "The enemy of my enemy is the next one to
* During the "Stormy Weather" performance, a girl waiting for the bus in dreary weather becomes a ballet dancer, and expresses the emotions of the song through dance.
* During the story arc in which Franklin Richards was sent to the distant future then came back with a
* During the storyline in which Tatewaki Kuno is possessed by a cherry tree in
* During "The Studio Secretary Murder" case, another suspect claims to have experienced the horrors of war firsthand in order to make himself sound more heroic, when in fact he was dishonorably discharged during training for physically assaulting a woman.
* During the sugar-is-now-evil transition from Super Sugar Crisp to Super Golden Crisp in the 1980s, Sugar Bear could turn himself into Super Bear. Super Bear was a realistic-looking grizzly bear with no traces of cuddliness whatsoever. Eventually, Post figured out that a scary carnivore might not be the best mascot for a children's cereal, and the concept was dropped.
* During the summer camp arc, Eugene Wu was the first nerd that Jason and Marcus couldn't stand. This was less because of his interests and more because of his
* During the summer holiday, Hiyoko decides to go for a run, and several backgrounds proceed to pass by.
* During the summer in the Tri-State area you can expect to see ads for local theme parks like Splish Splash and Adventureland overwritten by Cablevision during the middle of ad breaks. On the premiere of the "Here Come The Classic Yo-Kai!" episode of
* During the Summer it's Hell. During the Summer Rains it's Hell, some cold days and a few rainy days.
* During the summer months the regular Saturday morning show took a break. Replacements (usually from the BBC Regions, unlike the London-based main show) included
* During the summer of 2011, the WWE pulled off the rarely-successful main event tweener feud with
* During the summer of 2016 on radio station WPLJ, the ad for Playland Park (an amusment park formerly known as Rye Playland) was played every break.
* During the superheroes' abortive attempt to prevent the 9/11 attacks in
* During the Supersized Myths Jet Taxi segment, to make him even more animate than usual, they added a voiceover of Buster's thoughts just before they pulled his taxi behind the jumbo jet's engine exhaust: "I wonder if
* During the surge of flight sims during the early and mid-90s, extensive manuals were common "feelies". In many of the hard-core non-survey sims, a significant manual was a requirement not an "extra" as mastering the avionics systems was quite a feat in and of itself. Microprose and EA's line of
* During the "survival" episode, Excel accidentally shoots Menchi, with a lot of drama in it. In the "be right back" eyecatch, she tosses Menchi's corpse into the Great Will of the Macrocosm, asking her to reset it. In the "back to the show" eyecatch, the Great Will tells her it's done, and Excel pulls a revitalized Menchi back out.
* During the "Take On Me"/"When I Come Around" medley, Lee walks in, still in the Spice Girls costume from the previous bit.
* During the talent portion of the pageant Gracie improvises a self-defense demonstration using her partner Eric as an assistant. The final move she demonstrates is
* During the Team Winter arc, Fubuki dies and Mitsuru commits suicide
* During the Television Critics Association screening of his new show
* During the tense final scene, when Falken tries to access Joshua with his password and finds it's been taken out, David asks what they're going to do. Falken says "I don't know. Do you?", then for some reason, Jennifer says "I told you not

to play games with that thing". So, David thinks for a moment, then says "It's games. GAMES!", and proceeds to play games with Joshua.
* During the territorial era of USA pro wrestling, it was very common for a promoter to invite two long time enemies in another territory to act as a
* During the testimony of the first witness, Coombes objects to the witness referring to fuzzies as "people," and Brannhard immediately counter-objects to the witness being forced to
* During the Tet Offensive the Vietcong used firecrackers to cover the sound of gunfire.
* During the Texas Revolution, Texian forces opposed to President Santa Anna (at this point of the war, they were fighting for a restoration of the 1824 Mexican Constitution, rather than independence of Texas), besieged the city of San Antonio de Béxar
* During the third act, Colonel Foster gives the rest of the G-Team a fast-paced run-down explaining King Ghidorah's presence in Washington DC and that all four branches of the military will work together to keep Ghidorah occupied as a decoy.
* During the Third Act, Kaido announces his intentions to build more factories in Wano, and to use the people of the Flower Capital as workers. When Orochi protests this plan, he gets beheaded!
* During the third case, an incriminating piece of evidence against the defendant, Juniper Woods, is a recording of a woman shouting "You're a goner!", presumably to the victim. At one point, Athena notices that due to the poor quality of the recording, the voice could actually be saying "Hugh O'Conner", the name of a character in the case. Turns out the tape actually
* During the Third Doctor's era, the semi-regular UNIT characters were often left out. The most blatant example is in
* During the third game, Last Man Standing ignores body armor or ammo straps. You can shoot at an enemy anywhere to get back up, as opposed to needing a
* During the third game parody, the Author planned for George to inadvertently give Dr. Wily the idea for Doc Robot. However, a month earlier, Dr. Wily already mentioned that he built one. The Author soon realized his mistake, and closed the plot hole by
* During the third game there is a fleeting mention of asari-vorcha offspring. Vorcha live
* During the Third Impact Shinji is shown an alternate universe mirroring a stereotypical love comedy anime (which has since become an official
* During the Third Punic War, the Carthaginian people knew that it was all over for them...Rome had backed them into a corner and forced them to war with impossible demands. Their response? An all-out defense of their city, holding the Romans at bay for
* During the third season, the only focus is the match between Karasuno and
* During the third series, a Catalonian mercenary named Francisco is hired by
* During the third try at the JATO Rocket Car, the MBs did a nice job of chewing up their ramp with the rocket exhaust.
* During the three-point shooting contest on All-Star Weekend 1986, Bird entered the locker room, looked around without saying a word, then finally said, "I want all of you to know I am winning this thing. I'm just looking around to see who's gonna finish up second." He won the shooting contest.
* During the Thriller Bark arc, Perona is calling out Hogback for falling for the Straw Hats'
* During the time between Steve and Jefferson, Marcy made a reference to "doing her taxes". Which is odd, as she has shown more than once that she can "get a refund" without even being touched.
* During the time of the Judges, Israel had no king (except for God himself). The Israelites decided they didn't like this situation and wanted a human king like all the surrounding nations. So God tells them, "Alright, I'll give you your king, but
* During the Time of Troubles, all the gods were reduced to Physical Gods. (The novels actually gave the impression they might have been too
* During the time slip while Fry is frozen in the first episode, we see New York

being rebuilt as a more Classical-looking city after being destroyed. Then it is destroyed again.
* During the time that Commissioner Gordon left the force to become a teacher, he frequently had to tell his students that he would
* During the time that Mr. Hooper was alive, Big Bird almost never got Mr. Hooper's name right. Commonly, he would call him "Mr. Looper", even after he corrected him.
* During the Tough Break update, there was a Contract system that would reward players for playing the game while using a specific weapon. If the player didn't own the weapon, there was an option to temporarily rent one for the duration of the contract.
* During the Tournament of Power, Goku uses this to revive Master Roshi after he
* During the training camp, Alice wanders over to Souma's area to check out what he's doing before taunting him and then exiting with flair. She promptly walks right into her assistant standing behind her, ruining the moment completely.
* During the transitional period between the 2016 U.S. election and Donald Trump's inauguration, then-Vice President
* During the transition from his Tenth to Eleventh incarnation, the Doctor was extremely reluctant and panicked when undergoing the regeneration process. The eventual energy release blew apart portions of the TARDIS bridge.
* During the transition to digital television in the UK, Northern Ireland was the final region to perform the analogue shutdown.
* During the trial episode of season 1, Dr. Orpheus asks the bailiff to swear him in with his own book. A book that bears a suspicious resemblance to the Necronomicon. As the book snarls at the bailiff, Dr. Orpheus warns: "Careful, he's a nibbler!"
* During the trial of the Monarch, the judge wants the Monarch's comments about Phantom Limb "pounding his invisible meat" stricken from the record AND his memory.
* During the Trooping of the Colour ceremony in 1981, an unhinged assailant fired what turned out to be blank rounds at Queen Elizabeth II, causing her horse to bolt and gallop away, giving her an uncomfortable minute or so in the saddle until she was able to calm and control her mount. The first two people to confront and capture the attacker were soldiers of the Scots Guards who were lining the parade route. Even though their rifles were unloaded for ceremonial duty, and they were confronting a clearly armed man, neither hesitated in literally defending the monarch's life. It is believed that both men were formally admonished for breaking ranks without permission - but their commanding officer apologised afterwards and shook both by the hand, then promoted them.
* During the Troughton era, the BBC censor at the time forbade the Doctor from touching female companions of any degree. This led to a lot more touching with Jamie, particularly in "
* During the truce before the Battle of Poitiers, the great English knight Sir John Chandos rode out to look at the French army, and met the French Lord of Clermont coming the other way — and the two of them realized that, despite not being connected in any way, they were both wearing the same heraldric device. The resultant conversation can be summarized as: "You're a thief." "No, you're the thief." "Boy, you are so lucky that there is a truce on." "Yeah, well, there won't be a truce on tomorrow, so you'd better watch it!"
* During the tutorial mission, Eddie tries making up an invocation while trying to operate a Tainted Coil Overblesser.
* during the twelfth and thirteenth centuries and prohibited them from consorting with prostitutes.
* During the ugly face contest arc, Roy told Lanolin she couldn't "make a reeeally ugly face". face was supposed to be made ugly.
* During the Ultimocene, a species of very intelligent but not sapient flightless birds, called gravediggers, develop a hunting technique based on following their prey around until they learn their movement patterns and then setting a trap in their way. They prove so successful at this that wipe out all their local prey species but one, a type of antlear (very specialized fish descendants roughly

analogous to elk) which is just bright enough to spot the traps and avoid them. This leads to intense selective pressure where the gravediggers need to get smarter and more adaptive to set traps that the antlears won't recognize and the antlears need to become smarter themselves to keep up with the gravediggers' increasingly cunning traps. Eventually, both lineages breach into sapience, leading to the fairly unique situation of a sapient predator specialized for hunting sapient prey. The gravediggers eventually have to give up preying on the antlear people, though, although not because of moral qualms — by the end, hunting them had just become too difficult.
* During the Underbase storyline, Ratbat decided to start with some evil gloating to Danial and Hi-Q about his plan to take the Underbase's power for himself.
* During the Under New Management arc, Kevyn and Tagon discuss their current mission; being blackmailed by Xinchub into hunting down Kevyn's sister Breya. If they don't, Xinchub will have the Toughs arrested for a number of crimes. When Kevyn remains unhappy, Tagon asks who Xinchub will send after Breya once the Toughs are imprisoned. Kevyn responds, "I don't know... Some unimaginative, trigger-happy rear admiral, I guess."
* During the United States' bicentennial, a number of squadrons celebrated with a custom paint scheme for one (or all) of their aircraft. The Florida Air National Guard's 159th Fighter Squadron
* During the Unlimited Blade Works path, there is Rin and Shirou who have a classic
* During the Unseeing Eye quest, you are tasked to retrieve the pieces of a magical rod to restore it and kill your opponent, but warned that you must not bring it to the surface for any reason at all. If you do, the magical rod will kill you.
* During the US Civil War, the Army of the Potomac got within five miles of the Confederate capital at Richmond during the Peninsular Campaign, and only got driven back because of the timidity of Gen. McClellan, even though the Army of Northern Virginia took more casualties during the Seven Days' Battle, (and was smaller to begin with). Despite this, the North never again made any serious attempt to capture Richmond by moving northwest from Ft. Monroe.
* During the USJ attack, Izuku rapidly works out Shinsou has some form of brainwashing that is likely triggered by talking to him.
* During the Valentine Day episode, Leslie finds out that that Anne might be on a date with Chris. Considering how much grief Chris gave Leslie and Ben over their
* During the Vandenreich’s first invasion of Soul Society, Ichigo demands to know if
* During the very earliest stages of the Universe, just after the Big Bang
* During the Victorian era, this concept was widely held to be true; a person's physical appearance was a reflection on their morality and social standing. The introduction discusses 19th Century quackery discourses of
* During the victory years, the Germans selectively amassed examples of all the tank types captured from defeated enemies. The intention was eventually to house them in a Victory Museum depicting the heroic struggle of the German Army. These were temporarily stored at a tank base on the Baltic coast, but, as the war turned, this stock of captured vehicles was plundered for operational requirements. It is likely many of the Shermans put into service, as described above, came from this stock. Captured French and British tanks were rebuilt as assault guns, and vehicles used to deceive American forces in the Bulge fighting came from here.
* During the video game trailer, Amy lands like this, whereas the boys hit the ground in less dignified manners.
* During the Vietnam War, a great deal of soldiers on both sides died not from combat, but from insect-carried diseases. Which was pretty standard for
* During the Vietnam War, due to the nebulous nature of the conflict, the US Army resorted to body count of dead PAVN soldiers as a measure of its effectiveness. Unfortunately, this led to a great deal of abuse, such as counting limbs as whole bodies, or writing off dead civilians caught in artillery or aircraft bombardments as "Viet Cong." Interestingly, when the Vietnamese government finally released its

official record of military losses during the Vietnam War (849,018+ dead), it was found that U.S. body count estimates were pretty damn close to the truth. Of course, given the scale of the war, a relatively small margin of error for PAVN military losses such as 10% corresponded to roughly a hundred thousand people...
* During the Vietnam Wars, CIA and other intelligence agents undercover as officers were known to mistakenly salute enlisted men and NCO's or address them as "Sir". One would wonder why they weren't properly briefed on military protocol, unless they were set up for failure to amuse the more senior agents.
* During the Vietnam War the CIA had a whole lot of things going on, including the Phoenix Program: a program of infiltration, capture, terrorism, and assassination. President
* During the Vietnam War, there were quite a few American athletes who managed to have "injuries" that prevented them from being drafted yet somehow failed to impair them from continuing to play professional sports.
* During the Vietnam War, when U.S. troops were forbidden to fire upon Vietcong soldiers until being shot at first, a Marine Lieutenant named Gordon Evans tried to provoke an attack (so he could take out a group of soldiers he saw) by flying his plane extremely low to the ground, making a good target. The Vietcong response? They dropped their pants and mooned him as he flew by.
* During the Virtual World arc, the villain Noah turns the Kaiba Bros. into stone after Seto loses by risking to use Last Turn, causing Yugi to take over and continue the duel. When Noah gets fed up with Yugi getting the upper hand and talking him down to reality, he threatens to turn all of Yugi's supporters into stone, and does, in this order: Duke,
* During the Volume 2 climax, Team RWBY has to split up to stop a train from breaching the kingdom's defensive walls. Neo's first fight in the show is against Yang, the team's power-fighter. However, Yang is barely able to land a solid hit on Neo, who is acrobatic and keeps dodging or deflecting Yang's attacks. Neo's taunting style of fighting also aggravates Yang's quick temper. When Neo defeats Yang and renders her unconscious, she doesn't suffer a single injury from Yang.
* During the Wano Arc, one of Kaido's top lieutenants, Queen, outright tells their
* During the war, he reinforces his false reputation, by accidentally going up against the world's greatest swordsman. Luckily for Buggy, his Devil Fruit power makes him immune to swords.
* During "The Warlock's Revenge", the Warlock brings a monster movie poster to life to menace Lois. After everything is wrapped up, Clark says she needs some downtime and suggests they see the same movie.
* During the War of 1812, after the USS Constitution claimed her second kill (HMS Java), the British Admiralty issued an order to "Not engage American Heavy Frigates in Single Combat". Towards the end of the war, the USS Constitution sortied out to look for more prey to sink, and ran into two British Frigates (HMS Cyane and HMS Lavant). After several hours exchanging broadsides with each ship in turn
* During the War of 1812, American prisoners of war were held in Halifax and allowed to wander around the city as they pleased during the day so long as they returned to their cells in the evening. Not a single man even attempted to flee, and many of them stayed in Halifax after the war ended.
* During the War of 1812, "Walnut St." in Washington DC was changed to "
* During the War of the Beast, the Fist Exemplar and the Iron Warriors stumbled across some that the Orks had set up, the aliens drugging and fattening up thousands of human slaves for food. Even the Iron Warriors, stone cold siege specialists who consider planetary genocide and
* During the War of the Beast, the Imperial Fists Chapter was utterly destroyed to a man, with the Chapter Master himself dying on an assault against the titular Ork Warlord Beast. However, just before the fateful assault, Chapter Master Slaughter Koorland had called all the Imperial Fists successor chapters together under a decree made by their Primarch, Rogal Dorn, during the reforms after the
* During the wars between the Buggers and humanity, the Buggers had never attacked a human planetary population, and the humans reciprocated by never attacking a Bugger-occupied planet. During the last battle between the Bugger and human fleets

over the Bugger home planet, Ender
* During the Wars of Independence in Spanish America, the sudden need for military commanders resulted in many civilians from the upper echelons of society to suddenly become military officers. One of the most notable examples is Manuel Belgrano, a respected lawyer, public servant, economist and newspaper editor from Buenos Aires who suddenly became General of the patriotic army, read a few books on military tactics and cartography, and off to the front he went. To the surprise of nobody, after a few military victories he suffered a catastrophic defeat and had to retreat back home. Of course, since everyone understood that those were desperate times, and he was just a civilian doing his best when there was no-one else to call for, his military blunders are excused, while his political achievements are praised.
* During the wars of independence in Spanish South America, there was
* During the war, the Belkans developed two other superweapons that were not used during the war, the XB-O, and the V2. They were both highjacked by the organization, “A World With No Boundaries”, and it would not be until six months after the war ended that they would see use.
* During the war, the North, having the most textile factories, had the more consistent uniforms (making for a better-dressed army), while the South frequently had to make do with a "butternut" color instead of grey.
* During the war, when Sisko received a new assignment, Dax became commander of the Defiant.
* During the war with Haven Trevor's Star serves as Strategic since its holds a Junction Terminus that would allow Haven access to the Manitcore system. It's also becoming the Capital World of the burgeoning Star Empire of Manticore.
* During the war with the Spanish, the tlatoani (emperor) of the Aztecs, Cuitláhuac, died of smallpox. It didn't help either that when Tenochtitlan was seized, the Spaniards and natives (more that 90% of Cortés's men were allied tribes) dropped corpses on Lake Texcoco to infect the water supply.
* During the "Way of the Platypus" musical montage in "Doof Dynasty", Baljeet tries to karate chop a board in half. Instead, the cinder blocks the board is on disintegrate and the board itself remains in mid-air.
* During the "Weak Drinkers" trophy event, Ilmeria will get so drunk that she falls asleep and tells Firis to never leave her side in her sleep.
* During the Wedding Arc, Pinkie Pie takes down a Changeling by using her 4th wall breaking powers to produce a piece of fan art of Queen Chrysalis and Discord together. The Changeling screams and collapses, clutching his eyes.
* During the Wedding Arc, Prince Blueblood inadvertently foils Queen Chrysalis' plan just because he wanted to take a girl on a date.
* During the Wedding Arc, things get so desperate that Twilight and Cadence seriously consider the possibility of releasing Discord to
* During the Wedding Arc, this role falls to the Mane Six, the real Cadence and her entourage, and
* During the week leading up to Super Bowl XX, Bears quarterback Jim McMahon got tired of being asked about his rear end which had been injured earlier in the season and decided to literally show one reporter that it was okay.
* During "The Weight of the World," Spike and Xander get in a fight with
* During the well-publicized trial of Aaron Hernandez for the shooting death of Odin Lloyd,
* During the whiskey raid at the Canadian border, Oscar Wallace sneaks a mouthful from a shot-up barrel once the gunfire has stopped.
* During the winter at Valley Forge, when Washington took up residence in a local farmhouse, he actually paid rent (as opposed to simply occupying the house by force).
* During the Winter War, the Soviet Union dropped large numbers of incendiary cluster bombs on Finnish cities as part of their attacks. The Soviet foreign minister, Vyacheslav Molotov, went out in the international press and claimed that this 'bombardment' was a filthy lie; they were actually food drops to help feed Finnish refugees from the war. The Finnish responded by naming the bombs "Molotov

bread baskets" in his honor and began referring to the mass-produced incendiary bomb (filled with high-proof vodka provided by the state liquor monopoly) they used on the Soviet as the
* During the Women's Floor Exercise final, Italian gymnast and 2006 all-around champion Vanessa Ferrari tore her Achilles tendon (similar to Iordache's injury a few days earlier) and had to be carried off the podium.
* During the World Purge OVA, Laura has a fantasy that she's married to Ichika and he convinces her to wear only an apron. During the end credits, she's still wearing it, and she runs while holding it down with her hands.
* during the Wraith attack of Earth, a pair of Darts escapes the F-302 squadron and crash into the main Area 51 complex, destroying the Ancient control chair brought back from Antarctica, depriving the planet of its last line of defense.
* During the Xindi arc, over 19 XB of information relating to the Spheres and Anomalies in the Delphic Expanse, gets wiped when a group of religious extremists who worship the Spheres seize control the ship. Presumably the writers realised how
* During the Yarnell Hill Fire in Yarnell, Arizona in 2013, 19 members of the Prescott Fire Department's Granite Mountain Hotshots were killed, the only survivor, Brendan McDonough was posted on lookout and was not anywhere near when the fire over took the others.
* during the year that she is missing presumed dead, making it his house. For extra dickishness points he builds an extra windowless room that connects to Sookie's bedroom.
* During the Yugi/Pegasus duel at the end of Duelist Kingdom, Pegasus uses the Gorgon's Eye trap to turn all of Yugi's defense monsters to stone — and whenever one is destroyed, Yugi loses Life Points equal to half of the monster's Defense Points.
* During the Zanpakuto Rebellion Arc it is clearly stated that the destruction of a zanpakuto spirit by anyone except its master will permanently destroy the zanpakuto itself. Late in the arc the brainwashing is reversed and the spirits reunite with their masters, but so are at least two zanpakutos that were supposedly destroyed permanently. This is completely ignored. It's not even given a
* During this commercial for "My Pal 2000" midway through, the male announcer lists off what the toy robot can do to the point where his voice is fast-forwarded to chipmunk voice until the toy robot interrupts and says "Easy. Easy."
* During this time period, "Thanksgiving" was frequently played in early 2015 due to being paired with "Serious Business", one of the show's most popular episodes.
* During times of extreme political turmoil, European radio stations have been known to switch to an all-classical all-the-time format.
* During Tom Lennon's turn as Humperdinck, his son Oliver, eleven years old at the time of shooting, plays Count Rugen for the early search for Buttercup.
* During Tracy Taylor's defense of the WXCW and PGWA title belts against Nemesis, there were at least two calls from the audience for her to punch Nemesis's ear.
* During training, Yao gets his butt set on fire by a stray flaming arrow. Also counts as
* During "Trigger Warnings", at the climax, Wolfang has several of these; determining that the scribbling note he found on Lidar's body says "wings post-forging", that murder victim Twirl was trying to hide her original alt-mode, and that she was a Targetmaster. Then, when it looks like everything's wrapped up, he recalls something Blackarachnia told him, that Overrun, a nerdy tech guy, introduced Blackarachnia and Twirl.
* During Unlimited Blade Works Archer Oh, and in all cases Shirou still has a hard time projecting things accurately, which means they break easily.
* During Vilgax's attack on Arcadia, Coulson notes that S.H.I.E.L.D. has failed to keep up with the nature of threats in a world where superpowered individuals and alien invasions are becoming increasingly common.
* During Volume 4, Mohinder gets woken up with a bucket of water thrown at him in the classic tied-to-a-chair situation after being recaptured by Danko's team... although they actually
* During Warren's bad STP trip, he sees other people as zombies and his arm as

rotten and infested with maggots, leading him to try to kill his friends and cut his arm off.
* During "Weekend Update" in the first season, there was a segment about contaminated marijuana (in which, unbeknownst to the network, the joint shown on camera was real). Chevy gave an address for viewers to send theirs in for testing.
* During Weekend Updates in the Colin Jose/Michael Che era, they've had "Supercentenarian Mort Fallen" (Mikey Day) on as a guest. He reads what sounds like upbeat news about what his cohorts are up to, only to turn it into bad news, usually about the person's death.
* During which they are tracked the whole way and shot at by arrows,
* During "Who Killed the Caliph", Iznogoud seems to care for Wa'at and saves him from execution after he has been mistaken for a spy. He catches the Executioner trying to get Wa'at to pay him for mercy, and angrily states that mercy should not be bought. He then notices a tortured prisoner and orders the Executioner to release him, causing Wa'at to wonder if he's having pity after all... then he appoints the prisoner new Executioner, and orders him to torture the former one.
* During World Cup of Soccer 2006 Stephen trash talked together with Alexi Lalas.
* During World War 1, the Italian Army created some of the world's first shock troops called the "Arditi" meaning "daring ones". Their main armament was their daggers, and their most valuable use in battle was to charge enemy lines during artillery bombardment, and leaping into trenches just as the shells let up. Most Arditi didn't even bother carrying carbines or pistols, their knives were all they needed to secure victory and hold it Untilt he main italian force arrived. The Arditi training regimen was so harsh that many recruits actually died just during basic.
* During World War 2, US Intelligence intercepted Japanese Navy communications about plans to attack a target but couldn't tell what the target was. They suspected it to be Midway Atoll, so they had the Midway base transmit a radio message that they were running low on water. Sure enough, Japanese communications were soon intercepted stating that the target was low on water, confirming that the Japanese intended to attack Midway.
* During World War 2, when German communications concerning the V-weapons were intercepted, British scientists viewed with deep suspicion Hitler's references to a "devastating weapon with which we ourselves cannot be attacked". The actual weapons referred to - early pulse-jet cruise missiles and ballistic rocket missiles - were several guesses below "death rays" on the scientists' list of suspects. In the late phase of
* During World War I, Hughes dispensed government supply contracts to his friends, forcing Canadian soldiers to go into battle
* During World War II, among Britain's successful exploits in the intelligence and espionage battle with Nazi Germany was the Twenty Committee, led by John Cecil Masterman, who was able to catch and turn
* During World War II, an Allied spy named Virginia Hall was arrested by Spanish police for being in the country with improper documentation (she'd crossed the Pyrenees in a hurry to escape infamous SS officer Klaus Barbie). While in jail, she nursed a young prostitute named Elena back to health. When Elena was released, she told the American consulate about Hall's predicament, and they got her out of jail.
* During World War II, both British and Germans developed the practice of treating important prisoners of war who might have valuable information to fine meals and otherwise excellent treatment, especially early on in their captivity. This was, of course, a calculated trick, so that POWs might slip up and reveal potentially useful information when
* During World War II, Danette Reilly took over the Firebrand identity from her brother Rod.
* During World War II, German military tribunals gained notoriety for their part in the summary executions of all kinds of people like partisans, deserters and plunderers.
* During World War II, in the Pacific Theater, a fighter pilot crashed upon landing and was trapped in the burning wreckage. The first officer to arrive on the

scene, hearing the pilot's screams as he was burned alive and knowing that the firefighting equipment to put out the fire and extricate him from the wreck would never get there in time,
* During World War II, many older battleships qualified, though especially USS West Virginia in her post-Pearl Harbor configuration and the British Nelson class. All three ships had the firepower, armor, and fire control to tangle with any fast battleship short of a Yamato, and were only no longer frontline battleships due to a top speed of 21 and 23 knots, respectively.
* During World War II, Sicilian-born mobster Charles "Lucky" Luciano aided the US government the complete assistance of his organization in fighting German and Italian spies, and was crushed when his crimes led to him being deported back to Sicily after the war ended.
* During World War II, the Allies realized that one could confuse enemy radar by dropping small pieces of aluminum, i.e., chaff,
* During World War II, the British armed merchant cruiser (a passenger ship converted into a light warship to raid enemy shipping)
* During World War II, the International Labour Organization was faced with the potential of this. They were an agency of the League of Nations but were autonomous enough to keep running despite the League's issues. The problem they realized was that one thing they by their constitution couldn't do was change their constitution without getting approval from the League — so if the League ceased to exist in any sense capable of giving approval, then the constitution couldn't be changed and they'd be stuck as an agency of an organization that no longer existed. Ultimately they just decided that such a situation meant that article of the constitution
* During World War II, the Irish government censored new media severely in order to maintain an image of neutrality. When Germany fell to the Allies, the editor of the
* During World War II the Japanese never intended to invade the mainland of the US, and were intending to invoke this trope after Pearl Harbor. They only intended to neutralize the US Pacific fleet to prevent American intervention while they secured a defensive perimeter of island colonies so they could continue their main goal of exploiting the resources of Southeast Asia. This backfired horribly (for them) as they were ones whose Pacific fleet ended up being neutralized. The American carriers being out of town at the time didn't help the Japanese cause.
* During World War II, the period in which German U-boats enjoyed the upper hand against the British and later the Americans was called "the Happy Times." The first period lasted from roughly mid-1940 to late 1941, with the second period (consisting of German attacks on the American East Coast) lasting from January to August 1942. Once the battle shifted against the Germans, these became replaced with "the Sour Pickle Time"; by then, German crews had no more fun going out into the Atlantic.
* During World War II the so-called "Chindits" were British special forces who performed operations of great heroism and derring-do and was widely publicized... But they suffered such heavy casualties and were so expensive to supply and train that their effectiveness was questionable. Field Marshall William Slim was probably speaking of the Chindits when he made the below quote. The Chindits spent 1942 and 43 playing hide-and-seek behind the Japanese lines in Burma to little effect. Slim took over the 14th Army in late 1943 and turned the entire force into highly mobile light infantry. Over the next two years he kicked the Japanese entirely out of Burma; his key tactic was to let his units be surrounded and rely on airdropped supplies to outlast the enemy offensives. He taught the 14th not to rely on conventional supply lines and make frequent offensive patrols — he refused to let his men think the Japanese were superior jungle fighters. In 1945 Slim's army was, man for man, the toughest fighting force in the world.
* During World War II, the trope was invoked and played with by USAAF fighter pilot Wah Kau Kong in an interview with an Army public relations officer:
* During World War II the Western Allies' intelligence agencies, such as the OSS, SOE, and MI-6, gave their agents officer rank in the hope that if captured, the

Germans would treat them as POW and not spies. This is because the "Commando Order" mandated the immediate execution of spies upon their discovery.
* During World War II, while attempting to create a synthetic rubber substitute, James Wright dropped boric acid into silicone oil. The result was a polymerized substance that bounced, but it took several years to find a use for the product. Finally, in 1950, marketing expert Peter Hodgson saw its potential as a toy, and renamed it Silly Putty.
* During World War I the Germans did bomb London several times with zeppelins. They did a better job of frightening the civilians than actually destroying strategic targets, but it worked out all the same until they started getting blown out of the sky.
* During World War I, the "Red Baron", Manfred von Richthofen, became one of the most famous users of an "ace custom" with his bright red Albatros D.III with a reinforced spar on the aircraft's lower wing. The rest of his squadron similarly customized their planes, resulting in their becoming known as "the Flying Circus."
* During WW2, SOE agent Violette Szabo damaged her ankle during parachute training. The ankle gave out again while her Resistance group was being pursued by German soldiers, leading to her capture.
* During WW2, the British armed forces and merchant marine reluctantly accepted drafts from prisons, of cons offered remission or pardon provided they joined up. Most of the time this worked, after a fashion, with close supervision and intelligent management. But the Merchant Navy slipped up with a draft from the notorious Barlinnie prison in Glasgow. Despite urgent advice, men from Barlinnie who had been part of street gangs were not broken up into smaller groups and separated. One ship out of Glasgow found (having accepted the superficially reasonable argument that "mates" should be allowed to serve together) that it had two of the most vicious
* During WW2, the Luftwaffe often painted parts of their fighter aircraft in bright colours, especially yellow, for easy recognition, e. g., during the Battle of Britain, so that they would not be fired on by trigger-happy tail-gunners of the bombers they were escorting. These colours, e. g. on the propeller spinner, engine cowl or tailfin, were also used to set apart sub-units of a
* During WWE's infamous "Rosie O'Donnell" vs. "Donald Trump" match, fans got so sick of what they were seeing,
* During WWI and WWII almost all aircrews named their birds, as they were assigned to fly only one. In those days production standards couldn't be as high as they were today, so every airplane had its own ticks and tricks. This was more noticeable in bombers. Nearly every B-29 bomber ever produced had its own unique flaw that would have made it inoperable. One of the design engineers, Victor Agather, had to fix 600 of these fatal flaws in a three-day time period. Every bomber's crew were the only people who could keep it flying, so they would only be paired with that aircraft, kicking off the relationship between crew and machine. Most of them even made their own extensive modifications to keep their birds flying, like waxing the props. Many bomber crews would not only refer to their airplanes as female, but went so far as to refer to the airplane's model as if it were the airplane's ethnicity. For that matter, the very fact that aircrews
* During WWI and WWII, captured Axis prisoners of war were sent to the POW camps in the Prairies of America or Canada. These camps generally needed no walls or heavy guard, as they were so far away from civilization that a person can walk for days without encountering another person. An oft-told story concerns a band of ragged and starving escapees (unused to the sheer size of North American countries and provinces/states) finally encountering a person after a grueling march and asking him if they are in Mexico—only to be informed that they have not even made it past the county lines yet.
* During WWI, his unit was sent to capture a German railroad, when they came under fire from dozens of hidden German Maxim machine gun nests. With half the squad dead and the other half pinned down, York stood alone with his M1917 Enfield and took concentrated fire from
* During WWII Allied prisoners of war would make alcohol in German prison camps.

It gets scary when you read how they used lead pipes for their stills but apparently no one died from lead poisoning due to the lack of exposure. Although one book,
* During WWII, German spies would often try to infiltrate Britain via neutral Spain, posing as Swiss businessmen in order to travel to Spain. The problem was, German standards of discipline were
* During WWII, Italian prisoners of war kept at a camp in northern New Jersey were frequently given weekend passes to stay with Italian families living in Philadelphia.
* During WWII, meat was severely rationed so housewives often had to fake it with meat that was tough or poor quality, plus organ meats and other less-valued pieces. These were put in a grinder along with oatmeal or some other meat-extender (even soy was used) and shaped into steaks or another more appetizing form. One name for this meal was "Emergency Steak".
* During WWII, the Army Air Force created the First Motion Picture Unit for the purpose of creating training and propaganda films. Most members of the unit were civilians specifically recruited for their background in the film industry, and thus many were above normal military recruiting age or were otherwise unfit for combat. Basic training for this unit was greatly simplified, and protocol barely followed, since many of the members had known each other on a first name basis for years from working together in the private sector.
* During WWII the Russians trained dogs to run under tanks, the plan being to strap them with bombs and unleash them on the advancing Germans. They lacked actual German tanks to train with, however. Many stories exist as to how badly this plan failed, though one involves the dogs performing
* During Yosuke's social link, he comes over to your room and outright asks if "the goods [are] under the futon?" You can then deny it or say yes. Yosuke remarks that he used to keep his there, too, until his mom found it during cleaning. The scene ends with Yosuke actually walking to your futon, saying: "Alright. Let's check under that futon..." while you, the main character, start to panic. What Yosuke finds there is left up to you.
* Durin's Bane, the balrog of Moria, is a twenty-foot tall demon of shadow and flame. The goblins and trolls it rules are almost as terrified of it as the heroes are.
* Durkon and Minrah offer him an alternative plan on behalf of Thor, in which the goblins would get all the recognition they need in exchange for the Dark One helping the other gods to seal up the Snarl
* Durkon, being a cleric, is just as powerful as V, if not more so. His displayed spells include healing to the point of resurrection, paralyzing at range, turning into a giant, tossing around lightning, changing the weather, flying, sending messages across long ranges, and making people immune to
* Durkon decides to convince Redcloak to save the world. While at first the discussion is civilized, Redcloak decides the deal doesn't satisfy his Sunk Cost Fallacy
* Durkon has one of these in his background. He's going to cause bad things to happen when next he returns to the dwarven kingdoms, so his boss (High Priest Hurak) send him away without telling him why, and tell him never to return. But he would never have really been able to return if he hadn't left. (
* Durkon has technically been in a Snipe Hunt since before the start of the comic: a prophecy foretold that Durkon's return to his home would cause the destruction of the dwarven homelands. Therefore, his superiors sent an unknowing Durkon to the human lands and told him not to return until they called him back. Another Oracle foretold that Durkon eventually WILL return...posthumously.
* Durkon is a cleric of Thor, and uses a shield, so it's quite fitting, though that'll have to mean his entire family fits the same description as well.
* Durkon of them had never left their cells (because Durkon had stayed behind), then claiming that the cell door wasn't secure because of a mechanical defect (if you count "being able to be picked by a rogue" as a mechanical defect).
* Durkon's mother does this in a flashback scene — despite having only one

arm.
* Durkon's vampirization, as the "happy ending" illusion in Girard's pyramid has Durkon showing up alive and Belkar dying. For context, when Malack attacked Belkar, Durkon intervened and fought Malack. Durkon lost and was vampirized, while Malack spared Belkar as a final gesture of respect to Durkon.
* Durkon. They have sex once, and we find out 1000 pages later that she bore his child from the encounter.
* Durkon vs. Malack, reclaiming the dignity of divine spellcasters everywhere.
* Durkon was sent to the human lands and ordered to stay there until he was called back, in an attempt to prevent a prophecy that he would bring disaster when he returned. As such, the dwarves responsible had no intention of ever letting him return. Recent events show that
* Dursleys enchantment, it meant that as long as Harry was under the guardianship of her family, he had magical protection away from Hogwarts from the Death Eaters. Petunia Dursley, Lily's estranged older sister, was the only remaining relative of hers, leaving Dumbledore with no choice but to leave Harry there. Later, Dumbledore apologizes to Harry for putting him through all of that and admits that Harry grew up to become a much better person than anybody would have expected under those kind of circumstances. He also gives the Dursleys a much-deserved telling off for the abuse and neglect they dished out, acknowledging in-universe that they'd treated him abominably.
* Durthu, Eldest of Ancients, a spirit of Athel Loren, is the oldest living thing in the Warhammer world and blames all the tragedy he's experienced over the eons on creatures made of flesh (which, to be fair, is true). He intends to exterminate everything in the world that isn't a natural spirit.
* Durwood Fincher are particularly great. Although he usually reveals that he's a parody artist at the end of the interview, the increasing confusion that leads up to that moment is quite hilarious.
* Durzo Blint, and later Azoth/Kylar Stern gain immortality after bonding with the Black Ka'kari by Brent Weeks.
* Dusik has some sort of firearm he designed himself which he says fires nails.
* DUSK, any enemy can be one hit killed with the soap, and that includes bosses.
* Dusk are an especially murderous and hate-filled variant. They are also tremendous hypocrites in that they use powers that, while technically not magic (according to the Red Monks), are pretty damn hard to distinguish from it.
* Duskers' has caused The Singularity, using humans and organic matter as a resource.
* Duskers talks about the gray goo possibly wiping out life in the universe, or just within the Drone pilots area of operation.
* DUSK helped popularize the genre, to the point of the trailers features a lot of wordplay referencing their inspirations.
* Dusk Maiden of Amnesia: Boy meets girl. Girl turns out to be amnesiac ghost of a 50-year-old corpse in the school basement. Mysteries ensue.
* Dusk Maiden of Amnesia has one between Momoe (who can't see or hear ghosts), Teiichi (who can), and Yuuko (a ghost). Thus, Momoe interprets some of the things Teiichi says to Yuuko or his reactions to Yuuko's antics as him reading her thoughts. It gets even better when Kirie (who can see and hear Yuuko) joins in and snaps at Yuuko for her flirtatious antics, which Momoe misinterprets as being directed at her.
* Dusk Maiden of Amnesia murder. Much of the plot involves distinguishing between rumors or ghost stories and true mysteries.
* Dusk Maiden of Amnesia: Teiichi doesn't realize Yuuko is a ghost when he first meets her, but she's quick to point it out, and has him convinced before long. It doesn't stop him from falling for her when they start spending time together in the newly-formed Paranormal Investigations Club.
* Duskmon. Like Omni/Omegamon, the blades are extended from his "hands" with are shaped like a pair of draconic skulls. Unlike Omnimon, he spends a great deal of time in this form, making one wonder how he held things other than "biting" them.
* Dusk of the Dead, a survivor has a conversation with a bitten person that goes

something like this:
* Dusk's Dawn doesn't emote outside of assertiveness, inquisition and disappointment.
* Dusk's Dawn Doodlecute's talent is allying herself with nature and plants.
* Dusk's Dawn has bravery as his element, as he gallops through a storm to save Star Whistle.
* Dusk's Dawn is a boy. A cursory glance at the works trope page will show you how difficult it is for the audience to pick up on that.
* Dusk's Dawn is one, formed after one of the De Noirs goes into the family library. He takes over the De Noir's son's body.
* Dusk's Dawn is this to Rainbow Dash, both being able to fly, cracking jokes and having a strong sense of adventure.
* Dusk's Dawn is voiced by a male actor and is most likely male. Still, it's never really made clear.
* Dusk's Dawn leads the group throughout the castle and calls himself a "royal guard."
* Dusk's Dawn logo. What this has to do with anything relevant to the story is anyone's guess.
* Dusk's Dawn. She seems to be the most emotional and fragile of the group.
* Dusk's Dawn, sort of. It's inferred that she's an expert in the medical field by her Cutie Mark, and she senses something bad is happening in the De Noir's castle.
* Dusk's Dawn specializes in medical work, as evidenced by working in a hospital and her Cutie Mark.
* Dusk's Dawn, we are treated to... Donut walking through a corridor for an extended period of time talking to himself about how bored he is.
* Dusk Shine In Pursuit Of Happiness, Rainbow Dash is in complete denial that she has feelings for Dusk Shine, but she still leaps at every opportunity to get closer to him.
* DUSK takes several cues from the KKK. The members wear robes and pointed hoods, there's an elite mook called the "Grand Wizard", and there are two bosses named the "Duke Brothers" (possibly a reference to David Duke; a real life Klan leader).
* Duskull, if "it finds bad children who won't listen to their parents, it will spirit them away—or so it's said, and "loves the crying of children."
* Duskwood. They're half-siblings, unknown to her but known to him. Having no other family, he reached out to her a few years before the game begins, wanting to connect. The thing is, he didn't tell her they're related, with his reasoning being that he didn't want to cause strife in her family, as his existence is the result of Hannah's father cheating on her mother. He was content to just be friends with no familial connection, but Hannah, unaware of the truth, fell in love with him. When he realized, he quickly distanced himself from her and finally cut all contact.
* DUST 514 allows squad leaders to call down strikes from orbiting ships once their squads accrue enough war points during a battle.
* DUST 514 has two forms. The MCC is one of them, and the Skirmish game mode involves destroying the enemy's while defending yours. The other is the, erm, Dropship, a small transport that can carry six people and two gunners.
* DUST 514, the player characters are immortal clone soldiers turned mercenary. EVE players were able to hire them to defend or seize planetary assets while the game was active.
* DUST 514 will of necessity be adding troop ships and drop ships, it remains unclear whether EVE players will ever be able to pilot either.
* Dust and Echoes careful to ally/annex Remnant as positively as possible.
* Dust: An Elysian Tail and stays in forests, hills and plains at first. The middle part of the game is spent in a cave, cemetery and snowy mountain (complete with ice spikes and avalanches), and it finally ends in a volcanic area.
* Dust: An Elysian Tail has, as Fidget puts it, "glowing evil eyes of evil". As it turns out, he's not evil at all and quite eager to do business with you.
* Dust: An Elysian Tail is enveloped by the lava of the Everdawn Volcano after defeating General Gaius. In the end his spirit is implied to depart with the Blade

of Ahrah, whether to the sword's resting place or a new danger is unclear.
* Dust: An Elysian Tail was designed, programmed, and illustrated almost entirely by Dean Dodrill, with only voice-acting and music coming from other people.
* Dust: An Elysian Tail was one of the few anthro-focused Metroidvanias.
* Dust: An Elysian Tail, your projectile-casting sidekick Fidget somehow learns how to shoot fireballs and lightning, respectively, after defeating the first two bosses. Combining them with your character's Dust Storm ability replicates the bosses' special attacks and makes you a true force to be reckoned with.
* Dust, a series of wargames, based on Paolo Parente's comic and set in an alternate 1947 with walking tanks, energy weapons, superheroes, zombies and war-apes.
* Dust: A Tale of the Wired West. They're a complete 180 from the point-and-click gameplay of these adventure games, but not only are they pretty easy, there's no penalty for failing (other than missing out on one or two insignificant pieces of dialogue). The game will proceed exactly as if you'd succeeded.
* Dust bathing is a typical self-grooming behavior for many birds and some mammals.
* Dustbin Baby, April is sent to Fairgate, where girls with issues such as anorexia, Down syndrome or general behavioural problems are sent.
* Dust Bowl Ballads, specifically in Oklahoma, where both economic recession and dust storms hit everybody hard.
* Dustbowl, Goldrush and Gravel Pit are the most commonly seen "24/7" server maps in
* Dust Devil, a 1993 cult film by Richard Stanley set in South Africa was, according to the DVD commentary, inspired by the director's memory of being told the Vanishing Hitchhiker legend as a youngster.
* Dust Devil: It's the Dust Devil's weapon of choice when he cuts up his victims.
* Dust Devil, Mark is a paranoid husband who thinks Wendy is cheating on him, and hits her whenever he thinks she’s lying.
* Dust Devil: The Dust Devil severs the fingers of his victims, and keeps them in a jewel box.
* Dust Devil: While the term "demon" is never used, the Dust Devils certainly seem demonic. They’re vicious wind spirits of human origin that have to reside in human bodies, but wish to escape into the spirit realm through use of black magic.
* Duster 2015 has a flashback to his days in the war when he discovers the tunnel he and Jo tried to escape the Nazis in caved in.
* Dust fits best, as all of the sides are now officially independent and constantly warring with each other.
* Dustforce doesn't have anything resembling a plot. Only cleaners and locations needing to be cleaned.
* Dustforce is built off this, and has a clever mechanic whereby the dust you are sweeping hints at routes and what acrobatics are required to progress.
* Dust Force, the dirt has turned many things against janitors like residents of the area, books, trash cans, wildlife and other things.
* Dustin - actually quite small - tends to be exaggerated in-universe.)
* Dust", in a Wild West village "built of crumbling clay and rotting wood," a man named Luis Gallegos, who got drunk, went out in his wagon and struck and killed a little girl, is about to be hanged. A peddler named Sykes arrives in town and tells Gallegos' father that he can save his son by spreading special dust, which will cause the crowd to have a change of heart.
* Dustin Diamond and Lark Voorhies never had any high profile roles since
* Dustin Hoffman as if she were his ex-wife, hurling constant and horrific verbal abuse at her before eventually punching her in the face just to get into character, prompting an enraged Streep to swear she would never work with him again (and she hasn't).
* Dustin Hoffman, having acted mainly in theatre and had one small film credit to his name.
* Dustin Hoffman is that Dustin was chosen because he was far enough away from his early 20s to have an attitude about that time of his life, and "get rid of that

self-pity".
* Dustin Hoffman—Streep with the death of her partner, Hoffman with a divorce—infusing the scenes of their crumbling marriage and subsequent custody battle with a dash of painful realism.
* Dustin Hoffman missed a payment of bond interest. Within a few years, it was discovered that all four events had one thing in common: they resulted from the financial indiscrepencies of one Giancarlo Parretti, a saga of racketeering and fraud which entangled not just the studio that once boasted of having "more stars than there are in the heavens" but also Crédit Lyonnais, then the largest bank in France, and numerous smaller film studios, of which those that survived the ordeal, if any, can be counted on one hand.
* Dustin Hoffman's Mumbles (his confession of "Big Boy did it!" is rendered "Beebeedit!" until the police play his testimony back in slow motion). This was also a characteristic of Mumbles in the comic strip, who talked so fast he didn't bother to pronounce vowels (which, in English at least, are naturally slower than the consonants).
* Dustin Hoffman's soothsayer, despite being the main driving force behind both Shen and Po's character's is billed tenth.
* Dustin Hoffman where Hoffman demands "Bring me Peter Pan!" in response to Tom asking if there's anything he could ever do for him which only warrants a chuckle from Tom.
* Dustin (Phlegmatic) — The apathetic and easy-going title character.
* Dustin Rhodes. A rare "visible feet" occurrence of the trope in a live-action setting.
* Dustin Rhodes burning his Goldust suit and Beaver Cleavage (Charles "Headbanger Mosh"/"Chaz" Warrington) are examples of wrestlers on air refusing to keep playing some lame gimmick (in Beaver Cleavage's case, a 50's schoolboy with a creepy attachment to his mother) and berating the writers for it. Though these are usually scripted rages, they more than likely have a basis in fact.
* Dustin, the main character's parents have almost a whole decade between them, which is sometimes exaggerated—at a restaurant, the waiter asked for their I.D.'s: he wasn't sure if Dad qualified for a senior discount and had his doubts about Mom being old enough to drink.
* Dust is the energy resource of the world of Remnant, mined from the ground in crystalline form. It exists in several natural forms, as well as several naturally occuring combinations. Humans have also been able to create artificial combinations as well. Every form of Dust, whether natural or artificial, raw or combined, has its own elemental power. When used in its raw form, Dust can even produce elemental effects such as summoning thunderstorms and lightning. Other forms of Dust can produce fire, ice, rock, and even gravity. The rarest form of Dust produces
* Dust is the most illegal and most commonly used drug in the galaxy. Thanks to a technological component even droids can do it!
* Dust", Luís Gallegos survives his execution by hanging because the rope breaks at the precise moment that he falls. This is the moment that everybody in town decides (on top of everything else that has happened throughout the episode that was making them undecided about whether following through with this whole charade was actually a good idea) to let him go.
* Dust Man has a puppet-like mouth plate, with his vacuum being moved back.
* Dust of Dreams close to tesla coils. They generate enough electricity to enable them to shoot lightning at their enemies.
* Dust of Dreams, introduces the Shi'Gal Assassins of the K'Chain Che'Malle (best described as telepathically communicating intelligent dinosaurs). They are the hive Matron's personal executives. There are up to three of them at any one time, and they are bred to have anathema mindsets, so that they would under no circumstances form an alliance and turn on the Matron.
* Dust on the job via Operation Six, which isn't described in detail but sounds a lot like C-53 mildly electrocuting him. The punishment backfires when Dar and Bargie think it looks fun and ask C-53 to do it to them too.
* Dust ordinary infantry soldiers can carry heavy machineguns or magazine-fed semi-

automatic bazookas.
* Dustpit Follies, it turns out that Atlantis sunk because aliens attacked. The city was of the "technology more advanced than modern day" varient. One of the characters has a harddrive that apparently survived the destuction and thousands of years. He bought it from a flea market for 10 bucks.
* Dust Storm (Dust Storm Warning - DSW, real life from storm in the US state of Arizona)
* DUST Tactics is about an alternative history World War 2 featuring walking tanks, powered armour, Nazi zombies and the like.
* Dust) that are being taken advantage of by foreign invaders and corporations. Due to this foreign intervention, it's almost entirely a lawless wasteland, with multiple factions vying for control. While there may still be a significant central power in the area (Shade Academy), in practice there is no significantly powerful central government. In other words, Vacuo is the Remnant equivalent of both the African Congo and Middle East (Syria in particular) after the end of Western imperialism.
* Dust, the Sino-Soviet Union (SSU), continues to use tanks as their Walker technology is just developing. The mightiest of their tanks are the superheavy tanks "Karl Marx" (heavy Tesla cannon and 3 12.7mm machine guns) and its variant "Lavrentiy Beria" which uses a 152mm cannon, a flame cannon and a pair of 12.7mm machine guns.
* Dust this close to Salem's tower, which flies in the face of everything Weiss knows about Dust.
* Dust to help her fight Torchwick while she battles a White Fang lieutenant.
* Dust while drilling for oil and adapt the tech into mechs, flying wing planes, bio-engineered cyborg gorillas, and zombies.
* Dust (who deposed Hitler from power) with the capacity to turn the Russian campaign into something more manageable, allowed them to succeed when they performed Operation Sealion, and at the time of the "present day" on the game's setting they have now started a campaign of limited ground warfare on the coasts of the United States. The best hope the United States has is their own super-tech, engineered from that which they have captured from the Axis and a recent UFO crash on Roswell, New Mexico...
* Dust would apparently be an example of this done right, given that despite his fanbase he spent most of his time in the RPG double-crossing or otherwise getting in the way of everybody.
* Dusty Answer sometimes switches to this from third person, forcing the reader to closely identify with the heroine. Could this be why it was her most insanely popular novel, leading to multiple marriage proposals? Could be.
* Dusty Desert body of sand, it splashes. And if you happen to let the sand come above a character's ankles, they'll die instantly as if they fell into water.
* Dusty helps Bulldog pull out of his death dive, and then guides him to the runway. It costs him though in that he's dead last for the second leg in a row.
* Dusty Joy, her bad day has already been made worse by the fact that she got smacked in her flank by a stallion who crept up behind her as she was leaning over during her cleaning duties. She retaliated by kicking his face, which her boss Peach Seed reprimanded her for before having the guards escort the stallion away.
* Dusty Rhodes gimmicks of Dusty and put him in that polkadot singlet, which Dusty took as a challenge, Dusty's pest status wasn't exactly a secret.
* Dusty Rhodes. It helped that it was one of the few times that Dusty, who was previously a long-time booker of Jim Crockett Promotions, didn't have to worry about booking or running a promotion, allowing him to just relax and enjoy wrestling.
* Dusty Rhodes PPV—which consisted of nothing, but cage matches—was born.
* Dusty Rhodes to have more than just a professional relationship but said his mindset was "To each his own." until he believed they were getting in his business.
* Dusty Rhodes with the stipulation that if Dusty and Dustin won, Flair had to kiss Dusty's white ass. Because Dusty won the match, Flair was forced to kiss Dusty's

white ass, a white mule with the words "Dusty's Ass" written on its backside.
* Dusty Rhodes wrestled his last match in 2010 at the age of 64. It was a six-man tag with his sons.
* Dusty Springfield, bisexual British soul singer who came out in a 1970 interview, although her sexuality was not widely publicly known until after her death.
* Dusty Springfield had two big hit singles early in her career, "I Only Want to Be with You" and "Wishin' and Hopin'," and a less memorable single between them, "Stay Awhile."
* Dusty Springfield kicked off her solo career in 1963 with "I Only Want to Be with You", a heavy song in her rather light career. Somehow, it shot to #4 in her native UK but missed the Top 10 in the US.
* Dusty Springfield's "You Don't Have to Say You Love Me" is a song about a woman begging her beloved to stay with her, they don't have to admit their love for each other, because just being with her is enough. The fact that Dusty was a bisexual seems to add an extra layer of potential sadness to the song.
* Dusty Springfield - "What Do You Do When Love Dies" and "I Just Don't Know What to Do With Myself".
* Dusty's Trail: In "Here Come the Brides, There Go the Grooms", two hillbillies kidnap Dusty and Callahan to become husbands for their ugly sisters in a double-barreled shotgun wedding.
* Dusty's Trail: In "John J. Callahan", Callahan will win $500 in a boxing match if he can last 5 minutes against the Champ. But the Champ has kidnapped Mrs. Brookhaven.
* Dusty's Trail: When Dusty and the gang stumble upon an apparent ghost town in "Brookhaven, U.S.A", Mr. Brookhaven decides to rename it and turn it into a real town again.
* Dusty the Fat, Bitter Cat was a long-time columnist in the Internet wrestling community. He started on parody site ScoopThis as a satire of cynical, snark-laden wrestling columns (with the cat character thrown on because "on the internet, nobody knows you're
* Du Svardenvyrd back into the world. The book doesn't have any inherent mystical power, but the secrets it reveals are too much for a sane mind to accept.
* Dutch also has pretty good HR skills and an eye for keeping morale up among his people.
* Dutch also says in the manga that he doesn’t want to risk himself in an operation that could make him a lot of money, (dooming himself to work for significantly less money than other operators) because he knows
* "Dutch Art & Dutch Courage" reveals that Alfie gives AMAZING massages.
* Dutch author of children's books Paul van Loon is never seen in public without his shades. This rather adds to his mystique, being a writer of mostly
* Dutch bikes are considered a guarantee for quality in the parts of Germany that border to the Netherlands. They can be identified by the chain guard that goes
* Dutch comedian Herman Finkers had a sketch on when he tried to gesture to a man in the car next to him that there was a fly next to him, resulting in him doing half a dozen different rude gestures, one after the other. For instance, his attempts of communicating to the man that the fly was flying around his ears, and then maybe suggesting what finger to kill it with. It ended with the man being thoroughly insulted and using a handy near-by axe to bash in Herman's tail light. His response? "Is it dead?"
* Dutch engineer Johan van Veen. From 1937 on he started petitioning and warning the Dutch government to reinforce the diking system in the south-western part of the Netherlands. Nobody listened to him. Cue 1953, a freak storm and much of the province Zeeland was flooded, with 1800 people dead. After the stormflood... he got all of his plans approved and this started a 30 year project of protecting the south-western lands from the North Sea. Knowing the government would not listen to his warning, how did he sign his proposals before the fated storm? Dr. Cassandra.
* Dutch has the same problem, when the diminutive isn't used — 'mijn vriendin' literally means 'my female friend' or 'my girlfriend', but people usually assume it's the second meaning. 'Een vriendin' means 'A female friend' or 'A

girlfriend', but people generally assume it's the first meaning. Though the rules about this aren't as strict as in German, there's still some misunderstanding involved whenever you talk about 'mijn vriendin', if it's a platonic female friend.
* Dutch. He also refuses to abandon the boy no matter what, because that would end his relationship with the mother. Doyle senses all this and takes full advantage.
* Dutch insurance company Centraal Beheer is famous for its advertisement catchphrase "Even Apeldoorn bellen" ("Just call Apeldoorn", Apeldoorn being the city in the Netherlands where their head office is); they've used the phrase for over a decade, but people tend to forget which company it is. Then again, there's only one insurance company with their head office in Apeldoorn so that's okay.
* Dutch is probably the cleanest of the main characters but even he succumbs to temptation, planting evidence in the house of a suspect that he knows, but can't prove, is guilty (although he has a change of heart and returns to remove the evidence before it's discovered).
* Dutchman Michiel van der Kuy produced italo-disco and spacesynth in the 80's under the names Laserdance (with Erik van Vliet), Koto, Proxyon, Rygar, etc., techno-rave in the early 90's as L.A. Style (with Wessel van Diepen, later co-founder of the Vengaboys), Eurobeat with various vocalists (in the early days of the genre), and later even co-produced a couple songs with Alice Deejay. In the mid-2000s, he teamed up with Rob van Elijk as Area 51, but has since reverted back to Rygar.
* Dutch Mantel used to regularly come to the ring with a whip he called "Shoo-baby"
* Dutch-on-Dutch/Afghani: During January 2008 in the Uruzgan Province, a unit of the Dutch Army attacked a composite group of Dutch and Afghan soldiers that they had mistaken for the Taliban. Two Dutch and two Afghani soldiers were killed before the firefight ended.
* Dutch openly states in the third episode that he'll work for anyone who pays his fees, and at one point knowingly does a job for a Nazi general, though he is anything but happy with the man's racist shit, flat out telling him to go to hell once the job is over.
* Dutch poet and singer Drs. P found his poetry to be his crowning masterpiece, but it's already clear now that he will be better remembered after death for his comedic songs.
* Dutch politician Pim Fortuyn famously told a female colleague: "Woman, go
* Dutch resistance freed 44 prisoners from Leeuwarden prison during the German occupation in 1944 by sending five men into the prison using this trope.
* Dutch runs illegal booze, slaves, guns, and drugs. He does piracy when the delivery business goes slow. He does not, however, condone his employees running off
* 'Dutch' (Scottish) sets up the Van Gogh display she attends to meet him in the first place.
* Dutch's horse, The Count, is said to be an Albino Arabian Stallion. In real life, horses cannot carry true albinism due to Lethal White Syndrome. Albino horses are born with non-functioning colons and die within a few days of birth. (Then again, this might be an intentional clue to highlight Dutch's tendency to lie and exaggerate, and thus simply be a white horse.)
* Dutch starts ignoring his long-time supporters in favour of new blood who has lots of questionable ideas on how to make money. Again, often seen as a metaphor for Rockstar's new focus on
* "Dutch". The character thinks "Dutch" could make anything sound interesting. "If anyone was a great communicator, he was the man."
* Dutch TV commercials for Grolsch beer even with just the opening bars of the signature tune.
* Dutch van der Linde is shown to have been a flaming narcissist during
* Dutch van der Linde murders a young woman by the name of Heidi McCourt in cold blood in the botched Blackwater ferry job that happened right before the beginning of the game. Allegedly, the job was going well until he was goaded into killing her by Micah. This got the law on their tail and made them stash the take (worth over

$4 million today when adjusted for inflation) which was enough for them all two dozen or so of them to retire from the outlaw life. It was their
* Duterte is now the 2016 president-elect of the Philippines, running on a platform of being "tough on crime, lenient only to surrendering criminals." Judging by the type of punishments he inflicts, minor offenders are likely to do what he wants.
* duty-bound to rule over others responsibly. The Magisters who aren't just in it for themselves genuinely seem to believe that they are serving mankind's best interests as Magisters.
* Duty Calls tendencies even has higher morale than would be associated with their usual losses, since these losses are mostly fungs.
* Duty Calls, the Imperial fleet supporting the Imperial Guard's ground operations against a Tyranid invasion by blasting any 'nid-held locations they find out about. The planet's weather patterns make finding out about them difficult, unfortunately.
* Duty Calls to decapitate a psyker cultist who was trying to assassinate him.
* Duty Calls, Zemelda, a vendor Amberley adds to her retinue, speaks in frequently-grating slang... which is lampshaded in that neither Cain nor Amberley understand half of it.
* "Duty": Captain Hornblower orders flogging to Styles who was in charge of the kitchen and its stove's fire might have burnt their ship down. Other people aboard suggest he should be hanged for it but Mr Bush spoke for him as it was not intention, but negligence. However, it was actually the antagonist Wolfe who set Styles up.
* Duty That Transcends Death that even when they die, they keep doing it.
* Duty That Transcends Death: When a character's sense of responsibility lets them come back from the dead in some way or shape.
* Duty to rescue falls under two broad categories. The first category is when the person in question created the dangerous situation that someone else needs to be saved from, they're responsible for doing so. The second is that people who are considered to be responsible for others (parents, the captain of a ship or airplane, an employer, a property owner who invites someone onto their property, and in many places, spouses) are required to rescue those they are responsible for.
* Düppeler Schanzen-Sturmmarsch written by the Prussian march composer Johann Gottfried Piefke during the Second Schleswig War against Denmark in 1864. It was created specifically to be played on the front-lines by a military orchestra during the Prussian attack on the Danish forces in the Battle of Dybbøl. As the Prussian army had expected, the outnumbered Danes had their positions completely overrun and suffered a crushing defeat, and their fate as the losers of the war was effectively sealed.
* Duumvirate, and there's a subplot involving "room eraser" spread weapons.
* Duumvirate for that matter, you tend to get a deep appreciation for genetic superiority.
* Duumvirate has electric eel DNA. Turns out his girlfriend enjoys electrical play.
* Duumvirate has wings in its juvenile stage, but loses its ability to fly as it grows up.
* Duumvirate have the shapeshifting, fusion-powered Deathmobile. There's a crematorium under the hood for body disposal.
* Duumvirate humans have regeneration, super strength, and super speed.
* Duumvirate is written from the point of view of the Illuminati themselves.
* Duumvirate's fusion-powered jet can take them to Mars without a booster.
* Duumvirate. Subverted in that the master might be even more physically dangerous.
* Duumvirate was buxom before she could genetically alter herself. After, she jumped chest-first into this trope.
* Duval astounds some of the main characters. Thankfully for both parties, Sanji kicked Duval pretty, and looks very handsome and nothing like sanji, save for the blonde hair and swirly eyebrow.
* Duval crushes a glass of wine in his hand when he hears that the Straw Hats pirates, including the hated Sanji, are coming near his island.
* Duval's identity was done like this. He started out having a personal beef with

the Straw Hat Pirates, but
* Duval's scar on his back used to hurt whenever he thought about Sanji. It was forgotten about when he underwent a
* Duv attempts this (using slave labour to dig a hole) in order to gain an
* Duverger's law states that single-member district plurality electoral systems tend to lead to two dominant political parties because people will not vote for candidates from smaller parties and instead vote for one from the two largest parties that they believe have a chance of winning.
* "Duwang" panel to have Kira saying it as a joke, but the memes quickly grew from there and many aren't aware it wasn't from the original scans. In the corresponding panel in the actual Duwang scan, he simply says "you can't escape."
* DV8. Further investigation revealed that Menlove was actually a former International Operations instructor who got kicked out for molesting one of his charges... who turned out to be Bliss, who promptly killed him after realizing that he was her abuser all those years ago.
* DV8 has control over her density — she can walk through walls or be tougher than diamonds. She mostly goes for the latter choice, being a very talented and skilled hand-to-hand fighter and all.
* Dv8s mutated by the same Phlebotinum that gave the others powers, and tries to get him to have sex with her in front of them.
* D.va is based on the stereotype of Koreans loving video games, but breaks the mold in: 1. turning her gaming skills into
* D.Va's lovely pink ride, equipped with fusion cannons, a defense matrix, jump jets, and a self destruct button. Notably, she doesn't wear it or even drive it so much as
* DVD and Blu-ray releases of PPV events can spoil what were surprise returns at the PPVs (like
* DVD Bonus Content: A DVD release includes additional content besides the work itself.
* DVD Bonus Content - DVD stands for Digital Versatile Disc (formerly Digital Video Disc)
* DVD cases with brackets. Have you ever tried to open one of these DVD cases like you would any other case only for it to
* DVD Commentary: A DVD release has an audio track where the production team talk about the development of the movie while watching it.
* DVD Commentary, and the only reason why he hasn't done it is the royalties he'd have to pay the Degrassi people.
* DVD Commentary, creator Mike Mignola mentions that Hellboy's entire shtick is taking mystical artifacts and objects and turning them into tools and other utilitarian objects, specifically noting the scene where Hellboy's gear is presented. There's a sledgehammer in there, for instance. The metal for his gun was obtained by melting down several holy relics. The wooden handle is carved from a piece of the True Cross. The emblem set into the handle is in fact a magical amulet on each side. Naturally, on top of that there are various different types of bullets for battling different supernatural creatures, including ones containing silver and wood.
* DVD Commentary for Season 1 that fans shouldn't get their hopes up for a white raven as described in the books, since the rare bird is very difficult to secure for filming. Sure enough, one appeared in the Season 2 premiere, shot long before their commentary.
* DVD Commentary for "The Chronicles of Meap", Dr. Doofenshmirtz states that he doesn't trust Ferb and disapproves of his crush on Vanessa when it comes up during the episode.
* DVD Commentary" from series one), it might be fine if you watch them in immediate succession, but when they first air a week apart, you can't help thinking the characters have been standing there all week themselves.
* DVD Commentary", in fact, gives us a taste of how he would have played it.
* DVD Commentary insist that it's a dramatization of real events. We believe them.
* DVD Commentary is described as an "homage", to which the reply by writer Mike

Reiss is "Yes, homage: French for theft."
* DVD Commentary: It was the first episode in the series where the universe was in danger of ending (Farnsworth's plan to win the harmless match led to a harmful collapse of time and space).
* DVD Commentary, Nicholas Meyer talks at great length about how dated the way David wears his sweater is, citing it as an example of how "all works of art are inevitably products of their time".
* DVD Commentary: One of the DVD's bonus content is an audio track where the people who worked on the show/movie talk about the work's development while watching it.
* DVD Commentary points out and jokes about it that Gandalf could not use the magic he used to turn away the forces of Mordor a second time because he used up all the power in his staff, "And all the shops in Minas Tirith were sold out of batteries."
* DVD commentary reveals that the production team always uses period-accurate real-world alcohol bottles, with one exception: A real brand is never used in a drinking-and-driving situation.
* DVD Commentary's scenes seem to exist for the purpose of letting Urban chew scenery.
* DVD Commentary, the creators joked that all of MH can be summed up as: "Agh! Look at the background!"
* DVD Commentary, the show's staff discuss Homer's wild mood swings, coming to the conclusion that the character's ability to immediately return to a default-jolly state from any other emotional state is one of his most endearing qualities. They also observe that Homer, more than any other male main character in probably all of fiction, will burst into tears at the drop of a hat.
* DVD Commentary, the writers discuss how the original story had Seann William Scott's character being killed by the villain and Jaime King's character becoming the Monk's successor. The studio wouldn't allow it, so the writers had to fudge the ending, allowing both characters to live and share the Monk's power.
* DVD Commentary, the writer, Sera Gamble, said she loved Andy. She said, "You know my heart belongs to the geeks, the nerdier... If you live in a van filled with weird books then I’m your friend, you know?"
* DVD Commentary, they talk about how they kept cutting to the fireworks so that they could draw out the kiss longer.
* DVD Commentary Weird Al reveals that the part where the Mormon Tabernacle Choir sings "The Battle Hymn of the Republic" after Stanley finishes his impassioned speech during his first time on TV is this.
* DVD Commentary", when it was still uncertain if the show would stay on, one of the guys talking asked, "What if we had a fifth season?"
* DVD Commentary, when the Professor first creates the girls and stares right up at the screen, this was supposed to make the audience see his face the way the tiny girls did — huge and staring at them.
* DVD Commentary writer/director Stephen Chbosky said he made a conscious effort to cast members of his protagonist Charlie's family with actors that look related.
* DVD extras also show us the past of drug kingpin "Proposition" Joe Stewart, generally called Prop Joe. The extra scene shows Prop Joe selling stolen test answers to a group of his fellow classmates. First he deflects their threats to simply beat him up and pay nothing for the answers by pointing out there are more tests in other subjects coming up, and if they take that approach they won't get anything. Then when they only pay him half the agreed upon price, he promptly turns around and sells the teacher information on who'll be cheating on the test to make up for the shortfall!
* DVD itself proved to be the Killer App for home theaters that LaserDisc had hoped to be. In addition to noticeable picture improvements over VHS, DVD also brought high quality surround sound that encouraged the sales of multichannel speaker systems.
* DVD-R Hell' advice for children dealing with 'strangers' is for the child to 'Go for the nuts'.
* DV Ds, besides internationalization and on other niche cases such as concerts, is for erotica, as it sure is exciting for the viewer to see the action unfold at

different camera angles.
* DVDs can suffer from this. If a DVD+RW (not tested with -RW) is quick-erased (marked for overwriting) and new content incorrectly recorded, the video recorded over the old content will play to the end, then the player playing the disc will freeze as it tries to make head or tail of the abrupt transition between the end of the new content and the middle of the old content. Then any parts of the old content that haven't been overwritten will play (if the new video takes up less space on the disc than the old one), usually with glitchy video or sound.
* DVD's Survival Mode then Teasle as he did most of the sadistic abuse towards Rambo presumably out of rancorous jealousy for being a vet who had seen actual combat, while Galt did not.
* DVDs used to come in big cardboard boxes twice the length of the actual case, in an attempt to convince people that there was more than just a disk being sold.
* DVD Verdict review for comments that "You know you have a stinker the size of Texas on your hands when the best review quote they could find for the box was '...great scene transitions and some of the better special effects of the year...'" The reviewer himself takes it even further in "The Evidence" part of his review (where praise of a film's good qualities normally goes) by going, "Umm...lemme see...the DVD itself is a picture disc. And there are end credits. See, I can spot the good in everything if I try."
* DVD watching a Blu-Ray might get you to the menu because you pressed "Stop" when you wanted "Pause".
* Dvine [LUV] has three characters fitting this trope: Mia, Sakura, and Youra, though the latter gets her hair cut.
* Dvipantara, one of Overture's colonies, is a stand-in for Indonesia; the place itself is never seen, but its inhabitants have Indonesian names, enjoy traditional Indonesian foods, and the scientific name for
* D'Vorah. She at first serves Kotal Kahn, who took over Outworld after overthrowing Mileena.
* DW7 Lianshi. Keep in mind that the ending is a feast, one that follows the euphoria of a major battle of independence. You would think they show more than that.
* Dwadge and Zaku III (with a special system to let her use its Funnels without her needing Newtype powers) instead of anything she piloted in the show.
* D-War contains a scene in which six helicopters explode spectacularly within minutes of each other.
* D-War did a good job of killing Buraki's forces, the problem was there were too many of them to deal with.
* dwarf adolescence, i.e. age 50. Carrot's girlfriend Angua opts for demonstration over explanation.
* Dwarf Bread becomes a better alternative for food. Including roots, berries, moss, small rocks, or your own legs. Dwarfs probably wish it could attract rats, rats being a staple of their diet, but the best way to catch rats with Dwarf Bread probably involves throwing it at them.
* Dwarf Bread to eat. You carry it so that your shoes taste better by comparison. And if you've run out of those, your own feet.
* Dwarfen Tide, since the Dwarfs not only use the old system, but have a laundry list of positive relation modifiers and technologies that make confederating far easier (and far more common, in the AI's case) for them. This can even sink entire campaigns if you happen to be at war with a minor Dwarfen faction and they suddenly get confederated, leaving you at war with a mighty juggernaut you can't possibly overcome.
* Dwarf folklore is an interesting deviation; it holds that dwarfs and trolls are diametric opposites and will forever hate each other.
* Dwarf Fortess does this in Adventure Mode with anyone you can talk to, especially the ones you've been sent to kill. Speeches typically have their name, relation to other historical figures, kill list, and then the obligatory "prepare to die" if they're trying to kill you.
* Dwarf Fortress, according to modifiable parameters. This is a huge part of the

game's charm.
* Dwarf Fortress Adventure mode as a Human Outsider, that is, in the wilderness, outside of any village or civilization.
* Dwarf Fortress: All the dwarves have names, as do any visiting humans and elves. But for the monsters to have names they have to slaughter enough dwarves to become important. As creatures which start out with names (dwarves, goblins, humans, etc.) rack up kills, they eventually gain an extension of their original name. Because of this, one can often tell who the local badasses are by looking at who has the longest name(s).
* Dwarf Fortress also allows you to butcher captured and / or fallen enemies for food and other by-products.
* Dwarf Fortress and abide by goblin societal norms. This can reach such an extreme as to circle into inversion, in which none of the members of a goblin community are goblin by blood, and may be homogeneously elves, humans or even dwarves. The only exception is one aversion; only full blooded goblins seem to become priests, and they may be the only racial goblins present at a nominally goblin settlement.
* Dwarf Fortress and a penchant for snatching weapons off attackers and using them in addition to their claws and sting.
* Dwarf Fortress and covered with blood, strangling them with your bare hands, and then use the corpse as a bludgeon to kill more bears. Or even throw dead bears at other bears and KILL them with it!
* Dwarf Fortress and establishes a small colony, but hands over the reins to his successor before any of the actual governing starts. Cue an earwig monster kicking down the doors and the colony being sealed off until some other crazy bastard sets up shop down there.
* Dwarf Fortress, and eventually rose to become king of his dwarven civilization.
* Dwarf Fortress), and lacking that start punching, kicking, biting and wrestling. Expect such scenes to come by the dozen when a siege occurs.
* Dwarf Fortress, and the "afflicted" organs duly amputated. Tragically, the patient didn't survive.
* Dwarf Fortress, and while it doesn't exactly tear people apart, they have been known to knock people out of small boats. In true Dwarf Fortress form, what has the government decided to do about this invasive species? Nothing.
* Dwarf Fortress: Antmen, one of the primitive underground animal people, come in four castes: workers, a third the size of a dwarf; drones, the same size and winged; warriors, as big a dwarf, that will defend the queen at all costs; and the queen, the size of a lion and the only female.
* Dwarf Fortress, any dwarf can become one of these with practice. Prepared food has an inordinately high value, a legendary chef can turn raw tiger intestines and bear brains into a barrel full of gourmet meals with a value rivaling adamantine weaponry.
* Dwarf Fortress are forgotten remnants from when the gods created a given world. Each one is unique as a result of being procedurally generated, and can vary in terms of limb count, tails, flight, dangerous excretions, and sometimes being made of inorganic things like glass or mist.
* Dwarf Fortress are sometimes admired for their "corrupt intentions".
* Dwarf Fortress are still alive in the world, following into varying Eras of mortal races and potentially into Ages of Death or Emptiness if mortal civilizations got eradicated by something.
* Dwarf Fortress as he almost immediately nerfed the value of mermaid bone after finding out about it.
* Dwarf Fortress, as of DF:2010, allows elephants to be trained for war. Unfortunately, your dwarves can't actually ride them.
* Dwarf Fortress as the "circus" or the "clown car" or the "circus tent", the inhabitants as "clowns", and the stuff you dig through to get there as "cotton candy" or just "candy" has met with mixed results, with some fans amusedly adopting the phrasing and others finding it ridiculous.
* Dwarf Fortress, as wealthy settlements attract larger and more frequent raids by goblins and other hostiles.

* Dwarf Fortress averts it or plays it straight, depending on the world generation seed.
* Dwarf Fortress blood), and do not breathe - which means there is literally no way to kill them. The only means to stop them are to encase them in ice or obsidian, or to take advantage of another glitch by crushing them under a drawbridge or luring them into a cave-in (which essentially erases them from the game).
* Dwarf Fortress. But there are some interesting specific ones outside that paradigm:
* Dwarf Fortress) by the players. In other words, they provide a good example of the origin of this trope.
* Dwarf Fortress can be created by deities, and the art of necromancy can spread further by being copied into books.
* Dwarf Fortress can involve this. A berserk dwarf will in some way anger another dwarf, whether by killing a loved one or destroying a valued possession, causing them to take revenge or go berserk themselves and repeat the pattern.
* Dwarf Fortress can lead to even trashy conscripts carving a sizeable dent in an actual army. And skilled, well-equipped warriors at a good Tactician's command can slowly whittle an entire city to a lifeless ruin with a little insistence.
* Dwarf Fortress) changes the colors to shades of green and all the ASCII letters and numbers to sufficiently similar Matrix-looking symbols.
* Dwarf Fortress. Depending on the player's treatment of dwarven children, this belief may not be unfounded.
* Dwarf Fortress Due to a quirk in how they build walls, they will always prefer to build them from the west side. This occasionally results in them walling themselves into an enclosed area and dying of dehydration.
* Dwarf Fortress: dwarf nobles have a tendency to sentence dwarves to "hammerings" (usually fatal, but not always) when their mandates are not met.
* Dwarf Fortress. Dwarves will cancel a task to pull a lever to activate a critical series or traps or other defensive mechanisms to go get a drink or take a nap. Military dwarves will, on some occasions, literally stop fighting an invading horde of monsters because they're sleepy or hungry.
* Dwarf Fortress Especially in the latest version, where bathing is a bit broken so attempts by dwarves to wash all that blood and vomit from battles off results in a giant puddle of blood all over the floor...
* Dwarf Fortress (except for the anvils), as real Kea are known for their tendency to breaking into cars, stealing items and keeping people awake at night by rolling down items from steel roofs.
* Dwarf Fortress falls under this or Video Games, the scene where Ironblood is betrayed by the nobles certainly springs to mind. Ironblood is poisoned by the nobles who are servants of an evil god, stripped naked, and thrown into the arena he himself ordered constructed. Then, to kill him, they release a hydra to kill him. While naked, poisoned, and vomiting, Ironblood kills the Hydra with his bare hands. By crushing its skulls. Then, he climbs out of the arena, and... well...
* Dwarf Fortress fans being what they are, "being on fire" is considered a supremely dorfy (read: good) thing. The !! thrown around in discussions (like
* Dwarf Fortress features dwarves that are different colors depending on their jobs, the result in your main meeting room being a mess of brown, white, grey, blue, etc. smiley faces.
* Dwarf Fortress features them. They'll siege your fortress now and then if you're close enough to one of their towers. You most likely won't know it's them attacking, though; usually the only way to tell a Necromancer siege apart from a run-of-the-mill zombie siege is that the zombies resurrect as soon as they go down — somewhere close by is a necromancer in hiding, raising whatever gets cut down.
* Dwarf Fortress. For example, a title along the lines of "I need to find a way to efficiently kill children." is not unheard of. And this doesn't count the various situations in-game that can occur by accident, like mothers using their babies as shields or occasionally weapons.
* Dwarf Fortress, for that matter, if you're an Adventurer instead. Both will give

you utter hell even by the game's standards.
* Dwarf Fortress GCS and will spend entire forum threads discussing safe methods of harvesting their valuable silk.
* Dwarf Fortress generator. Some details like monsters and magic will be different from world to world. And given the game's incredible modding potential, how much any given world plays straight or subverts the standards can easily depend on the player's whims.
* Dwarf Fortress get jammed if triggered enough times in quick succession and projectile weapon-based ones require reloading, but they don't require any maintenance and can stay functional indefinitely. Averted with the tombs that show up during worldgen, as they're littered with degraded traps that vastly reduce their ability to harm an adventurer.
* Dwarf Fortress goes mad with grief, quality steel weaponry and high combat skills make her killing spree all the messier.
* Dwarf Fortress grant bonuses or even make certain skills exclusive to one gender or the other, but currently doesn't.
* Dwarf Fortress had dwarves be generally non-plussed about picking up things on fire and being on fire themselves, which was highly amusing until you realized it made it nearly impossible to keep a fire under control.
* Dwarf Fortress has adamantine blades that are so sharp they cut through giant elephants like they are butter. A proper look at the raws reveals that the sharpest possible edge one can give an adamantine weapon is ten times as sharp as the best possible edge a steel weapon can be given. The latter can already decapitate a giant bronze statue in one swing in skilled hands; the former can do without the "skilled hands" part, and will tear anything into bloody confetti even when given to a weakling that's never trained a day in his life.
* Dwarf Fortress, has a PhD in mathematics from Stanford. He was doing a postdoc before going into software development full-time.
* Dwarf Fortress has dwarves rushing under the Elephants' feet to loot their trampled comrades.
* Dwarf Fortress has giant versions of many animals, the largest being the giant sperm whale which is larger then a real world blue whale. Gods help you should a giant sperm whale ever be infected with undeath as they will then proceed to come onto land to murder your entire fort. Other giant animals include giant sponges, which while not as deadly as in an earlier version where they were effectively invincible (except to copious amounts of magma, a drawbridge, having the water they were in drained, or a cave in) can still fuck your shit up far more then any sessile animal ought to be able to, and giant cave spiders which have a poison that will slowly but inevitably kill your dwarves (and most other creatures) via total paralysis followed by suffocation.
* Dwarf Fortress has mostly mundane plants such as bilberries, but a few unusual ones turn up, most notably underground crops such as the subterranean mushrooms known as plump helmets, the cloth-providing pig tails, or dimple cups, which can be ground into dye.
* Dwarf Fortress has too many examples to list, typically from applying the "giant" template to normal flying creatures. Most such creatures are content to leave dwarves alone, providing only atmosphere and the occasional hunting spoils, but a few are of note:
* Dwarf Fortress have an unhealthy relationship with fire. Specifically, they have a complete indifference to it. A dwarf on fire will continue with his/her normal routine, setting everything on fire that they pass. This will last until they burn to death or are somehow extinguished.
* Dwarf Fortress have no problems with serving in the military. The frequent breaks associated with military service, however, tends to lead to these dwarves having lots of babies if they ever get married. They also don't mind charging into battle juggling a crossbow and three babies. Nor do they mind using the babies as impromptu shields.
* Dwarf Fortress have the bad habit, when dismembered, to keep fighting as any part that has a grasping limb. Cut their hand off, and the hand may come to life and

strangle you. Behead them, and the head will chase you and bite at you.
* Dwarf Fortress having rains of blood or corpses coming back as the undead, and tentacles and eyes as "plants." Evil-aligned creatures include Creepy Crawlers (which resembles masses of human fingers) and Blood Men (humanoids made of "corrupted blood").
* Dwarf Fortress high dodging ability. This can be circumvented by having even one ally travel with you or sleeping in relatively "empty" biomes like mountains and by the beach, but being in the dark still greatly reduces visibility. Averted in certain regions, particularly savage and evil areas, which are full of enemies even in broad daylight.
* Dwarf Fortress: If there's lava somewhere on the map, it will eventually be pumped onto the surface by the player. There's a bug where if a volcano is spawned overlapping a bottomless pit on a local map, the result is an instantaneous eruption, forest fire, and death.
* Dwarf Fortress. If this happens, best case scenario is a centuries old king dies from old age as soon as they step into your fortress. Worst case? You get a frame to watch the surrealistic scenery you embarked into before physics apply and your dwarves get swallowed by the collapsing earth.
* Dwarf Fortress. If you can stand losing, often, and learn to play the game well, rigging up horrible deaths for all involved can be quite calming. Had a bad day? It's remarkably easy to flood your entire fortress and sit there watching the buggers break down as they flee the ever-rising watery death.
* Dwarf Fortress if you forget to label your levers. "Now was this the one that raises the drawbridge or the one that floods the fortress with lava?"
* Dwarf Fortress in Adventure Mode, and a source for necromancers to summon their armies from in Fortress Mode.
* Dwarf Fortress inherits this particular version, including the tileset option. For example, color is usually the only way to differentiate between rocks of different ores (which can be very important when you need to smelt metals) without looking at them specifically.
* Dwarf Fortress instead, which has 255 characters to standard ASCII's 128. It keeps the 16-colour limit for tradition's sake, despite requiring modern (future?) hardware.
* Dwarf Fortress. In the initial stages of the game, population growth is easy with big waves of migrants, but eventually they become insufficient to maintain the fortress. Experienced craftsdwarves and fighters suffer injuries and deaths, unskilled migrants can't fill their jobs and native fortress children take too long to grow up to matter in the long run. In addition to outside threats, stress of all previous loses eventually causes dwarves to turn on each other, furthering the spiral of doom.
* Dwarf Fortress is a procedural-generated fantasy game comprised of ASCII art, allowing it to have vast swathes of content without the limit of graphics. This lets it have tons of fantasy creatures mixed in there. It also has a mode called 'Legends Mode' that allows players to explore the histories of their generated fantasy world.
* Dwarf Fortress is flying creatures that can't figure out how to get from here to there because a valid ground path doesn't exist. If you then build the ground path, they will immediately remember that they don't need it and fly there like they should have done all along.
* Dwarf Fortress is to add these as a move in wrestling. It's as simple as going to the anatomy files, finding the neck, and adding the [JOINT] tag. From then on, you can snap a neck like it was an elbow or knee. Realistically enough, this isn't quite an instant kill but still cripples instantly, while the actual kill is done by the ensuing asphyxiation.
* Dwarf Fortress is to have all worlds be randomly generated mythopoeias, each update making the worlds you generate even more complex than before. The game even has a specific "legends" mode just for looking at the generated histories of the worlds.
* Dwarf Fortress, leading to a visible cloud of alcohol vapor erupting from the

barrel (easily mistaken for an explosion in the ASCII graphics of the game), and the loss of the fortress' vital alcohol stocks.
* Dwarf Fortress, lets you break into an ancient tomb and rob it of its treasure. If you disturb the mummy lying inside, it'll put a curse on you.
* Dwarf Fortress lets you build these as a very effective method of keeping your fortress safe from invaders. Interestingly, you can make an auxiliary entrance which invaders are forced to take when your drawbridge is up or your main entrance is sealed off in some other way. This entrance, of course, can be extremely long and extremely deadly.
* Dwarf Fortress levels. Did you just lose your four limbs? NO PROBLEM! Go, crawl through the landscape and bite your foes to death! No healing for you, unless you are a werebeast!
* Dwarf Fortress like the rest of the game. One notable bug is that thieving creatures can steal stepladders while the ladders are in use, resulting in the poor dwarf just hanging around in thin air, unable to use the no-longer-present stepladder to get down, until another dwarf enters the area and the game remembers that they're supposed to fall.
* Dwarf Fortress literally has no win condition. Just an astonishing number of lose conditions. There is a reason the official motto is "Losing is Fun!"
* Dwarf Fortress long time before it's near completion. Considering that as of 2018 it was still only version 0.44.12, early 2020s may have been optimistic.
* Dwarf Fortress, looking inside the mind of one of your denizens will often result in something like this:
* Dwarf Fortress, meaning creatures that spawn randomly and spoil food, along with more mundane creatures like rats and bats. The most unusual ones tend to live in evil biomes (which can hold demonic rats, pulsing bloodsucking insects and ghostly spiders) and the sometimes rather alien underground layers (which can produce infestations of crawling masses of fingerlike appendages or of the aforementioned snakes made out of fire).
* Dwarf Fortress Mining plays it straightest; the unmodded game uses a generic "axe" item for both combat and woodcutting, but using it on trees levels a separate skill from using it in combat. Pickaxes, for some reason, draw upon the "Mining" skill for both.
* Dwarf Fortress mod "Dig Deeper" is "star iron", which is both valuable and extremely rare.
* Dwarf Fortress, much more inexplicable considering other bosses are unaffected by traps altogether.
* Dwarf Fortress need to graze in a pasture, or they will starve to death. The mechanics of this are still pretty wonky, and several larger animals literally cannot eat fast enough to keep from starving. So much for your army of war elephants.
* Dwarf Fortress: no matter how careful you are with your military, there will inevitably come a point where they try badass solo charges against squads of goblin archers and end up shot to pieces in seconds. Or thundering in solo against powerful demons. Or otherwise get themselves killed in memorably messy fashion.
* Dwarf Fortress Notably, sentients of any other sort only start flocking to alcohol in the same manner when they've achieved the famed "doesn't care about anything anymore" level of emotional jadedness, and they'll match dwarves drink for drink no matter how much it hurts their lesser livers.
* Dwarf Fortress. Now, though these flights are rarer and less ridiculously long, the unfortunate victim now skids and bounces across the floor when thrown; longer flights tend to mangle the victim into "an unrecognizable mass" due to each bounce breaking a bone or three.
* Dwarf Fortress. Obviously it is a bad idea to leave rotting meat in an indoor refuse pile near a place dwarves will frequently have to pass through, as the miasma it gives off will disgust nearby fortress dwellers. More subtly, it is a bad idea to create bedrooms near frequently used crafting workshops, next to areas under current excavation, or just next to rooms in which dwarves are hauling around and placing furniture. Doing so will result in any dwarves sleeping in said rooms

having an unhappy through at their uneasy sleep due to the noise.
* Dwarf Fortress of elves fighting (and losing to) less than a hundred dwarves are not uncommon.
* Dwarf Fortress) off incest, kittens, and Plump Helmets. Some players generate worlds with no surviving civilizations to embark with this trope invoked. Embarking to an isolated island a simpler method. In either case, after the first wave of immigrants, there will be no contact with the outside world, or evidence that it exists.
* Dwarf Fortress of the DF-verse, is called the God of Blood, and the lore is that he regularly resets entire universes purely out of boredom.
* Dwarf Fortress on occasion, e.g. "The metalsmith has been stung by a honeybee!"
* Dwarf Fortress. Or going into a fell mood and killing some random dwarf.
* Dwarf Fortress or waist-deep pools of water that the dwarves have to wade through.
* Dwarf Fortress. Other than that, dwarves tend to have an orderly military.
* Dwarf Fortress: Players frequently build pits containing large and vile-tempered captured creatures. Sometimes these are trained, sometimes they're not. Crocodiles, zombies, wolves... people even build giant cave spider pits, and harvest the web left after a successful termination.
* Dwarf Fortress possibilities if it starts to rain speaks volumes about what kind of land we're dealing with.
* Dwarf Fortress. Put 'em in a combat unit, send them out to meet raiding parties or down into infested caverns.
* Dwarf Fortress randomly generates a world history for each new game, and divides it into Ages. Some are defined specifically by the fading of wondrous creatures from the world:
* Dwarf Fortress, rarely realized until the fort's defenses are put to the test.
* Dwarf Fortress, rats are a common vermin that devour your food, bone and shell stockpiles, give dwarves unhappy thoughts, and spontaneously appear in large swarms.
* Dwarf Fortress retreating (or even following a 'move' order) as long as there's something to attack. Ranged dwarves who've run out of ammo consider themselves to be melee dwarves, which tends to end badly if you haven't got the resources to give them proper armour. Really, the best you can do is station the lot of them around a corner somewhere and wait for enemies to walk into the mobile meatgrinder. On the plus side, the enemy AI isn't any smarter and can easily be led into ambushes.
* Dwarf Fortress, since vomit inspires other dwarves to vomit as well. Because of this, cave adaptation and the occasional gut-shot during combat, the front door of your fortress often gets a shallow moat of dwarf (and others') puke.
* Dwarf Fortress smelting, forging metal items, and other things that require great heat can get the heat from magma rather than by burning fuel. But since in the game magma remains at the same fixed temperature regardless of how much heat has been extracted from it, a small bit of magma isolated from the planet's core can supply an endless amount of heat energy.
* Dwarf Fortress, so hot that even going near it caused third-degree burns. No one could wield it. At great cost it was sealed in stone.
* Dwarf Fortress, some deities can be associated with the spheres of murder or torture. Moreover, cults worshipping demons or vampires can appear during generation.
* Dwarf Fortress sort of fits this, though in an odd way. It would be more accurate to say the player gets better. Simply, Dwarf Fortress is so complex that anyone new to the game simply will be unable to enjoy it yet. But once you figure out how to dig and build, you'll start enjoying the game. Then you can begin to scale that difficulty cliff, which provides you with an ever-increasing view of awesome that by the time you reach the top you feel you deserve every bit of fun you now get... until you realize you just climbed up the side of a volcano, and so on.
* Dwarf Fortress started a massive riot (due to unhappiness-induced tantrums), killing dozens and paralyzing the entire place for weeks.
* Dwarf Fortress tendencies to the attention of the fans there was a rather

heartwarming outpouring of concern for his long-term health and offers to send him some proper food or even find him a live-in housekeeper.
* Dwarf Fortress) that are hundreds of feet tall, made of pure gold, and with magma for eyes).
* Dwarf Fortress that governs how willing a civ is to engage in cannibalism (here defined as eating any creature with the Can_Learn tag). Dwarves, humans, and kobolds see cannibalism in any form as unthinkable, but elves will eat sapients killed in battle (though they won't kill other sapients specifically for food), and goblins just don't care and can butcher and eat anything. As major ethical conflicts can cause civilizations to go to war, this can result in dwarves and humans declaring war on elves and goblins over eating sapients, though other reasons can be cited instead.
* Dwarf Fortress) That said, many are still reluctant to give it a shot.
* Dwarf Fortress: The civilization-building races are the dwarves (who you play as), the humans (your most common allies and trade partners), the elves (who will go to war with whoever threatens their forests), and the goblins (who will war with anyone and everyone, and are often ruled by demons). Other species in the world include a tremendous variety of barbaric animal people, thieving gnomes, and a selection of giants, cyclopes and ettins who mostly just raid other people. Dragons, hydras and similar monsters appear as rare megabeasts that occasionally attack cities and fortresses.
* Dwarf Fortress) The main difference between savage-evil biomes and savage-good biomes often comes down to little more than whether your dwarves get massacred by rampaging zombies, or by rampaging unicorns.
* Dwarf Fortress: There's a pretty damn big chance your legendary axedwarf won't die in an epic battle worthy of history, but rather will get caught in a cave-in, drown/burn in a badly engineered cistern/magma reservoir, get caught in an accident with a minecart or ill-placed machinery, or simply dodge off a ledge and fall head-first.
* Dwarf Fortress the surfaces of evil regions have a variety of clouds of randomly named materials ("execrable soot", "accursed gloom", etc) which cause randomly determined symptoms, ranging from mild dizziness to all of your internal organs rotting to becoming a zombie.
* Dwarf Fortress. "The War of Ignition was waged by The Imperial Fells on The Council of Lances. One of the most significant causes of the conflict was a dispute over the treatment of plants."
* Dwarf Fortress. They’re not very dangerous by themselves, but the poisons they smear on their blow darts and spearheads can be quite nasty, and their ability to swim up your water reservoirs gives them an edge the other underground animal races lack.
* Dwarf Fortress They get rather unhappy from the draft if they have no military skills, and usually aren't terribly effective unless you take the time to arm them. This is mostly done by players who either want to buy some time for another purpose (say, buying time so that the actual military is in place before the invading army arrives), or for players who want to make sure that the dwarves who would run away anyway are more likely to run in the direction the player would prefer.
* Dwarf Fortress they're either descendant of a type of dragon not in the game or that they grew wings which served no purpose after coming underground.
* Dwarf Fortress, this is the general role of the broad class of "night creatures", hostile monsters that lurk in the dark of night or underground.
* Dwarf Fortress, this is the way all of the dwarves talk, in order to cement the impression that they are a totally different culture. It's combined with alien terminology, for example "elf" seems to stand for everything that is an enemy or related to such, "dreg" would be a pariah and "clod" a non-pariah dwarf.
* Dwarf Fortress to be the answer to everything, including cleaning up their junk.
* Dwarf Fortress to do this — one of the DF Wiki's "optional goals" is to create a fortress that is based entirely around surface structures.
* Dwarf Fortress trying to kill you! Even if you only steal a single bolt. Even the kids try to end your life! The fortress mode has a proportionate (if somewhat

crude) justice system in place.
* Dwarf Fortress up to a point, as touched upon in Real Life below.) Falling slightly out of favour after the massive combat mechanics overhaul that finally enabled swords to thrust as well as cut, however, whereas previously an axe and a sword were roughly equivalent in battle. Only slightly however; if removing body parts outright is specifically what you want, an axe is still your better bet.
* Dwarf Fortress used to have randomly generated squad names, resulting in such classics as "The Washed Bodices" and "The Frilly Corridors".
* Dwarf Fortress uses the Urist scale of temperature, where temperature in Urist is equal to temperature in Fahrenheit plus 9968. Water freezes at 10000 ºU.
* Dwarf Fortress water-based analog computers ("water integrators") were built and used in the Soviet Union for simulations. Though those were (obviously) not digital like the dwarfputers nor universally usable.
* Dwarf Fortress, where a headshot can K.O. a creature. Creatures with permanently injured brains also fall unconscious more frequently (and for less reason) than their healthy peers.
* Dwarf Fortress: While eyes are the easiest part to destroy with heat, it is almost impossible to totally destroy them with other type of damage. However, the reason they qualify to this trope is... if you manage to butcher dead creature and get eyeballs as a result, you can throw them at other enemies — possibly breaking bones and caving in skulls. With a bag of water and nerves.
* Dwarf Fortress: While it is certainly possible to kill things by severing their heads, in practice not only are called shots to the head with a ranged or thrown weapon considerably harder to achieve, but arrows and crossbow bolts will bounce off even a low-grade helmet. Melee attacks to the head, on the other hand, are significantly more reliable.
* Dwarf Fortress who meets with foreign dignitaries. Finally, some of the nobles have more reasonable tastes, coveting things that are easy to make or you actually do make often. Such nobles are usually kept because a guy that likes iron and shields is incomparably better to yet another one of those twits that demand clear glass when there's no sand anywhere in the goddamn map.
* Dwarf Fortress will eventually be a full fledged self-sustaining city able to go without outside trade. That's a big IF though.
* Dwarf Fortress. With enough wrestling skills, you can easily hold your opponent down by the head while you systematically pinch and gouge their facial features to your leisure.
* Dwarf Fortress world, but also features a physics simulation that is realistic in most non-magical respects. This causes side effects that put it firmly in this trope.
* Dwarf Fortress writes the story as a deliberate consequence of the complexity and balance of the intricate game mechanics.
* Dwarf Fortress, you can wield trap components in adventure mode. Leading to the quote, "I CANNOT HEAR YOU OVER THE SOUND OF ME DRILLING HOLES IN ELVES!". Funnily, it's actually a screw pump.
* Dwarf Fortress: You could pick up on enough procedurally generated history to assume your own plot and come up with a purpose for your fortress or adventurer, but it isn't necessary for most and doesn't change gameplay itself.
* Dwarf Fortress your dwarves throwing themselves into spiral of murder because of a lone kitten. However if you manage to survive all that, eventually and inevitably your fortress will grow so large that your computer will be unable to keep up and the FPS drop will force you to abandon it.
* dwarf. He seems to have mostly gotten over this in later appearances.
* Dwarf High Kings are chosen by deed. When the old High King is dying, potential successors go out into the world to accomplish as many great deeds as possible, and whoever accomplishes the most is crowned the new High King.
* Dwarf island dinosaurs were discovered in the form of Hateg Island dinosaurs and
* Dwarf, it's rare for the Warpfire Thrower to be used consistently on the enemy.
* Dwarf men and women look exactly the same. Originally it was frowned upon in dwarf society to openly identify their gender, but recently some females dwarfs

have begun to wear makeup and dresses to differentiate. Amusingly, nearly all of these are derivations on what the others wear; Cheri is shocked at the idea of shaving, clarifying
* Dwarf planets avert this. Of the five most recognized, three (Ceres, Eris, and Haumea) are feminine. Similarly, moons are more often female than male, with many of Jupiter's moons being named for his lovers (
* Dwarf Princess Mansherry loved Leo even more when he rescued her, but Leo
* Dwarf ran out of their primary milk supply a long time ago and switched to the emergency backup supply, dog's milk. Apparently it tastes the same spoiled as it does fresh.
* Dwarfs all claim they aren't religious. It doesn't take long for an outside observe to see that they have a class of dwarfs (grags) who decree what is and isn't dwarfish, try to have as little contact with the non-dwarven world as possible, and study and interpret the texts left by their ancestors (differences in interpretation leading to more than one underground war). In further books it becomes ever more blatant as the grags become a parallel to extremist fundamentalists of the Islamic variety (murdering those who disagree with them, declaring war on non-dwarfs who sympathize with their victims, destroying their own texts that they don't agree with, etc.).
* Dwarfs, and by extension Dwarf-by-adoption Carrot Ironfoundersson, manifest this on a racial level. In one case this proves fatal; fortunately, the victim deserved it. Though Carrot hadn't yet developed the
* Dwarfs are occasionally called "lawn ornaments" (the Dwarfish language equivalent of which is "a killing insult") and gritsuckers.
* Dwarfs, as peerless metalworkers, craftsmen and engineers, use sturdy, reliable and superlatively forged axes and hammers to fight with, paired with intricately carved round metal shields. They eschew swords, bows and wooden-hafted weapons as feeble, their preference for solid metal axes and hammers fitting with their blunt, no-nonsense demeanour. They also craft rifled handguns (or crossbows) and more technologically advanced war machines than the humans of the Empire, but being far more naturally conservative don't tend to go in for the same levels of steampunk insanity that Imperial engineers do. Their miners, as would be expected, use pickaxes.
* Dwarfs, being underground dwellers, enjoy rat in great quantities.
* Dwarfs, but being Lizardmen, they don't really need good weapons to kick your ass.
* Dwarfs' cities are mainly underground, with the surface section being much smaller by comparison.
* Dwarfs don't tend to speak with a Scottish accent, but with a thick Yorkshire accent — the ubiquitous English stereotype of Yorkshiremen being that they are gruff, grumpy mining folk with a strong disdain for soft southerners and their airy-fairy ways (and it is no accident that
* Dwarfs has some in ornaments of their armor and gears like artillery installations.
* Dwarfs have the option to put self-destruct runes on their war machines.
* Dwarfs, initially. It turns out to be more complicated than that later on;
* Dwarfs maintain the Book of Grudges, which lists every single slight against their race (Including any perceived slights incurred while settling an existing grudge, and any slights incurred while settling
* Dwarfs ostensibly have no religion, but being a dwarf itself is like a religion, and there are people who are fundamentalists about being dwarfs. Typically these are found among the grags, the (quasi-)religious specialists, though not all of them are like that. The extremists refuse to be touched by sunlight at all, since it's proper for dwarfs to be underground, and are opposed to dwarfs in human cities taking on foreign influences such as being openly female. In
* Dwarf species of deer and antelope, such as the muntjac or duikers, tend to have legs so skinny it's hard to believe they can stand upright, let alone run. Even species weighing over a hundred pounds can leave footprints the size of a kitten's. Compare that to the soup-dish feet of a moose or giant sable antelope. This is also

visible in dogs: the legs and feet of a Chihuahua are far more skinny than a moderately sized dog like a Beagle.
* Dwarfs such as Cheery Littlebottom have also been known to utter the words.
* Dwarfs take it up to twelve; the Khazalid word for "axe" (az) doubles as a prefix meaning "warrior". An "azdawi" or "axe-dwarf" is a Dwarf warrior, an "azumgi" or "axe-human" is a human warrior, etc. This applies even if the warrior in question uses a completely different weapon and has never touched an axe; axe <-> warrior as far as Dwarfs are concerned.
* dwarfs that dwarfs don't believe in them. And then there's the Summoning Dark, an ancient spirit of revenge that no dwarf worships but all dwarfs know to steer clear of.
* Dwarfs. They tend to be traditionalist, however, and often fall back on reliable bolt throwers and catapults, though occasionally put a Dwarf-y spin on them. The Grudge Thrower is a catapult whose boulders have been carved with runes detailing specific greivances against the enemy army, while the "Gob-Lobber" makes a novel use of goblin prisoners of war.
* Dwarfs. (Un)successful ones may graduate from Troll Slayers to become Giant Slayers, Dragon Slayer, or even Daemon Slayers.
* Dwarfs, while long-lived, don't last as long as elves. However, some have lived long enough to qualify, such as the Ancestor Gods — Grimnir for certain, possibly Grungni and Valaya — and the White Dwarf — who lived more than a thousand years as Snorri Whitebeard, "died", and has been popping up ever since.
* dwarf themselves have gotten into this, openly taking the "no beards" side since DND's 3rd Edition.
* dwarf. Unable to leave their horses until the dog did (which has yet to happen), Herla and his company were cursed to ride forever.
* Dwarf women are also often seen — however, they are physically indistinguishable from male Dwarfs. This has had an effect on their culture somewhat, in that many Dwarfs do not use female pronouns, courtship is largely devoted to very carefully finding out what sex, under all that leather and chainmail, the other Dwarf is, and a Dwarf identifying herself as female is treated akin to coming out as gay in a conservative society. Exemplified by Sergeant Cheery Littlebottom of the Ankh-Morpork Watch, who "comes out" as a female, wearing boiled leather skirts, high-heeled boots, and makeup, much to the chagrin of other dwarfs, but is never without her iron helmet, battleaxe, and
* D-War has the heroes' car blasted by a dragon's fireball, flip a few times in the air and skid along the ground, only to have the woman emerge (white sweater included) completely unscathed. Of course, there was a little bit of black soot on her face.
* D-War, the hero is left in the scarred wastelands of a forgotten realm, completely alone, with no obvious way of getting back to present-day Los Angeles.
* D-War: The main characters spend much of the movie fleeing from the dragons. Each time they find a new place to hide or to recover, the dragons eventually find them and kill most to all of the people there, and the main characters flee to somewhere else and let the cycle repeat. Nothing is ever spoken about these innocent people who perish just because they happen to be in the line of fire, nor do the heroes ever make any effort to warn them or help them—they're just there to show how dangerous the dragons are, and once they die, they're no longer part of the story.
* Dwarven "Child Care". "It's like regular childcare, except with more dogs, and less care." The basic version is dumping children in small pits with irritable, semi-feral dogs and food, though more dementedly sophisticated methods have been dreamed up in the forums to instill physical toughness and psychological numbness.
* dwarven council is in a deadlock and you need to choose which dwarf you want to be king in order to get their support. You can spend the entire time supporting one of them, but whomever you choose at the final choice is the one that ends up being king. Even if you've been against them the entire time until that very moment. In that case, you explicitly only get away with it because everybody but the candidates themselves is so sick of the situation that they would have agreed to a coin flip at that point.

* Dwarven Helmets exhibit this, with the faceplate of the mask crafted to look like a perpetually furious Dwemer (
* Dwarven Water Reactor, which is a power-producing perpetual motion machine that relies on using a pump to raise water to power multiple waterwheels (which are hooked up to the pump and whatever else needs power)
* Dwarves 4 have one female dwarf to a mine, and all the male dwarves are her children. Her eggs hatch into worker dwarves, some of which mature into soldier dwarves; if the workers can supply this outfit with metals and precious gems, it can further specialize dwarves into drones, magical smiths, and lay new queens to start new mines.
* Dwarves also have a custom involving paying the parents of the dwarf you marry the sum of what it cost them to raise your new spouse, as part of the (predictably long and complex) dwarf marriage process. This often freaks out humans, until they complete the explanation of the rest of the customs, which include a much larger gift from the parents to the couple to help them get started, and the fact that a dwarf who works for his parents is due wages like any other worker (which can come out to a tidy sum, since it gets paid when they leave the family to start their own). The reason behind it is to ceremonially pay off past debts, and start a new life free and clear. Once this is all explained, then it's just dwarves.
* Dwarves and Isengard fit Powerhouse, with mighty shock troops and hefty upgrades that take time. Goblins fit Subversive, focusing on fast-moving cheap infantry and enhanced maneuverability. Elves fit Cannon, due to their archery focus and powerful ranged upgrades. Men of the West and Angmar both generally end up as Balanced, with versatile troop layouts (though they go about it in very different ways; Men are very tactically basic and easy to learn while Angmar is all about wacky specialized units to deal with anything). Finally, Mordor's cheap orc armies, needless to say, fit them into the Horde.
* Dwarves and trolls are hereditary enemies. Dwarves mine, which involves smashing rocks to get valuable minerals out of them, and trolls are basically animate rocks with valuable minerals in. This despite the fact that
* Dwarves are also dying, and have stayed in decline since the destruction of their greatest kingdoms, something not at all helped by their obsession with grudges that causes them to constantly go from one war to the next.
* Dwarves are commented on as being rather out of place in the world of
* Dwarves are known for their sense of humour. In a way. People point them out and say "Those little buggers haven't got a sense of humour."
* Dwarves aren't born as such; in fact, they find sexual reproduction repulsive. Instead, they're essentially manufactured. The process requires a male-female pair to spend a few weeks using their respective "mortar" and "pestle" to create the blank template of a dwarf (the dwarves find this process horrific, and usually suppress their memories of the event). This is then placed in a caste-specific container to brew for a number of years, before being decanted as a young dwarf ready for labor.
* Dwarves aren't doing too well in general terms, but the Mostali are in an especially bad spot. While it can be used to refer to the dwarven race as a whole, "Mostali" strictly refers to the original dwarves made by the god Mostal, who benefited from the greater skill and knowledge of their maker and are thus more talented, cunning and skillful than lesser dwarves. Since Mostal is dead, no new Mostali can be made — Mostali and dwarves can manufacture new individuals of their kind, but lack the skill to create true Mostali. Almost all Mostali perished during the Great Darkness, and the few who made it through have slowly but steadily died off through the ages.
* Dwarves are probably a short subspecies of humanity (unless humans are a taller dwarf subspecies), at least if dwarfish creation myths are to be believed. They are definitely close enough to have children; Nanny Ogg has dwarf ancestry. For their part Dwarfs don't consider themselves a separate race at all, just a different culture. Case in point: Captain Carrot Ironfounderson is considered a dwarf by other dwarves, despite being better than 6 feet tall, because he has completed all the requisite rites of passage.

* Dwarves are supposed to be much like what you see in LOTR, with Gimli and his father Gloin looking properly stout and bearded and not what you'd call hot. Then Peter Jackson decided that it'd be appropriate to give the parts of the Line of Durin to
* Dwarves as-is are as straightforward a take on this trope as one can expect, being a grim, honorable, reclusive and highly traditionally-minded folk who live in beautifully decorated mountain fastnesses, often dedicate themselves to smithing, stonecarving, masonry and similar trades, and have been in fairly steady decline since the fall of their old empire.
* Dwarves can make armor out of bones. It's one of the worse materials for armor, but a starting fortress may have little else available to equip their dwarves. Additionally, a dwarf in a
* Dwarves can't be having with gender. A dwarf is a dwarf, and the tricky part of dwarfish courtship is — very tactfully — figuring out what reproductive organs are underneath the leather and chainmail. Then, some cosmopolitan dwarves start wearing skirts and rouge and there's a whole other kind of feminist movement started. Though opinion is split on if it's a better allegory for feminism, gay rights, transsexualism, or if it's just dwarves.
* Dwarves don't identify themselves as male or female and never even discuss in public that there are female dwarves. When the more progressive Ankh-Morpork dwarves start ignoring this taboo, it takes multiple books to avoid a civil war. It's mentioned that mating rituals among dwarves mostly involve attempting to surreptitiously verify what sex the other dwarf is.
* Dwarves, elves, gnomes and halflings are evil and should be killed. Other races who obviously are not human, but possess cultural traits such as music or clothing styles that the human audience can easily recognize or identify with, are also given preferential treatment over whatever evil races exist.
* Dwarves get a 10% chance of resisting hostile magic and cannot be mages, "thanks" to the resistance they developed from living around deposits of the magical substance known as
* Dwarves had a special job to clear out pockets of flammable gas, where a miner called a
* Dwarves in all three ages often had warrior-kings and warrior-princes. Examples include Azaghâl in
* Dwarves in the same have clan names that are either of the "Oakenshield" variety or are
* Dwarves in the setting typically grow beards because they get sick of being treated like children (which a lot of people think they resemble as adults due to their height) without them, which may explain why the stereotype of the "hot headed halfer" came about (as one dwarf tells you in Third Edition in the Dwarf racial description, "
* dwarves), not to mention humans being so vulnerable to Chaos corruption (dwarves use runes instead of the winds of magic, a much slower and rarer process but at least it doesn't backfire). They are honorable to fault, however, and will come to the Empire's aid as needed because of an oath dating back to Sigmar.
* Dwarves. Short and passionate people best known for their prodigious skills with the forge, many of them live under mountains although some have settled into human cities.
* Dwarves: Short, stout, bearded and fond of singing, drinking, mining and fighting. Dwarves — or "dwarfs" — are another group often portrayed as ancient and much more advanced than humanity, but diminishing and declining. Dwarves usually live in immense, richly decorated mountain holds, and are often master craftsmen and smiths. If any one race is making use of machinery and industry at a more than medieval level, it'll often be the dwarves. They don't get along with elves and like orcs even less, but tend to be on decent terms with humanity.
* Dwarves speak with North American accents (except Bodahn, who may be trying to affect the accent of humans), and while beards among men are fashionable, many others go with mustaches or even clean-shaven, and the women can be very feminine

and beautiful. Also, their society practices a rigid caste system and the capital city Orzammar is a
* Dwarves: Stout, honest folk who live in underground halls in the mountains.
* Dwarves toward the Falmer ("Snow Elves") and the Nedes, respectively. Additional details can be found on that trope page.
* Dwarves who step onto the surface for any reason are declared "lost to the Stone," stripped of their caste and any ability to hold a legal job back in Orzammar. They still come back, and in fact the trade the surface dwarves bring is the only thing keeping the ancient city alive, but they're treated as criminals and complete non-citizens. It's perfectly legal to kill a casteless dwarf in public with no repercussions.
* DW At Her Brattiest!, spoofing the fact that in the original episode, DW wasn't invited to the party in the first place.
* Dwayne gets sent to jail for burning down GPF Software's offices for the insurance in an early arc of
* Dwayne Johnson also addressed the chants as did an interview with him about them, though it was sort of in kayfabe.
* Dwayne Johnson (Father side. He's also a dual citizen, holding both American and Canadian citizenships.)
* Dwayne Johnson." He still finds the medication worthwhile, though, because "Xentrex gave me my life back. Hail Satan!"
* Dwayne Johnson (Maui) is half-Samoan; Oscar Kightley (who plays a fisherman) and former Pittsburgh Steelers player Troy Polamalu (the villager with the leaking roof) are both Samoan.
* Dwayne Johnson's characters are Polynesian and/or African-American like he is, but more interestingly, any time his character has children, they're always girls. Johnson only has daughters in real life, and this might be a stated preference of his in order to give a more convincing performance as a father.
* Dwayne Johnson's character), you'll end up getting Larroquette's "actual" voicemail.
* Dwayne Johnson started out smooth and slow, became increasingly hammier during his Nation and Corporation stints, became more high pitch during the "Hollywood" Rock era and switching back and forth after his 2011 return.
* Dwayne Johnson (The Rock) is half Black Canadian and half American Samoan; his maternal grandfather was in fact the High Chief of the Samoan people. Amusingly, he has portrayed white characters in the course of his acting career. To make it even more confusing, The Rock's childhood background saw him living in New Zealand, Hawaii, and Pennsylvania, before playing college football in Miami, Florida, where he was billed from during his WWE career.
* Dwayne Johnson told an anecdote on a talk show about him overhearing people who were trying to decide if he was The Rock and ultimately deciding he wasn't because he wasn't handsome enough.
* Dwayne Johnson (yes, The Rock) was recruited by the University of Miami to play football, but injuries kept him out of the starting lineup for most of his college career. His biggest moment in a game was when he became involved in a bench-clearing brawl (Miami vs. San Diego State) and was shown on ESPN chasing the San Diego mascot screaming "I'll kill you!"
* Dwayne McDuffie also quit offscreen after the death of his girlfriend. Each of those characters save for Green Lantern would later return in subsequent volumes of the franchise. Ironically enough, this happened to the majority of Robinson's new characters, who quit offscreen after his first three issues.
* Dwayne McDuffie, as is his comic book counterpart. When asked if Static knew, he replied "Not yet."
* Dwayne McDuffie, the team discovers a secret lab that only Reed Richards has ever entered before, every surface covered wall to ceiling with various equations. This lab, it turns out, is where Reed Richards had started what he called "Plan #101", a plan to solve all the problems in the world. Among them some of the guidelines he was following during the Civil War. Johnny points this out when they first see the room: "Dude, if you'd asked me, I'd buy you a notepad."

* Dwayne McDuffie, which he intensely disliked for promoting the "gangsta" image.
* Dwayne Robertson gets a penalty for "roping". Um, what about "too many players on the ice"? Or a game misconduct penalty for leaving the bench? The film did lampshade it by having the announcer say, "Two minutes for... roping? That's a new one on me." Dwayne also went onto the ice without his helmet, gloves or stick and was carrying a non-hockey-related instrument (the rope). Considering the sheer number of rules he was breaking at once, it's surprising he wasn't ejected.
* Dwayne "The Rock" Johnson. His film career worked out, as he eventually climbed to Hollywood's highest-paid actor in 2017 after a string of blockbuster hits. He has stated in interviews that he liked wrestling more, but making films paid better, didn't require him to travel as much and didn't take as much of a toll on his body.
* Dwayne "The Rock" Johnson Raisin', Step off the brake, Foot on the Gas, Always Ready to whup some Ass People's Champ!"
* Dwayne "The Rock" Johnson. Retired in 2004 to focus on his acting career. Returned to wrestling part-time in 2011.
* Dweep includes Harmless Freezing as part of its gameplay. It results from stepping on a "freeze plate". Dweep can be unfrozen with a torch or the ice broken with a hammer, and once unfrozen, he is wet, which can be used to bypass different kinds of obstacles.
* Dwellers in the Crucible, another Star Trek novel featuring Romulan infiltration, mentioned they couldn't give Sulu the green blood or the heartbeat, but they could give him sensory enhancers to mimic alien hearing and hypnotically condition him to dream in Rihan just in case he talked in his sleep.
* Dwemer allow for the "forging" and improving upon Dwemer gear using Dwemer metal, but it's implied that you're just melting down the already Ragnarok-Proofed metal and using it, not replicating exactly what the Dwemer did to create it initially.
* Dwemer by breaking them down to their base elements and then reforging them — it's possible Kagrenac succeeded or got the reforging step of the experiment wrong, but whatever the case, the entire Dwemer race simply vanished from the face of Nirn without a trace.
* Dwemer (Deep Elves or "Dwarves"), picked clean by centuries of looters.
* Dwemer (Deep Elves or "Dwarves"), the whole race, every one of them. Now all that is left are their machines and ruins picked clean by centuries of looters.
* Dwemer (Deep Elves or "Dwarves") to all but the most knowledgeable scholars).
* Dwemer of the day, Aldmeris). Names known from modern sources contain vowels, such as Yagrum Bagarn (although he could've taken up the name for convenient interaction with his hosts at Tel Fyr), Kagrenac or Dahrk Mezalf. Names mentioned in books - not necessarily (Bluthanch, Nchunak, Nblthd).
* Dwemer race, and have actually ascended. How would those still around on the "lower plane" know the difference?
* Dwemer, the "Deep Elves" or "Dwarves". Arniel Gane of the College of Winterhold tried to use an Dwemer dagger called Keening (the one used on the Heart of Lorkhan) and a warped soul gem to perform the ritual the Dwemer Tonal Architect Lord Kagrenac did on a much smaller scale... and he did it alright. After his quest, the Dragonborn can summon his shade from where ever he is now.
* Dwemer the left behind is still far more advanced than anything the extant races have been able to create even in the thousands of years since their disappearance.
* Dwemer were said to have an ability known as "The Calling" which allowed them a "silent and magickal" means of communicating with one another, even over vast distances.
* Dwendalian Empire has a small list of state-approved religions whose teaching are deemed in line with Imperial doctrine, and requires all religious practises to take place within state-sponsored temples. Any private religious practise or proven worship of a non-approved god can lead to a fine and a month's imprisonment.
* Dwerve dungeon-crawling RPG which defend against an army of trolls and monstrous creatures using traps and turrets.
* D. W. Griffith are shown as freedom fighters who are fighting corrupt and tyrannical Reconstructionists.

* D. W. Griffith which interweaves stories set at different historical periods. In the 20th Century story, the hero is framed for murder, but the heroine finds a witness to his innocence on the morning of his execution. A frantic race against time ensues for the Governor to issue his pardon before he is hanged.
* D.W. has also turned five and baby Kate was born and aged to around nine months to about a year, yet Arthur is still eight. Kate has shown signs of entering toddlerhood but it's unlikely Arthur will move up a grade as that'd remove Ratburn as a character and change the class structure. Eventually they did graduate in season 19 and Mr. Ratburn would move up to Grade 4 with them... only to remain in the third grade for seasons 20 and 21.
* dwich" (the lab tech) or "sammich" (the box). It plays out very similar to the page quote.
* Dwight also acts as the Lancer for Gail in her leadership of the Old Town girls. Gail's more vengeful and murderous than Dwight's strategic approach, but Gail's unquestionably in charge and Dwight doesn't forget it for a moment.
* Dwight and the Old Town girls subvert this by luring the mob out of their building, into the alley out back before attackign them.
* Dwight Arrow, AKA Bullet, has always loved the comics of his favorite hero Sky King, a
* Dwight D. Eisenhower before going into a military career and later the US presidency)
* Dwight D. Eisenhower even threatened to deploy nukes in the Middle East. Rather than reassert British and French dominance, the Suez Crisis only weakened their international standing and hastened the end of European colonialism while Nasser became a hero amongst Third World nations.
* Dwight D. Eisenhower never actually served in combat. He did face criticism for that from military leaders at the time (including George S. Patton), but he's still one of the most decorated military leaders in modern history and served in the military for over forty years, both before and after his presidency. This is justified, though, in that his position as Supreme Allied Commander required more skill in politics (getting headstrong commanders from numerous countries to work together) than leading troops.
* Dwight Dixon robs Chuck's father's grave in order to get his gold pocket watch. Ned and Chuck later
* Dwight does a lot of good for the girls of Old Town despite being wanted for murder.
* Dwight Eisenhower, since many Americans were blacklisted or otherwise punished (usually socially, not judicially) for dissenting views during the period.
* Dwight Eisenhower to the American Soviet Republic... after manipulating events to give several thousand troops the opportunity to follow him. They do.
* Dwight getting found by his Savior allies and getting taken away, ruining the plan.
* Dwight has a less painful variation in "The Big Fat Kill" where the
* Dwight Hendrickson attracts bullets toward himself. This was a significant problem for his lineage, who were attractors for musketballs and -
* Dwight Howard is enjoying a "less is more" Career Resurrection like Harper and McAdoo, and just like the latter, he's also doing it with the Lakers. Once a regular MVP candidate and arguably the best defensive big man in the NBA while playing for the Orlando Magic, Howard's first stint with the Lakers in 2012-13 was a disaster, one marred by bad chemistry with fellow superstar Kobe Bryant, among myriad other issues. This led to a six-year journeyman period where Howard played for the Houston Rockets, Atlanta Hawks, Charlotte Hornets, and finally the Washington Wizards, with each season yielding solid, albeit diminishing returns — with the Wizards, Howard played just 9 games due to injuries, but still averaged over 12 points and 9 rebounds a game. After returning to the Lakers as a free agent in the summer of 2019, Howard accepted a role off the bench and showed a noticeable increase in maturity, averaging career-lows across the board but serving as a meaningful component for the team that won the 2020 Finals.
* Dwight Howard of the Orlando Magic harmed his back prior to the playoffs.

* "Dwight" in 1945, and was elected President of the United States in late 1952.
* Dwight McCarthy from "The Big Fat Kill" combines the badass longcoat with
* Dwight McCarthy from the story "A Dame To Kill For". While healing from severe gunshot wounds and on the run from the cops, he had to convince the girls of Old Town to help him out. In a later story called "Family Values", he politely manipulates a crime family into ruin.
* Dwight McCarthy would also qualify — the woman in question is someone who burned him in the past, but when it turns out she's in danger, Dwight rushes in to save her. Dwight's adherence to this trope is lampshaded by his lover Gail.
* Dwight Schrute becomes the civilian equivalent whenever he is given even the slightest amount of authority.
* Dwight Schrute — Easily distracted on random topics and turns minor issues into
* Dwight Schrute's bobble head figure of himself can be bought as well as bobble heads of the whole main cast.
* Dwight Schultz and told her how big a fan he was of the show and her part in it. She had a word with the writers, resulting in Reg Barclay.
* Dwight Schultz is how blank the scripts would often be. This is because Dwight usually came up with the crazy Murdock stuff on his own since the writers sucked at portraying him right until the later seasons.
* Dwight's cousin Mose barely speaks, appears to have the mental age of a child, and just generally does weird things randomly for no apparent reason, like painting a room in the dark or stripping out and hiding all the wires in his and Dwight's home.
* Dwight Tilghman is a prison guard who routinely brutalizes Wee-Bey Brice because Wee-Bey killed a cousin of his. Avon Barksdale and Stringer Bell find out that Tilghman runs a side business of smuggling heroin into the prison. Stringer arranges for Tilghman's supplier to give him a tainted batch, and when several inmates are killed by the deadly drugs, an investigation is launched with the warden realizing that they'll need to promise reduced sentences to get potential cooperators willing to implicate the culprits.
* Dwight was shot in the face with what appeared to be a glancing hit and while he needed immediate medical attention, he remained conscious and survived with a little surgery.
* Dwight Yoakam" are also very popular despite only getting to #35 and #12 respectively; the latter is also his highest Hot 100 showing at #64.
* Dwight Yoakam as a guest artist. Owens was actually the first to record the song in 1973.
* Dwight Yoakam on "Streets of Bakersfield", that he began to record in his classic styles and made vintage Buck Owens music.
* Dwindling Party: Many slashers begin with a group of six to 10 teen-agers or young college students, often representing a cross section of interests and so forth. One by one, the antagonist (often a deeply troubled individual, but just as often someone who is pure evil) will kill off the kids in the most brutal way possible. Usually, only or two will survive in the end ... sometimes to help defeat the bad guy (usually by luring the villain into one of his own traps or by holding him off long enough for the hero to arrive), other times just leave to feel fortunate to survive. More than once, it is the villain who reigns supreme in the end by killing the last remaining opponent, often in a one-sided fight that ends with the most brutal, elaborate death.
* Dwindling Party: The group of survivors is getting smaller and smaller.
* DW is desperate to be told a secret, any secret, which she then tells other people — because what's the point of knowing a secret if you don't tell? She eventually learns
* DWM pointed out that in their top 200 stories poll of 2009 it was the 30th rated story of the 60s at 139 overall, but in 2014 it was the 10th rated and at 56.
* DWTerminator accusations from fans of the games he posts negative reviews of.
* DX-Ball 2 without hitting a destructible block, all indestructible blocks on the field are changed into destructible blocks (since this is usually caused by

indestructible blocks being a huge pain in the ass and keeping you from making the shot.)
* DX run, the anti-villain in his crusade against Hulk Hogan, and the retired/disinterested version during his various retirements and sabbaticals.
* DX's. On the other hand, it was this sort of attitude that lead to the simulated necrophilia of the Katie Vick angle, almost universally considered the low point of the company's writing.
* Dyatlov Pass incident arguing that premise. After the Soviet Union fell, analysis of their archives revealed that the government was as confused and disturbed by the events at Dyatlov pass as everybody else.
* Dyatlov Pass incident was an event in which nine Russian hikers died in the northern Ural Mountains between 1st and 2nd February 1959, under uncertain circumstances.
* Dyatlov Pass incident was Yuri Yudin, as he turned back due to illness.
* Dyedovshchina, meaning "Reign of the Granddads," in which senior conscripts severely haze the new recruits, ranging from simply doing extra chores to rape. It is unofficial, and leads to much trauma and even deaths of some recruits, mostly from suicide but outright murders aren't unheard of.
* Dye Hard: A person whose dyed hair is part of their characterization.
* Dye Hard: Hair-dying became extremely popular during the decade. Trends included ombre hair, "galaxy" hair, and "mermaid" hair.
* Dye Hard to rule the Earth. When he's about to repeat what Harley just said, Gordon points out Harley already said what he's going to do, angering him.
* Dyeing for Your Art: Actor dyes or shaves their hair in order to play the role.
* Dyeing for Your Art: An actor has their hair dyed or shaved so they can play a character who has a different hair color or lacks hair.
* Dye or Die: Where a secret agent has to dye his or her hair to avoid detection.
* Dye was relegated to women, who wore a Stola if married and a Chiton if single. Even then these were poor and the colors faded to pastels quickly.
* Dying Alone: It's sad that this person won't have anyone around to mourn their demise.
* Dying Alone: Someone dies without the presence of friends, family, or anyone else who personally cares about them to give them final comforts.
* dying and coming back as a Prinny takes a lot out of you. On the other hand he does have all of the abilities he previously had, as well as Pringer Beam, and like any character he can be built back up to his old level.
* Dying as Yourself: A person dies shortly after being freed of the corruption that took over them.
* Dying as Yourself: Someone dies after being freed of the corruption that took over them.
* Dying Breed a character winds up caught in more than one of these devices (including one around his head).
* Dying Breed. As you can expect, this is played for all the horror it's worth.
* Dying Breed: When Rebecca puts her hand up to Rowan's face, he bites off two of her fingers.
* Dying Clue. That said,anyone with a basic knowledge of the Latin alphabet could still easily figure it out.
* Dying Curse: A person's last words is to vow that harm will befall the people they loathe.
* Dying Curse from a minigod that was slain by a shark hero centuries ago, they are plagued by accidents that leaves them with scars until they finally die. They were forced to hide in a cavern system to minimize the danger to themselves and the prophecy is currently the only way to save them.
* Dying Curse: In the rare cases where the victim not only wishes, but makes good on their spiteful last words.
* Dying Curse, she prays to the gods that Aeneas' mission may fail, and that the Carthaginians may forever be enemies to the descendants of Aeneas' Trojans and may one day avenge her. While part of the curse comes true, it ultimately fails.
* dying curse. "The Shakespeare Code" tried to spin it as magic really being a

special kind of applied science, but basically, a lot of the science is magic.
* Dying Deal Upgrade: A dying character is given new powers and allowed to continue living in exchange for servitude.
* Dying Declaration of Hate: A character confesses their hatred of the person near them as they die.
* Dying Declaration of Hate: A character dies admitting that they never liked a person.
* Dying Declaration of Hate: A character tells someone they hated them before dying.
* Dying Declaration of Hate: Before I die... I just want to tell you something... I hate your fucking guts.
* Dying Declaration of Love: A character confesses their love to someone as they die.
* Dying Declaration of Love: A character declares their love to someone as they're dying.
* Dying Declaration of Love: A character dies while confessing their love for a person.
* Dying Declaration of Love: A character dying uses their last breath to confess their love for someone after never telling them about it before.
* Dying Declaration of Love: Confessing your love for somebody when you're dying.
* Dying Declaration of Love—A character declares/confesses their love for another on either party's deathbed.
* Dying Declaration of Love: Someone tragically dies as they confess their love for a person.
* Dying Dream. Again, the sequel Josses this, but for the reasons listed above, not all fans accept it as canon.
* Dying Dream: It's revealed that the story's events were all a hallucination the protagonist is experiencing as they die.
* Dying Dream: It's revealed that the story's events were all being hallucinated by the protagonist as they die.
* Dying Dream: It turns out the entire story was just a hallucination the protagonist is experiencing as they're dying.
* Dying Dream? Or is it just a tale of a wanderer, in a far-off land, trying to do the best he can?
* Dying Dream over the years — the early seasons were more grounded in somewhat realistic plots, but as Homer's mind falls away further and further, increasingly bizarre events begin to occur.
* Dying Earth are hired to deliver a "package", which turns out to be a body wrapped up in a carpet. They later discover that the body is actually still alive but drugged.
* Dying Earth books take place so far in the future that the sun is on the verge of going cold. Yet if humans look any different from the way they do now, the changes aren't noted.
* Dying Earth featured "oasts", huge humanlike primates whose riders sat on their shoulders. On at least one occasion, the hero Guyal was chased by a mounted troop on these creepy things.
* Dying Earth has the Twk-Men, who ride insects and exchange information for tiny measures of salt.
* Dying Earth living in squalor, but are so eager to savor this trope's illusions that they slave away for decades provisioning the village, merely for the promised opportunity to inherit a deceased resident's eye-cusps.
* Dying Earth: One story references Sadal Suud (from Sadalsuud, now more commonly known as Beta Aquarii).
* Dying Earth RPG. The Silver Desert has large scorpions (among other hazards).
* Dying Earth series, the character Iucounu the "Laughing Magician" perpetually supports one of these providing a clue that his sense of humor is not exactly benevolent.
* Dying Earth: Spellbooks left behind by Phandaal, last of Earth's legitimately-great sorcerers, are bound in purple.

* Dying Earth stories, Rhialto the Marvellous is a mighty wizard and in one of his tales, he and his fellow wizards are running low on IOUN stones (these artifacts can only found near black holes). So they travel to the edges of the universe to collect more.
* Dying Earth. The planet of Merchdilan is entirely devoted to business/commerce and entirely covered by city.
* Dying Earth. The River Skaters use ice skates to carry messages along the frozen Scaum River during winter.
* Dying Embers: Amadahy Love has raised her brothers and cousin for the past seven years.
* Dying enemies either turn into crystals or drop an equipment box if they've been dead long enough. In cutscenes, bodies will hang around long after they should have changed into the aforementioned items.
* dying in a volcanic eruption, and they find that death feels surprisingly familiar...
* Dying in battle was a family tradition for Lieutenant Dan Taylor in
* Dying Inside can read other people's minds, and he is unable to function in society because of it.
* Dying in single player may prompt the post-mission report to say "What color shirt were you wearing?"
* dying in weird ways, there's also the non-dying way to end the game by having your character just walk off the game map by the same path they took to get in, never to return. It's definitely the easiest way to avoid actually dying, aside from the fact that the backstory implies the forces of Chaos will then probably consume the world. (Unless, of course, you already stopped them, because you also leave that way to win in the normal ending.)
* Dying Light, and other characters reference the infected as zombies, as well. For the most part, though, people turned by the Harran virus are referred to by more specific names depending on their individual traits (like Biters, Volatiles, etc.)
* Dying Light, hero Kyle Crane uses trash piles to break his fall. At one point he wonders if he'll ever land on one full of rusty knives.
* Dying Light onto bags of garbage below. The teacher Rahim demonstrates...then complains about he leg after landing. His and Crane's dialogue afterwards:
* Dying Light prevent use of the Hookshot because Crane is suffering from seizures and simply doesn't have the stamina and motor control necessary to properly use it.
* Dying Light. Suffice to say, the endings hurt many potential players' desire to play the DLC, or even the original game, for that matter.
* Dying Light title alludes to, the game makes it a plot point to seek cover at night, because that's when seriously nasty creatures come out. Eventually, the game tasks you with quests where you need to venture out at night, knowing full well that you'll have to encounter them.
* Dying Moment of Awesome: A character ends up dying, but makes sure they go out doing something cool.
* Dying Moment of Awesome: A character ensures that they die doing something cool.
* Dying Moment of Awesome, believing that dying in such a manner is the only way he'll be truly remembered.
* dying of exhaustion and exposure Queen Hilda, the true caretaker, and release her from Poseidon's thrall so Saori passes the task back to her.
* Dying of the Light, Clarabelle makes up a story about a mage who fought a warlock after losing all his limbs - making him a master of "unarmed combat".
* "Dying of the Light" contacts Giles when she discovers that head Watcher Quentin Travers has betrayed Sunnydale to the demons of the Hellmouth.
* Dying of the Light, while women eventually became community breeders, kept in the securest parts of caves to avoid the plague. After a few generations, it congealed into a rather misogynistic society.
* dying of thirst or exposure before being found when people finally return and notice a smell, or sometimes aren't discovered at all until the building undergoes maintenance or is demolished.
* dying? Osborn claimed she saw it as "the performance of a lifetime," but you'd

think such an apparent maestro would want (and be able to qualify for) an actual acting role, not impersonating some random old lady unknown outside of her own family. Fourth, where and how did Norman find this absolute savant? Fifth, if Norman wanted to emotionally torture Peter by making him think his surrogate mom died, why not just kill her? The books never provided any answers, and just moved on from there without addressing it any further.
* Dying Race, and if that means manipulating millions of non-Eldar to their deaths to save one Eldar, then so be it. Farseers have the added edge of precognition to make manipulation easier.
* Dying Race, and so conscription is necessary to allow the tiny elven population to maintain a decent standing army. Spearmen, Archers, Lothern Sea Guard and bolt thrower operators are conscripts.
* Dying Smirk: A person who is about to die scoffs and smirks, grins, smiles spitefully or laughs ironically, showing off to their opponents that they still have the upper hand somehow.
* dying to ask me?" practically daring Clodagh to demand whether Kanchi is his lover. She refuses to ask, so the viewer never finds out either way.
* Dying to Be Replaced: A character is killed off so someone else can take their place.
* Dying to Live in Palm Beach accidentally took and used her wealthier friend's credit card, then began to do it deliberately until her friend mentioned her kids got her a bookkeeper. She poisons that friend, realizes she likes having money, arranges an overdose for another friend after abusing her card, and shoves a third off a boat when she catches her in the act.
* Dying to Please is a covert bodyguard as well as butler for her elderly boss.
* Dying to the final boss via collision damage gives you this mocking message:
* Dying Town: A town or city whose reason for existence disappeared a long time ago and left behind those who couldn't get out; when you have a lot of poor, desperate people in the same place, some of them will inevitably turn to crime, and that same desperation will also bring plenty of other social problems.
* Dying Town full of urban deprivation and violence caused by the massive unemployment epidemic in 1980s Britain, but several of the lyrics do touch upon a sense of empty and deserted post-apocalyptic doom ("This town's becomin' like a ghost town/all the clubs are being closed down...")
* Dying Town: Having lost its reason to exist, the town is largely shuttered and abandoned, home to only those who couldn't move elsewhere.
* Dying Truce: Enemies decide to stop fighting when one of them is near death.
* dying Vader admits to Luke that he was lying to himself all along and that Anakin Skywalker was still in there somewhere.
* Dying Will Flames. Because of this, all important groups of people also come in sets of seven.
* dying wish is for Giselle to find someone else and live a happy life
* Dying Young where a nurse falls for a man with leukemia whom she's supposed to be treating.
* Dykes to Watch Out For and humoured in her 'harmless delusion' that she creates the strip.
* Dykes to Watch Out For: Bechdel sometimes indulges in this. Take these examples using the letter "P":
* Dykes to Watch Out For by taking pictures of herself in costume to use as source images, which she then based her illustrations off of.
* Dykes to Watch Out For, Clarice and Toni (African American and Latina, respectively) are looking to buy a house in the suburbs (much to Clarice's chagrin). They bring their son Raffi (Toni's biological son) to check out a particular neighborhood, and while having lunch at a park a woman comes up to Clarice asking her if she's one of the new nannies in the neighborhood. Clarice of course is quite offended, and tells her off for assuming that just because she's black she must be hired help, while the woman tries to explain that she assumed so only because "he's obviously not yours".
* Dykes to Watch Out For contains lots of background goodies, such as a sign

reading "Try our gluten-free, lactose-free, low-fat white pizza!"
* Dykes to Watch Out For difficult to image the Mo we know now singing like that.
* Dykes to Watch Out For feels much the same as an extensive archive binge, and as it was produced between the late 80s and late 00s it is no small binge to engage in.
* Dykes to Watch Out For for Emma, and eventually enters into an uneasy triad relationship with her, but eventually tires of playing second fiddle to Emma's primary partner Dorothy.
* Dykes to Watch Out For, for example, used the word and it's censored out of syndicated reruns.
* Dykes to Watch Out For, Ginger dates a video artist who enjoys making these particular kinds of videos of their encounters. Naturally, Ginger's housemates Sparrow and Lois discover one of the tapes and give her a good ribbing about it.
* Dykes to Watch Out For in a polyamorous relationship already—her work is her primary relationship, while Mo is 'the other woman'. This also happens with Clarice and Toni, with Clarice's job as a lawyer almost immediately put a strain on the relationship.
* Dykes to Watch Out For. Initially Toni and Clarice had the happiest relationship (and marriage), while protagonist Mo and girlfriend Harriet could barely reconcile. A decade later, though, Toni's and Clarice's marriage declined due to the latter's workaholic tendacies, while Mo entered a relationship with Dr. Sydney and the two formed a fulfilling dynamic up to the strip's current day.
* Dykes to Watch Out For is about lesbian romance, mixed with drama and political commentary.
* Dykes to Watch Out For is distinguished by slapping a female characteristic (lips, long hair, the proverbial bow) on the male default. She also discusses how she was initially unable to draw women and only drew men — and was finally able to draw women only by thinking of them as lesbians and drawing them rather androgynously.
* Dykes to Watch Out For, Mo's friends stage a political "intervention" for her — they bury her in sand, then force her to listen to Lois live from the RNC protests, telling her not to vote for Nader again.
* Dykes to Watch Out For partner cowers under a blanket: "Don't let it get my beer can collection!"
* Dykes to Watch Out For (queer ensemble cast, lesbian main characters)
* Dykes to Watch Out For: Sparrow, described by the author as "the most cartoony of my characters," started as a fairly one-dimensional therapy-head and New Ager; she later came out as bisexual, had a child, became an atheist, and developed a grumpy side to her
* Dykes to Watch Out For: The Indelible Alison Bechdel included a strip called "Guys to Watch Out For" which showed each character's Spear Counterpart. In particular, Mo is being inaugurated as president of the United States.
* Dykes to Watch Out For where Mo is having cybersex with her girlfriend in the bookshop she works in. Then all the employees walk in while she's busy. They seem surprised the Martha Stuart fantasy turns her on. Then her employer walks in and everything just gets better for Mo as she realises her fly is still undone.
* Dylan and Brenda. S2: Dylan —> Brenda then Brenda —> Dylan. S3/4: Brenda —> Dylan.
* Dylan and Ochs both followed the footsteps of Woody Guthrie, who wrote songs like this; "Pretty Boy Floyd" and "Deportee (Plane Wreck at Los Gatos)" are probably the most famous.
* Dylan Andrews learns of the planet-destroying power the Blues and Reds' time machine-laser drill has.
* Dylan appears to be around Max's and Fang's age, but really nine months old.
* Dylan Bruno, guest starred in episodes of "Chinese Box" and "Jacked" as Tim King.
* Dylan Carlson holds one note on the guitar for over 30 minutes on the track Like Gold And Faceted.
* Dylan Dog, a penniless nightmare investigator ("L'indagatore dell'incubo") who defies the whole preceding horror tradition with a vein of surrealism and an anti-

bourgeois rhetoric.
* Dylan Dog comic, Dylan's sidekick Groucho is repeatedly trying trying to tell a joke about three men about to be executed (the guillotine blade keeps stopping just above their necks, so the first two are pardoned due to an Act of God, but the third man announces that he's figured out where the fault is) to a nice old lady who is an unwitting friend and companion of the evil witch, but is constantly interrupted before he can get to the punchline. After the witch is defeated, they later sit down for some tea, and Groucho finishes the joke. She doesn't get it. And then she decides to kill them all, monstering out and revealing herself to be considerably more powerful than her late friend despite acting like a dimwitted old granny the whole time.
* Dylan Dog desperate to have it back before the guy who he was supposed to sell the artifact to lost his patience.
* Dylan Dog) says. He actually used it to save a life once: as Bloch lay in a coma after being shot with the doctors not expecting him to get through the night, Groucho arrived to his side and unleashed lame pun after lame pun until Bloch woke up screaming that someone dragged him away.
* Dylan Dog that go around killing random citizens in creatively gruesome ways, which include violent mutilations, hanging, decapitation, skinning, melting and disembowelment.
* Dylan Dog, throwing himself from a palace had him bounce back where he jumped from, etc.).
* Dylan Dog will unleash them at a moment's notice — or even without notice. He has saved the day more than once with his puns, and brought Bloch out of a coma by telling him puns until he woke up just to scream somebody took him away.
* Dylan is sitting (uncomfortably) on the couch with Phil, waiting for Haley, watching baseball. Phil makes a comment about one of the players being "stuck at second base, and thinking about trying to steal third, which is just a terrible idea" then turns to him and asks how things are going with Haley. Phil may or may not have even realized the double entendre, but Claire, in the background, seems pleased to see Dylan squirm awkwardly.
* Dylan Moran does a brilliant routine in his 'Monster' DVD about how people use stupid euphemisms which there's no hope of guessing, where he enacts this conversation:
* Dylan Moran mentions this trope in one of his acts. He says "hotel rooms are the most corrupting places in the world. Where else do you start stealing everything that's not fixed down within minutes of arriving?"
* Dylan Moran once gave a summary of the consistency of a particular wine as follows: "Moccasins... denture fixture fluid... it's extraordinary. Lovely for when you're being chased by the Stasi. In a railway tunnel. Going to meet The Monk."
* Dylan Moran once quipped about his disappointment in the corporal punishment laws, saying how that there are only so many ways you can say things to a child before going over to "have an encounter."
* Dylann Roof, the 2015 Charleston, South Carolina church shooter, attempted this in 2016 and was quickly found guilty of nine counts of murder.
* Dyna Blade, the giant armor-covered god-bird, is completely CGI in all of her appearances. She is also rendered more realistically than the rest of the CGI, with gradual shading, more muted colors and highlights. Though a bit jarring seeing her with the other CGI and hand-drawn imagery, it does lend her an otherworldly feel.
* Dynaheir (who is also from Rashemen) and Edwin (from neighboring Thay) are also varying degrees of fake Russian, although Dynaheir edges close to
* Dynamic Character: A character who becomes more layered as the story progresses.
* Dynamic Difficulty, a game can be designed to be enjoyable but still challenging at any skill level.
* Dynamic Entry. And their fear probably would have been justified if Ace wasn't his brother.
* Dynamic Entry: A previously unseen character appears via attacking an enemy in a showy fashion.
* Dynamic Entry as these characters will either go in as fast as possible to save

their fallen comrade or blindside them to take advantage.
* Dynamic Entry in the Season Five finale by knocking Glory the Hellgod through a brick wall. With a wrecking ball.
* Dynamic Entry into the cells where Rukia is held is assisted by a giant winged device that is ONLY useful in the Seireitei. A giant wing comes from nowhere while Ichigo radiates his badass aura, to the surprise of two captains, before discarding it and landing next to Rukia.
* Dynamic Entry sequence, but Ethan's dropped his laser cutter so has to smash his way through the partly-cut window. It won't break, so he has to swing outwards (hanging by his one remaining glove) and kick his way through.
* Dynamic Entry wearing a sweater (the megalodon, not the Commander), it's reasonable to guess his team did.
* "Dynamics of a Point" and immediately regrets it. She apologizes with her first kiss to him, and he can only stare at her, shocked that she's furious with him one moment and then kissing him the next.
* Dynamis demons. Same as above, it's not stated whether they're actually from hell, though.
* Dynamis is a dream world originally created by the avatar Diabolos to escape the Emptiness, other beings began to be pulled in, and turned it into a Beastmen-dominated version of Vana'diel. The area itself is warped enough that aside from temporary visits by players (even then, they need spiritual assistance to get in), if you get stuck in there, it's for
* Dynamite Comics and Purgatori). It's also something of a "crossover" on a meta level, being written by a supergroup of the industry's most popular female writers. The publisher did not bag the rights to Lady Death, however, and so introduced its very own Bad Girl as a stand-in: Lady Hel.
* Dynamite Comics comic published at the same time used him too, a fact that Mona wasn't aware at start of his own series.
* Dynamite Dux downplays this, as three of the stages are based on Japan, Texas, and Chicago.
* Dynamite Dux has several of these in the Texas level, each showing a cat-looking thing.
* dynamite fishing. Woody adds dental adhesive to the dynamite to cause it to stick to Rottweiler's hand, blowing the latter up.
* Dynamite Headdy dies with a rather high-pitched explosion. The bosses make huge explosions with lots of bouncing debris when you beat them. Collect enough of the debris, and you get a continue. Sure, why not?
* Dynamite Headdy has a beam attack that takes up nearly the entire screen.
* Dynamite Headdy has a Bonus Boss called "The Money" that is unlockable with a password you get by beating the bonus game four times.
* Dynamite Headdy has the Vacuum Head which allows Headdy to suck up any enemy on screen.
* Dynamite Headdy, one of the heads that can be obtained is a giant vacuum that eats all the on-screen enemies.
* Dynamite Headdy the normal (though not very normal) platforming is replaced with a flying shoot'em up for one level.
* Dynamite Headdy: The Puppeteer boss is a clown puppet. While all the characters are puppets, this character looks particularly robotic because he has a propeller where his waist and legs should be.
* Dynamite Headdy when he dies and it gets replaced with a game over sign.
* Dynamite Headdy. Wooden Dresser, a giant wooden mannequin, is a boss character who uses costumes that give her various powers to try and kill Headdy.
* Dynamite Kid: Finished out his career in Japan, with his final match taking place in 1996.
* "Dynamite Mine" by Murder By Death (the band), also about the occupational hazards of being a coal miner who pissed someone off in the past.
* dynamite, taking about 80% of the town and at least 500 lives with it.
* Dynamite. They all have UK-exclusive songs that were supposed to be part of the actual album.

* Dynamite Tommy had issues with the Japanese equivalent of the IRS. (Komuro and Kisaki were both found guilty, with Komuro even serving a short prison sentence, while Dynamite Tommy was found not guilty and released post arrest, and Gackt's case is still under investigation...)
* Dynamite Warrior is a Thai movie about cowboys (well, buffalo traders and buffalo thieves, technically) who either have extraordinary Muay Thai skills, have magical powers, or (in the case of the titular character, the protagonist) fight using primitive rockets. In one scene two characters escape pursuit by using some of the rockets to propel their cart away from the people chasing them.
* Dynamix in the body of a death-dealing terror machine, and you pretty much have pLaGUe-DoG.
* Dynamix, which is a good way to bring down a HERC (and much less damaging to the tanks).
* Dynamo5. According to Chrysalis, Captain Dynamo/William Warner was close to Cynthia and told her that flying with her was one of the happiest times of his life. Cynthia outright questions if Dynamo 5 is worthy of inheriting their father's name and points out that she was the one he raised.
* Dynamo5. According to Scatterbrain (Gage Reinhart), the supervillain Chrysalis is afraid that her looks are fading and she can't attract men anymore. He said that she is jealous of her daughter Cynthia because of her looks and that she probably can better attract men. However, it appears that Chrysalis does not let her jealousy affect her relationship with her daughter, and they appear to be close.
* Dynamo5, a government agent pulls this on the main characters, without telling them, leading them to believe he's turned evil.
* Dynamo5. Captain Dynamo had an affair with one of his enemies, a supervillain named Chrysalis, and had a daughter with her, who he helped raise. While Chrysalis herself said that they were in love, that did not stop her and her daughter from taking advantage of his death to impersonate him to increase their power base. Ultimately, Chrysalis, an amoral and ruthless criminal who is willing to murder anyone in her way, only escapes justice because of her affair with Captain Dynamo.
* Dynamo5: Captain Dynamo, the world's greatest hero, did not die heroically in some battle or while saving the world. He died in bed, poisoned by the woman he was sleeping with. His body was left with his superhero costumes so people could identify him. Luckily for Captain Dynamo, details of his death were kept a secret from the public.
* Dynamo5: Chrysalis was never caught by Captain Dynamo because of their affair before the series, though he did try to stop her crimes. In the series, after her plan with her daughter to take advantage of Captain Dynamo's death to impersonate him to increase their power base failed, she and her daughter were captured. She was finally sent to jail and separated from her daughter, who had the memory of her mother wiped from her mind.
* Dynamo5 features the G.D.A. (Global Defence Agency) which is responsible for protecting the Earth from superhuman and extraterrestrial threats, and has at least one superhero team on its payroll. They don't get on too well.
* Dynamo5: In Dynamo 5 #17, when Scatterbrain enters Maddie Warner’s unconscious as she lies comatose, it is revealed that she tends to accept a disproportionate amount of responsibility for various unfortunate events in her life and harbors guilt over those incidents. Be it when a supervillain escapes, when Captain Dynamo is unable to save people's lives, or her personal relationships fail, like when her relationship with her former fiance Tom falls apart because of her secret life and the fact that she could not tell him she was an agent of F.L.A.G., a U.S. government organization that deals with threats posed by superhuman beings, though she used the cover of an award-winning investigative journalist. Or when her marriage to Captain Dynamo/William Warner became strained because of his Dynamo's career as a costumed crimefighter often kept him away from home for extended periods of time, and, unknown to her, Dynamo's absences were partially due to the numerous extramarital affairs that he had. It was by Scatterbrain's convincing Warner of her need to move beyond her guilt that he was able to bring her out of the coma.

* Dynamo5 In public, Captain Dynamo/William Warner boasted a public image as the greatest superhero in the world. In private, he was a habitual womanizer who cheated on his wife Maddie and fathered numerous children, even when it compromised his crime-fighting duties.
* Dynamo5. The more we learn about Captain Dynamo/William Warner, one of the world greatest heroes, the more despicable he appears to be. It is revealed in the series that he was a habitual womanizer who cheated on his wife, Maddie Warner, even when it compromised his crime-fighting duties. He also was not above using his shape shifting power to impersonate married women's husbands in order to sleep with them. He had an affair with one of his enemies, a supervillain named Chrysalis, and had a daughter with her named Cynthia, and led a second life to help raise her. The worst thing he did was when he fathered a child with an alien woman that he had met in outer space, after coming to the aid of her malfunctioning starship. When the mother gives him the child because she can't raise him herself, he leaves the infant at a F.L.A.G. research facility, where the child grows up without parents. When one of the scientists bonds with the child and begs Captain Dynamo to free him, Captain Dynamo refuses. However, his wife Maddie Warner and best friend Augie Ford still very much respect his memory and miss him, despite learning about his faults. It is implied that Captain Dynamo/William Warner truly did love his wife Maddie Warner and his best friend Augie Ford and aside from the cheating and womanizing, he took his crime-fighting duties as protector of Tower City seriously.
* Dynamo5. While Gage shows signs of this in the first issue, he's actually a nice enough guy, and is the first of the five siblings to start bonding with another, namely Hector, the geeky one in the group. In issue 2, they talk about girls while doing surveillance, and later Gage is very supportive of Hector's performance in the fight against Whiptail.
* Dynamo5, while Scatterbrain has sheer size on his side (he's a star football player.)
* Dynamo has the Shadow States which seem to resemble more normal cities (particularly the non-Shadow State city of Shade) but built upside down and lit up red. On top of that, most of its denizens look like silhouettes, sometimes with glowing red eyes.
* Dynamo Joe had Data Com One, a paraplegic whose brain was linked to a military computer, making him a brilliant strategist.
* Dynamo Joe which to that point have been believed to be mindless killing machines, and they are revealed to be fleeing in panic from an unknown enemy. The story ends with the allied civilizations of the galaxy, now including the Mellenares, preparing for the arrival of the new enemies.
* Dynamos (Photovoltaic cells and Thermoelectric generators being exceptions)
* Dyna's husband Gareth, who operated under the superhero name Big Kahuna in the 1990's, "
* Dynastic: The above factor oftentimes led to dynasties of executioners, since no one would give them relatives to marry and their children were often banned from doing other work, or training.
* Dynasty (1981). Apparently, the show's producers and writers were unaware that Moldavia was a real region and a historical country (not to mention that the real Moldavia isn't a monarchy).
* Dynasty (1981). A scenic catfight even happened on a lily pond, which is close to a pool as anyone can get.
* Dynasty (1981) at the start of the third season and Jason Connery taking up the mantle.
* Dynasty (1981): In an early season three episode, Fallon meets Adam at a bar and after some flirting, the two kiss. The following day, Alexis (Fallon's mother) informs her and Adam that they are siblings. Their relationship doesn't get any better from there.
* Dynasty (1981), including a famous one where Alexis and Krystle fighting in the mansion pond.
* Dynasty (1981), was probably one of the most notable early examples. He was depicted as being every bit as traditionally masculine as any of the other men on

the show, up to and including getting into fights with more than a few of them.
* Dynasty (2017), rich Fallon has been having an on/off affair with Michael, the family's limo driver. On Thanksgiving, she tracks down Michael to a soup kitchen where he's helping his parents serve dinner to homeless people. Fallon soon realizes Michael's family believes that he's a Vice-President at the Carrington's company. Michaels confesses to Fallon that his parents sacrificed so much to get him through college and he doesn't have the heart to tell them he's just a chauffeur. In a rare show of selflessness, Fallon talks of how great a worker for the company Michael is to keep his family proud.
* Dynasty (2017), they also net Fallon's step-mother Cristal so the two women bitch at each other constantly.
* Dynasty albums were played by Anton Fig, best known as the drummer for David Letterman's house band.
* Dynasty moved from Wednesdays to Fridays midway through its first season, where it remains since. The show was renewed for a fourth season in January 2020.
* Dynasty Warhammer 40k... The world might not be able to handle so much ham.
* Dynasty Warriors 2 around him, and it'd still take 6 minutes to finish him off. No surprise Koei dropped this like a bad habit.
* Dynasty Warriors 6 the general himelf, and then immediately find yourself getting slapped around by his elite goons.
* Dynasty Warriors 7 introduced the new character Deng Ai, who uses what can only be described as a drill lance as his primary weapon.
* Dynasty Warriors 8 who, except in specific missions where the entire point of the mission is to defeat him, is always immensely buffed to the point of effortlessly crushing everything in his way. While he does come after your forces in certain missions, if Diaochan is on the same map and the player defeats her, Lu Bu will become so enraged that he'll enter his buffed state if he isn't already and specifically target the player for the rest of the mission, which is frequently followed by a swift and horrific death at his hands unless you can play keep-away long enough to complete the mission.
* Dynasty Warriors 8: Xtreme Legends Complete Edition: Includes a new story, more modes and an extension of the Ambition mode.
* Dynasty Warriors also has the "Siege Spear" wielded by Xiahou Ba: a bizarre fusion of a spear and a rocket-propelled battering ram.
* Dynasty Warriors. Also notable in that, for someone who's not familiar with the original novel, the feats the characters in the games perform seem absolutely ridiculous, while reading the novel, you can tell that, yes, that's the way they were originally portrayed.
* Dynasty Warriors (and by extension, pretty much any warriors game) is hated to death by critics. While not necessarily as popular as some other examples, the series does sell well enough constantly to justify translating another game in the series.
* Dynasty Warriors and decided to take justice into his own hands once again.
* Dynasty Warriors and its subsequent releases turned this into an art form, adding over a hundred unlockable recolors for most of the cast, most of which reference different characters from across the Zelda franchise.
* Dynasty Warriors, and sometimes unlockable as a companion animal by the player character.
* Dynasty Warriors, and Yagyu Munenori who doesn't even have to draw his sword to kick your ass!
* Dynasty Warriors, as each character must play on one particular stage, completing a series of various tasks. This must also be done on the hard difficulty setting, which makes things even more challenging. Each weapon would give HUGE stat boosts to various different stats, which are different for every character. Also some of them added an element to the character's moveset. But, of course, that wasn't enough for Koei, so instead they decided in the Dynasty Warriors 3 Xtreme Legends update to add in fifth weapons! Same rule of obtaining them, but on a different stage, and this time you have to do it on the new VERY HARD DIFFICULTY! Good luck getting them all!

* Dynasty Warriors between all 4 on that team, and a backup condition, should the main objective of other matches not be met, is also this but with no limit. As with above, they all have an actual incentive to do it even when it's not the game mode, as you will score a little more honor if you've killed more mooks than your team.
* Dynasty Warriors character's infinite dash attack to wail at the gate without worry of falling until it breaks.
* Dynasty Warriors depicting events during the end of Eastern Han Dynasty (189-220 AD) and Three Kingdoms period in ancient China (220-280 AD).
* Dynasty Warriors during Shu's story mode. At the battle of Yi Ling, Liu Bei tries to take on the entire Wu army by himself to get revenge for his fallen sworn brothers. Zhao Yun, who had pleaded with him to fall back, finally stops him with an elbow to the stomach, which knocks him out, leaving him to be carried away from the battlefield by some allied troops.
* Dynasty Warriors entry, the Three Kingdoms era had many, though several famous figures are either overhyped or flatout misrepresented in fiction. Notably, Zhuge Liang was a pretty terrible commander and strategist. His two military achievements are having an army surrender to him after his two flank commanders defeated most of it already and "capturing" two counties Cao Cao had purposefully depopulated in order to create a buffer of dead land to make invasions from Hanzhong more difficult to launch and to make a success. He also engaged in harmful cronyism, favouring his political allies over genuinely skilled commanders like Wei Yan.
* Dynasty Warriors features Hypothetical routes in its story campaigns, in which any captains working for the Kingdom you're playing as avoid their historical deaths.
* Dynasty Warriors, fifth weapons are obtained by playing each character's Legend Mode on Very Hard and getting the best rating.
* Dynasty Warriors first, enemy to be defeated in any game, and his defeat kicks off the conflict of the Three Kingdoms. As later games expand to cover more of the timeline of events, Yellow Turban leader Zhang Jiao becomes the earliest antagonist.
* Dynasty Warriors for not providing the necessary funding for a better advertisement campaign.
* Dynasty Warriors" for the aptly named "chain whip". An actual martial arts weapon, mainly used for self defense due to it's small folding size.
* Dynasty Warriors for the same reasons, namely, ensuring Shu's success while making himself out to be a cold-hearted bastard so Liu Bei seems all the more virtuous for it.
* Dynasty Warriors franchise from Koei Tecmo feature characters that wield a blade and firearm simultaneously.
* Dynasty Warriors franchise was successful enough to spawn quite a few spinoffs. The spinoffs basically just take the original mob hack'n'slash gameplay formula of Dynasty Warriors, and apply it to different settings and universes. Some of them are even licensed properties, such as anime, manga, or other video game franchises.
* Dynasty Warriors game except for Empires (which has different battlefield mechanics), defeating a general instantly causes his troops' morale to drop permanently to zero and any officers under his command to flee. So if you can get to the generals and put them down (without getting killed, of course), you can quickly swing the battle with a minimum of fighting. There are a number of tasks (particularly in 3) that are nearly impossible to accomplish any other way.
* Dynasty Warriors games are all about pulling off those ridiculous, over-the-top abilities most other games only have cutscenes for, to such a degree that when some of the games tried to make things more "realistic", the fans complained. However, if the plot calls for somebody to die, then they're going to die no matter what, even if they might otherwise have survived if you had full control.
* Dynasty Warriors games. His children are warriors in the service of Shu just like him, and he makes it a point to show them how proud he is of them, calling them the future of Shu.
* Dynasty Warriors games. Some characters receive a great boost in fighting ability if they are mounted.

* Dynasty Warriors games take this trope to its logical extreme — only the player's characters can actually score military victories. The various Redshirts on the field are just there to rack up your kill count; they mostly just mill around and certainly have no chance on their own against you.
* Dynasty Warriors: Green for Shu, Indigo for Wei, Red for Wu, Cyan for Jin.
* Dynasty Warriors: Gundam as one of these after it tries pulling the very same trick on Scirocco himself.
* Dynasty Warriors: Gundam explode dramatically and harm enemies. A single exploding suit can spread enough exploding limbs to damage two dozen other mobile suits. Firing a charged shot into a packed crowd is basically summoning an explosion on command.
* Dynasty Warriors: Gundam have a plotline which has shades of this, and their Special Combo dialogue explicitly references it:
* Dynasty Warriors: Gundam itself. In fact he mostly seems to have fun with it in series other with than the constricting corset.
* Dynasty Warriors: Gundam — The previous three games had Japanese and English voice tracks, with most of the original cast (in both languages) reprising their roles from their respective anime series.
* Dynasty Warriors: Gundam, picking up the speed boost power up will cause your mobile suit to leave ghostly echoes of itself for a couple of seconds when it starts to move again after coming to a full stop. Also, the 'escape boost' causes a brief afterimage of your suit to flicker in the place you used to be while, implying that the emergency boost got your suit out of trouble so quickly that enemies are attacking where you seemed to be.
* Dynasty Warriors: Gundam reaction to getting shot down in battle by the player.
* Dynasty Warriors: Gundam treats Mobile Armors like this: you have to strike them when and where they are vulnerable to do any damage at all. Thankfully the third game does away with this: in that Mobile Armors can be harmed at any time, but you do a lot more damage if you strike the weak points.
* Dynasty Warriors: Gundam who simply love fighting for its own sake. One random event has the two of them show up as a team in identical Musha Gundams, happily crowing about how awesome these weapons are.
* Dynasty Warriors: Gundam. Yet, in the end, Ple convinces him to do the "School of the Undefeated of the East" kata with her and Domon.
* Dynasty Warriors had this in spades for most of their games (although it's improving with each iteration) where any character with a cape or long hair would have those parts of the character model freeze in a static horizontal position when moving forward, as noted however they are getting better with this.
* Dynasty Warriors has a K.O. count instead of kill count. In Musou Mode, a general will live or die depending on if his character is needed, meaning that most generals will only die on the last level. Justified in that, because not every general uses a weapon capable of killing, from staves to the power of wind, it's easier just to tack "K.O." on the counter and the bladed weapon just wounded them badly or they suffered blood loss.
* Dynasty Warriors), has a number of strategist characters that has expanded into an ensemble as the series has gone on:
* Dynasty Warriors has a poison swamp that quickly drains your health.
* Dynasty Warriors has fans who take every opportunity to bash the Shu Kingdom for not really being as heroic as the early games made them out to be. This hate comes from people who read the actual history surrounding the Three Kingdoms Era and realized that Shu and their officers were bloody, violent, less than scrupulous people who got their fame boosted by the novel. Unfortunately, those same people miss the point that both Romance of the Three Kingdoms and, subsequently, Dynasty Warriors are NOT based off of the actual Chinese history, but rather the books themselves. It's not going to feature Sun Jian historically slay Hua Xiong, because in the NOVEL, it was Guan Yu.
* Dynasty Warriors has the horse the random soldiers use from time to time. Anyone can use em, and they move faster than walking, but they're scared of EVERYTHING!!! Wanna move across the battlefield? Better hope there are no troops in the way

whatsoever. Yes, even your own. Otherwise, you're better off walking.
* Dynasty Warriors however changed things up a bit, as before that everyone had more or less always used the same weapon.
* Dynasty Warriors, if you're fighting on the side of Wei and your character takes a beating, Cao Cao will berate you, all the while sounding concerned for your well being.
* Dynasty Warriors: If you see Lu Bu, run away. Players new to the series will doubtlessly be cut down as though they were a mook. He is the most powerful character in the series, and once he shows up, your only hope of survival is running away and completing the mission objective before he catches up.
* Dynasty Warriors in an attempt to stop Lu Bu, not that it does them any good.
* Dynasty Warriors in an original storyline); how well this is pulled off and how well it is received by the target audience varies from game to game.
* Dynasty warriors in general love to do this. The opening cutscene in just about every game is especially blatant, oftentimes showing characters doing things that you could not possibly hope to do. The
* Dynasty Warriors. Instead of chastising him for his treachery, he criticizes the rebellion itself.
* Dynasty Warriors: In the later games, jumping into a group of enemies from a high enough elevation (usually on horseback) results in an 'Ambush' situation, where the enemies are temporarily terrified (causing them to attack rarely, while also reducing their defense.)
* Dynasty Warriors is basically a militaristic semi-documentary of China's Three Kingdoms period. There's barely even any women mentioned in.
* Dynasty Warriors is probably the video game poster child for this trope.
* Dynasty Warriors. Lu Bu took part in these battles in the hope that he could find some amusement. He thought that Chibi had its interesting moments. But at Guandu, he thought that the armies of Cao Cao and Yuan Shao were nothing but pathetic worms squirming about. It also didn't concern him that Cao Cao, Yuan Shao and Sun Quan took offence to his intrusions.
* Dynasty Warriors, Lu Xun’s death cutscene has him say “I’m too young to die”.
* Dynasty Warriors, Meng Huo, fat king of the Nanman barbarian tribe, is married to a hot babe Zhu Rong, daughter of the god of fire.
* Dynasty Warriors of Shu's old military, Jiang Wei, who rallies various allies (including remnants of Wu's forces) in a bid to retake Shu.
* Dynasty Warriors, one of Sima Zhao's conquest stages has him being attacked by his brother Sima Shi because he ate one his meat buns.
* Dynasty Warriors Online any character can use any weapon, and all weapons have a description. The flute descriptions, Zhen Ji's preferred weapon is the flute, will throw out jokes about how completely over the top weapon designs are. This is not just targeted on the games own fandom, but rather anybody who thinks that weapons or items in media can be odd, and sometimes just miss the point. Dynasty Warriors is still a clear target for this, though.
* Dynasty Warriors Online. Given that all mooks on different sides are simply palette swaps of each other, but the custom outfits can also be. You can individually "dye" each item so that they change color, There are three different dyes that give you a unique color for each one. the Weapons also change color when you add an innate element to it. They will take on a basic color for the element, but other colors on more complex looking weapons will change to fit the theme of the main color (like gold might change to silver). You have ice (blue and silver), fire (red and gold), wind (green and silver), Lightning (yellow and bronze), vorpal (purple and bronze).
* Dynasty Warriors Online: item grinding is rarely ever an exercise in catharsis, but in DWO it's one of the most common ways to grind. start up a battle in an unoccupied area, maybe get a few friends so it doesn't drag on, and then start smashing faces in until you find all random drops for that battle. you have minimum risk of dying, and you have the freedom just to watch mooks scatter.
* Dynasty Warriors Online, there are 3 skills, only 2 in the English version, that

allow you to heal your party of allies, and the combat part is pretty much a given. One just heals party members, the other heals them as well as giving a buff, but weakens you in the process. The latter can have a stat build specifically for making full use of it to heal your party, making it one of the only times there is a specific "support roll" in the entire hack and slash game. The Japanese only skill will allow you to even distribute the effects of an item between your friends, so you can prepare to find healing items allowing you heal your party in the process.
* Dynasty Warriors Online). Those are the only weapons that you can get and build any growth from.
* Dynasty Warriors onward drags hit enemies with it, apparently chopping them squarely in the middle.
* Dynasty Warriors, played this to the extreme. Now we have Cao Pi/Mitsunari, Ling Tong/Okuni, Sun Shang Xiang/Inahime, Tachibana/XingCai, and so on and so forth. Also, Da Ji regularly hits on Sakon in the second game's Dream Mode levels. Guo Jia/Ina gets some shipping going on in the third game despite the fact that Ina is both canonically and historically married to Yukimura's brother.
* Dynasty Warriors series feature a variety of siege engines on stages focused on taking a fortress. They range from rams to siege towers to cannon.
* Dynasty Warriors series is constantly pushing for war against Wei. This ends up bringing about the end of Shu, since Wei is stronger and Jiang Wei suffers major defeats.
* Dynasty Warriors series is hated by reviewers. Even if they make what most people would consider major changes to the combat scheme, it will still get panned as more of the same. Dynasty Warriors is also unique in that this trope is subverted among its fanbase, or rather, that the fanbase has always held the opposite opinion to the reviewers on this issue. This was shown with the backlash when 6 tried to change things up, mostly because what they tried (Renbu) was not well implemented.
* Dynasty Warriors series of games especially cutscenes thanks to scripted deaths (beating the prior to the time you should, personally, just makes them run away and say a snarky comment or berate themselves), though sometimes accomplishing totally unrelated missions will allow you to dispatch a few of them early.
* Dynasty Warriors series of games portray Yuan Shu this way, especially when playing under the Wu storyline. Yuan Shu's decision to delay much-needed supplies to Sun Jian, fueled entirely by gall at the idea of the latter stealing the former's glory, threatens to unravel the coalition against Dong Zhuo.
* Dynasty Warriors series use this trope very heavily, except in a handful of cutscenes.
* Dynasty Warriors series will have flames flickering around them, denoting that they are a lot stronger than normal. Lu Bu typically fights you with this in effect at all times.
* Dynasty Warriors: Shu — Green, Wei — Blue, Wu — Red, Jin — Teal.
* Dynasty Warriors. Sima Yi in particular is an oddly heroic example, as despite appearing and behaving like an evil schemer in every way, he ultimately has good intentions (to finally put an end to the war of the Three Kingdoms) while his superiors are portrayed as incompetent fools who disgrace the Cao family name.
* Dynasty Warriors's Yuan Shao has one constant and defining character trait: his unerring belief that he's the best and most deserving to rule on account of his "noble" lineage (though not mentioned in the games' story, the preceding four generations of his family had served in at least one of the Han Empire's three highest posts), and declares everyone else outside of his army to be lowly peasants.
* Dynasty Warriors. The one Musou attack is the only time we see it and he's never shown with it otherwise.
* Dynasty Warriors: Wang Yi's armored leggings are really rather close-cut.
* Dynasty Warriors was a vast improvement over the previous installment (which was certainly a step back from the other games).
* Dynasty Warriors. Wei's Xiahou Shang is traded for Shu's Chen Shi. The two slowly

walk towards each other across an open field while observed by generals from both sides, but the moment one passes the other, both break out into a run for their own lines. That appears to be the cue that the prisoner exchange is over, as arrows start flying from both sides immediately afterwards. This curtly concludes the cease fire and leads directly to the battle itself.
* Dynasty Warriors when he first appeared in the story to fight Guan Yu. Although he is actually a year younger than Jia Xu. However, Jia Xu appears much earlier in the story and as such is depicted as being much younger looking.
* Dynasty Warriors, where Yuanji showed a lot more affection and loyalty to Zhao.
* Dynasty Warriors. While most fans will say it sucks, there are a significant number who actually enjoyed the game. Almost everyone agrees that the others are better, though.
* Dynasty Warriors (while still going on about ambition,) while Zhong Hui cites his own ambitions as his reason for backstabbing the Sima family and attempting to seize Wei for himself.
* Dynasty Warriors with feminine features in his face that you can only confirm this guy's gender by hearing his voice, which is surprisingly pretty high for a guy (but not that overexaggerated).
* Dynasty Warriors worshiped as a bona fide Goddess by her people. Oh, and there's the obligatory jungle-kini in which she wanders round, too.
* Dynasty Warriors, you can "rest" with your spouse, which levels you up.
* Dynasty was the one who got married to a stripper who's wearing Fallon's ring.
* Dynomite Deluxe has "Stomped" mode, where failing to clear all the eggs in time gets you flattened by an angry mama dinosaur.
* Dynomutt, Dog Wonder, announces that the odds are a million to one... in his favor. (And yes, the odds do hold up this time.)
* Dynomutt, Dog Wonder: Blue Falcon's best buddy, Dynomutt, the Dog Wonder.
* Dynomutt, Dog Wonder: Dynomutt's most commonly displayed ability is his telescoping limbs.
* Dynomutt, Dog Wonder episode "How Now, Lowbrow", Blue Falcon drops Lowbrow from the Falconcar into prison.
* Dynomutt, Dog Wonder, Ironface sought revenge against Blue Falcon and the city officials who sent the villain to prison.
* Dynomutt, Dog Wonder overdue with another library book and ends up being arrested for it. He's so ego driven he considers it worse than being arrested for the main crime.
* Dynos, although before his name is revealed he's called the "Deathchanter".
* Dyrene i Afrika this when completely out of the blue the crocodile explodes in the last verse:
* Dyscourse is helping Teddy build a driftwood SOS. When you get back to camp Steve asks if Teddy's sure he spelled it right.
* Dyscourse was the government's way of getting them all in one place so that they can test them for some unspecified reason and that a rainstorm which happens if you help him build an SOS out of driftwood is the result of a government weather machine, among other equally-wacko things.
* Dysfunctional Family Circus strips, until Keane's publisher, King Features Syndicate, told DFC webmaster Greg Galcik to stop. During its run, DFC developed a complete set of tropes and in-jokes all its own- most of them as offensive as possible.
* Dysfunctional Family: The family where everyone behaves as though they don't like each other.
* Dysfunction Junction, immediately notice that something's off about her, and she quickly wears out her welcome.
* Dysfunction Junction: Many of these works tend to depict every single character as deeply disturbed and unhappy, even the non-violent ones.
* DYSNOMIA version for free through patches (before the developer's disillusion and their website going under in 2014 at least).
* Dyson says they had to destroy everything, which is what they do. The intended idea was to leave the idea open to whether or not they succeeded, rather than it

being a straight up
* Dysons "never lose suction!" as long as you don't overfill them (which admittedly is user error, as the dirt tank is see-through for this very reason). There is nothing but "cyclones of air" protecting the motor vents; if you overfill, then dirt will suction directly onto and into them.
* Dyson Sphere — a spherical shell built around a star, typically to capture all of a star's energy or to maximize living area.
* Dyson Sphere Program. Also of note is that the game features a Dyson swarm as an intermediate stage between planet-bound solar panels and the rigid Dyson shell that is the final goal.
* Dyson Sphere Program (which were originally conceived as solar energy collectors) can be built around black holes.
* Dyson Sphere's Niven ring. Most fans of speculative fiction these days get around this by dividing the Dyson Sphere concept into several types: the Dead Unicorn version is called the Dyson Shell, while the more plausible original version is called the Dyson Swarm.
* Dyson Sphere strongly implied that the builders of the Dyson Sphere went on to become the Borg.
* "Dyson Trees" are genetically engineered giant plants that can survive in vacuum and synthesizes nutrients from ices found in a comets or icy asteroids, into which they're rooted, and can grow into vast orbital habitats. Inside their trunks and larger branches there are sealed hollows filled with air, inside which other lifeforms — like humans — can live, while their spherical canopies support further air- and water-filled habitats, as well as space-adapted lifeforms.
* Dyson Trees are genetically engineered plants that can survive in vacuum and synthesize nutrients from comets or icy asteroids, into which they're rooted. They can grow into vast orbital habitats, forming miniature worlds floating in deep space. Inside their trunks and larger branches there are sealed hollows filled with air, inside which other lifeforms — like humans — can live, while their spherical canopies support further air- and water-filled habitats, as well as space-adapted lifeforms.
* Dyspraxia also leads to poor focus, difficulty in organising thoughts and poor short term memory, but doesn't have any effect on actual intelligence.
* D'Ysquith family that the second act opens with a song about how all the remaining family and friends hate the D'Ysquiths and are tired of attending nonstop funerals for them.
* Dystopia and bodily damage (HP loss). It is also possible to sneak behind a jacked-in player in Meatspace and kill them. The player's avatar is told that their Meatsack (body) is taking damage, and death simply deletes the Headspace avatar in the middle of whatever it was it was doing.
* Dystopia and the city tends to move often. It nearly sank during a terrorist attack.
* Dystopia city in the Atlantic Ocean. It has yet to be explained how the elevator maintains geosynchronous orbit.
* Dystopia Justifies the Means: Deliberately creating a horrible society.
* Dystopia Justifies the Means: I make life hell for everyone who walks this very earth and enjoy seeing them suffer!
* Dystopia Justifies the Means: My goal is to turn the world into a place where everybody suffers! Hahaha!
* Dystopia lies on the extreme end of shiny, and meatspace is on the medium-high part of gritty. This is especially noticeable in areas where cyberspace is shaped the same as meatspace. Punk architecture is usually more gritty than Corp architecture.
* Dystopia mod. The players can jack into a 3D interpretation of a computer by mentally connecting to the computer through the cyberdeck in their heads. Of course, since they are putting their own minds inside the machine, they leave their real bodies vulnerable to attack.
* Dystopian, as shown in the third volume when people go senile and suddenly die because their treatment doesn't work anymore.

* Dystopian, Biff Tannen murders George McFly, presumably to widow Lorraine and get revenge for the humiliation in high school. He tells Marty this, but Marty doesn't take revenge directly; instead, he repairs the timeline so Biff will be a loser (and George McFly still alive) again.
* Dystopian Edict: A dystopian nation is built around one very specific, very absurd law.
* Dystopian Edict: If you break the edict, you suffer the government's wrath.
* dystopian element. When it isn't dystopian, it either refuses to help Earth and/or gets blown up.
* Dystopian Oz: Oz is not a perfect utopia just over the rainbow after all.
* dystopian stuff in the past that culminated in environmental and technological menaces they engineered destroying their society.
* dystopian the only food available to the masses is aerosolized soup. This is listed as among the main complaints of the mad scientist trying to escape this dimension.
* Dystopian Wars has a large number of War Machines. For scale, a Small Tank base is the size of a Modern Tank. A Land Ship in game is so large they can mount Saint Paul's Catherdral on its chassis.
* Dystopian Wars on their backs, while also carrying various weapons that make them more than able to live up to their moniker.
* Dystopian Wars uses (too small to model at this scale) rocket-launched infantry to perform boarding actions, and they can launch from ships, landships or airships.
* Dystopia or oppressive alternate universes were big in '80s films/TV shows.
* Dystopia plays this for laughs. The heavies are actually human cyborgs, but they use Robo Speak and make jokes related to their more robotic tendencies.
* Dystopia Rising. It uses a lightest-touch combat system and features a fairly involved economy which includes resources and blueprints unique to different settlements.
* Dystopia setting, features Cyberspace as a significant part of gameplay. Your Commander during the tutorial justifies the techy-ness by saying:
* Dystopia: The first half of the decade was full of teen-oriented works featuring dystopian settings with young protagonists rebelling against oppressive regimes.
* Dystopia, the menu at an abandoned coffee shop sells three different kinds of soy products and no other food.
* Dystopia: The tutorial map has you enter an abandoned, underground arcology to retrieve sensitive software. Your CO will remark on some parts like a room having an artificial sky and another case where a tree has grown through solid concrete.
* Dystopia: The United States in the backstory began a downward spiral as its currency collapsed as more and more nations switched over to other reserve currencies. By the time of the game, it no longer exists, now broken up into several different nations, the most powerful being the United Dominion of Canada.
* Dystopia, where sex and human touch in general has been outlawed, but played straight after they free everyone from their oppressors.
* Dystopic where Project Inferno (ongoing in his reality) has progressed a few days faster and proceeds to destroy the world, thus giving him extra motivation to shut down his world's Project Inferno.
* Dzerzhinsky Military Academy of Rocket Forces, now Peter the Great Military Academy of the Strategic Missile Force, for staff officers in the
* Dzhokhar Tsarnaev, the perpetrator of the Boston Marathon bombings, couldn't be accused of being a terrorist "because he's way too handsome." Obviously, their claims didn't have an effect on his imprisonment.
* Dziewczyna i chłopak ("The girl and the boy"): a twin brother and sister switch places before going on summer vacation.
* "Dziura w całym" the main character digs a shallow hole to bury the leaves he had raked, but falls in and ends up in extensive cave system. His attempts to leave through three different tunnels lead him first to an upside-down world, then into the spout of his teapot and finally right into his own bedroom.
* Dziwne Przygody Koziolka Matolka. Nobody speaks intelligibly; speech is, at best, represented by hollow metal noises.

* Dziwne Przygody Koziolka Matolka: The episode "Złoty Szlak" features one in the form of a map.
* Dzo: Dzo are the ligers of the Bos family, becoming bigger and stronger than either their yak or cattle parents. The females are also fertile, allowing the generations to carry on.
* Dzwiedz 24 and drops obscure trivia. Sometimes all in the same sentence.
* Dzwiedz24 tends to utter one (or several) of those when he manages to survive or defeat an enemy against the odds.
* E3 2010 provided an interesting reversal: Microsoft and Sony both seemed to be making overtures at casual gamers, with
* E350, and an arc concerning the creation — and rampage — of a creature only known as ReGenesis.
* E350 and his friends, while E350 is busy trying to keep from being evicted from his house.
* E3 trailer to decapitate zombies with ease. And the box art features a zombie guardsman, hat included.
* E-40 had three top 40 hits - "Rapper's Ball", "U and Dat" and "Tell Me When To Go". The latter is easily the best-known out of the three, despite being the lowest-charting (and the second is probably associated more with T-Pain than with him).
* E4 routinely mocks the shows and movies it advertises in its promos (voiced by Patrick Allen and, following his death, Peter Dickson), making fun of the plot and montaging character lines to this effect. One such promo features a redubbing of the Ghostbusters theme, implying that everyone has already seen the movie and should only watch it again if they have nothing better to do. They even go so far as to suggest renting a DVD or going to the pub instead. Another for the series How I Met Your Mother implies that it is simply a rip-off of Friends.
* EA 271 not enter production. Instead, the VW Golf/Rabbit debuted in 1975 as a Beetle replacement.
* Eaarth, which describes how we have irreversibly changed our planet with global warming, etc.
* Each and every one of Tuxedo Mask's appearances, with his most over-the-top moment occurring in the S Movie, where he arrives on a Christmas float dressed as St. Nick himself.
* Each Angel from both teams (sans Vanilla) has a Hyper Weapon that, depending on who's being hit, serves this purpose.
* Each Beholder considers itself the paragon of its kind and will fly into a murderous frenzy upon seeing another, even if the differences between them are minute things like eye size or skin color.
* Each book also includes multiple bonus strips, as well as creator notes at the beginning of each chapter, which function similar to a DVD commentary. Certain art mistakes are also corrected, and the earliest strips had their jagged borders removed, after Rich Burlew decided they were ugly.
* Each category of weapons (except maybe for the joke ones) has a top-tier one, with the greatest damage output and combo. Namely, there are the
* Each chapter gives the player multiple items that can potentially be used in the confrontation with the chapter boss. Some of them have no effect at all and will lead to a Game Over if Akira tries to use them.
* , each chapter is a short phrase separated by a comma. Examples include "A Traitor, Exiled", "A Damsel, Distressed", "A House, Divided", and "A Truth, Revealed".
* : Each chapter is named after a real-life monastic order (Benedictine, Camillan, Carthusian, Camaldolese, Franciscan, Piarist, Teutonic, Jesuit, Carmelite, Fatebenefratelli, Crosier, Barnabite, Trappist, Dominican, Mercederian, and Trinitarian), to reflect the story following the search for an order of monastic healers.
* each chapter is titled "In Which [blank]", where [blank] is a very brief overview of the chapter.
* Each chapter presents at least one problem for the protagonists to solve. The

most dire of these must be solved by the next chapter, but attempts to solve any of the others are doomed to fail until the book is near its conclusion, leading to a steadily amassing pile of increasingly bizarre problems.
* Each character has an harmless-looking joke weapon that is a top tier weapon for them — Lloyd's is a pair of
* Each character has died many times over the course of the show, sometimes
* Each character has exclusive weapons, equippable only at Level 100, that are tailor-made to improve their unique aspects, and are usually the best weapons those characters can use (though there are some non-exclusive Level 100 weapons that are more useful). However, none can compare to Exdeath's ultimate weapon: Enuo's Scourge. Aside from its stats (which are good, but just as good as the other ultimate weapons), it has, like the other Exclusives, added effects based around the character. For Enuo's Scourge, those bonuses are Brave Point boost on block, and an effect called Riposte, which makes every attack a critical hit if done to a staggering character. Exdeath's abilities are based around blocks and counterattacks, meaning virtually EVERY hit he does will be done to a staggering opponent, reeling from their attacks being blocked. Boosting his Attack rating will make his critical hits do absurd damage, ensuring you'll be doing
* Each class of magic has its own methods of being used. Conjury draws aether from one's immediate surroundings to focus through their staves into spells. Thaumaturgy uses aether from the caster's own bodies, which they attune to specific elements.
* each country is controlled by the player who owns the most of their bonds by making two nations owned by them fight, as destroyed armies no longer consume upkeep, thus their countries have more money left which can be used paying interests to their investors.
* Each Dawn I Die (1939) stars Jimmy Cagney as a journalist framed for murder. Contains every sub-element of this trope, yet ends rather realistically with a riot-plus-hostage-situation that goes south. Don't worry, everything else that happens is gloriously ridiculous.
* each decade), Jack Beaumont and Susan Bright are always 27 years old, meeting and falling in love for the first time. No explanation is ever even attempted — this is just the way it happens.
* each Earth producing comics that recount what's happening somewhere else in the Multiverse, even if most people think they're fictional. This has long standing at DC — in the Silver Age, Earth-One's Flash, Barry Allen, read comics about Earth-Two's Flash, Jay Garrick.
* each, effectively making the split 75/25. The judges, who were pretty vocal about wanting Nicole to win, scored her 2 points higher than Evan (30-28) both times, turning what had been up to that point a tight contest into an easy victory for Nicole.
* Each enemy army gets their own unique background music during their turn to help individualize them as a unique faction.
* Each enemy group has its own particular Elite Mooks with unique weapons. Morning Star has sniper duos in helicopters, Luchadores have enemies with grenade launchers, Deckers have the agile,
* Each episode begins with Starlee meeting with her client to get a run-down of the case.
* Each episode contains creative commercials for the show's sponsors, Kind Snacks and Square Space.
* Each episode ends with Starlee giving a cryptic clue about the next episode, except for the last one, where she gave an explanation for the previous one.
* Each episode ends with the hosts promising that the next episode will be about the Tacoma Narrows Bridge Disaster.
* Each episode is consistently split in half between an episodic story and a
* Each faction has three unique units that can be produced during five epochs. Meaning the Japanese no longer know how to train samurai in the middle ages, and instead get the noncombat ninja instead, while the trusty Zero is able to compete with not-quite
* Each figure in the Mojo wave was originally supposed to include a member of the

X-Babies (child clones of various Marvel heroes created by Mojo). 1st Appearance
* Each game also features permanently summoned creatures, usually by sorcerers or necromancers. It's implied to
* Each game has its own theme for various enemies. While some are unique others are redesigned versions of past enemies like the Lakipea being a bean themed version of Lakitus. The Dreamy enemies in
* Each game has rumors of a secret vehicle, like drivable Scarabs and the "Golden Warthog". The "Yellow Banshee" was rumored to be in the original
* Each game has sidequests for each character to obtain their best weapons, best armor, best transformations, unique accessories, and the most powerful skills. These often require actions being taken throughout the entire game, in addition to the main storyline.
* Each game usually features a playable character or two whose action skill centres around deploying some robot or automated assistance in combat. Roland and Axton
* Each game will have the same cup names - Mushroom, Flower, Star and Special for new courses, and Shell, Banana, Leaf and Lightning for old courses. The sole exception is
* Each generation of Toys usually had a built-in "action" feature, beginning with the Toa Mata/Nuva's arm-swinging gimmick. These usually required a simple gear system set up and all sets in some form had a "action" feature built into them. After the Visorak saga, these were instead dropped in exchange for more posability in the sets, in turn resulting in many of the future sets following a certain "formula" (coined the "Inika" due to the Toa Inikas first using it) for builds, with whatever function being relegated into their weapons instead. While some sets got a bit creative (most notably the Barraki sets), the repetitiveness eventually caused fatique in buyers, as at that point the only interesting things about a new set was maybe one or two armor pieces and the mask/helmet.
* each girl declares she will return before this unless she succeeds in finding her fortune.
* Each girl was forced by A to do something to ruin their own lives because A was holding their therapist hostage. When the girls complete their tasks A gives them coordinates to where they have allegedly buried her alive, only for them to start digging and realize that they have just been framed to look like they are burying a murder weapon in the woods.
* each incarnation however the core standard rarely changes: his hair is usually kept short and he has bangs.
* Each incarnation of Avatar is the best bender in the world during their lifetime.
* Each incarnation of, but later the origin was retconned into the accidents connecting them to a mystical entity called the Speed Force.
* Each incarnation of the Doctor lasts a couple centuries on average, as a lot of off-screen adventures happen, and numerous episodes take place over a long period of time. However, due to the Davies-era generally following the "1 season = 1 year"-rule, the Tenth Doctor regenerated after only six in-universe years (possibly five, as it's unclear if he counted
* each, including the introduction of a variant of the Byakugan called the Jougan.
* Each line of dialogue from every character is properly lip-synched in the character models, no matter how incidental.
* Each Little Universe because of knowing real guitar, vice versa, or whether the two are unrelated.
* Each Little Universe, but the official arrangement seems to be that the partnerships are equal.
* Each Little Universe: Two slacker inventors meet a girl from the stars; hijinks ensue.
* Each loop only lasts 10 seconds and Naruto quickly finds it boring.
* Each map (and the general objective thereof) is also presented in the style of a strategy session on a chalkboard.
* Each member even has their own fanclub name- MVPs for Onew, Blingers for

Jonghyun, Lockets (original) /Lil' Freaks (new) for Key, Flames for Minho, and Taemints for Taemin.
* Each member of the clan gets to star in at least one episode (the "trio" each make a mortal enemy during their episodes; Hudson and Bronx make new friends during theirs).
* Each Mixel tribe has a leader. They take command of the actions of the group, as well as control their
* Each nation's clothing colors also follow a loose pattern. Water Tribes wear blues and grays, Earth Kingdom citizens favor green and brown and other earthtones, Fire Nation citizens wear red and black, and Air Nomads yellow and orange.
* Each of an octopus's eight arms carries its own individual brain, capable of controlling the arm even after it's been severed. During the animal's daily life, the central brain decides what each tentacle ought to accomplish, but the tentacle gets to decide how to go about it, and the easiest way for the octopus to determine where a tentacle is and exactly what it's doing is to look at it.
* , each of Discord's siblings represents a different aspect of Discord's personality. Animosity is his anger, Quarrel is his pride, Wrangle is his flair for the dramatic, Squall is how he's not ruthless, Schism is his mischievous nature, Strife is his need to be entertained, Dissonance is his tendency to do what he wants when he wants without knowing or even caring who gets hurt, Tiff is his lack of empathy, and Cacophony is his insanity. Their mother too, is one, she is the past, and dreams, hopes, or ambitions that have been tossed aside. As one might expect form that concept, she's evil.
* Each of Ezio's recruits in Rome was issued a Hidden Blade created by Leonardo da Vinci (as revealed in the Facebook game
* Each of his other series and books thus far have had totally different but similarly complex, highly developed rules-based magic systems. Not only that, but the entire set of systems, collective referred to by Investiture people in universe who aware of the existence of multiple magic systems, also has several overarching rules and guidelines that apply to the individual systems.
* Each of Metallo's first two episodes ended with him apparently being killed, only for the very end of the episode to reveal he was still alive.
* (each often with their own horrible requirements to get). Even the relevant characters wind up seriously confused for the few lines of dialogue they have.
* Each of the Bending styles also has specialized substyles, some which require a great amount of skill and special training, or are stronger in certain bloodlines. Some Firebenders can fire explosive beams from their forehead (referred to as "Combustionbending") or generate lightning, some Waterbenders can heal, calm spirits, or bend the blood of others, select Earthbenders can bend metal or even lava, and a few Airbenders can perform
* Each of the casters have a different way of managing their MP that suits the job's lore;
* Each of the characters' fur/feather/body color tends to follow them everywhere. An interesting case is Shadow, whose fur is Black with Red highlights: he is usually associated with Blacks and Grays or Dark Red, but for some reason, his attacks are all orange.
* Each of the four has her own flavor of it, too. Wind Whistler is basically a Vulcan in cartoon pony form. Peach Blossom has
* Each of the four turtles has a specific lit shot that must be made after plunging to achieve a Weapon Skill Shot. Achieving it lights the Weapon Hurry-Up.
* Each of the four worlds contains one level that must be played as one of the four characters you unlock: One's a Kangaroo who has ridiculously high jumps and gets a lot of platforming without gliding, one's a bomb dropping flying penguin who gets a lot of aerial assault type levels, one's a strongman yeti who gets a lot of combat heavy sections, and one's a gun wielding monkey who gets a lot of shooting stages.
* each of their major members were a match for the Dilgar. Thankfully, humanity proved not only willing to help, but also not insane as they seemed, heavily armed, and capable of rallying the League around themselves.

* Each of the main outsider species also has a very low-ranking caste or subspecies, generally the very least and weakest of their kind, that is commonly summoned for use as familiars by mortals of matching alignment who have become powerful enough to bond with them — thus, powerful wizards, sorcerers, and witches can be seen accompanied by things such as angel-winged living helmets, sapient celestial cats, winged mechanical orbs, colorful and airborne wormlike creatures, impish devils and demons, balls of flesh bound in metal and bristling with blades, and the like.
* Each of the main titles has at least one queer romance route — mostly female/female, but also a few female/non-binary and male/male. The romance is the main focus of the story.
* Each of the martial artists, being animals who each practice a style specifically designed after their species. But no-one associates a cute and cuddly species like a Giant Panda with aggression, and yet lead character Po learns to be exactly that. This is emphasized even more by the name the writers chose to give the panda:
* Each of the new enemy types have a specific weakness to one of Raz's psychic powers - in ways that mirror how one would actually deal with the negative thoughts they personify;
* Each of the other Avatar PC's have a similar Incantation. Interestingly, in an
* Each of the playable classes has a color associated with it, so a character's class can be discerned at a glance, e.g. on a listing of raid members. Warrior = Brown, Paladin = Pink, Death Knight = Red, Shaman = Blue
* Each of the Schools of Magic has one other it is neutralized by. To specify, Divine neutralizes Fae, which neutralizes Infernal, which neutralizes Arcane, which neutralizes Divine.
* Each of these continuities operate by their own sets of rules. Thus something that is portrayed as
* Each of the seven Sides has an actual name in addition to its Side number, though these are rarely used for some reason. The names are, in order, "Zarn", "Hatte", "Munzo" (or "Zeon" for most of UC), "Mua", "Loum", "Riah", and "Noa". Individual colonies tend to have both a numerical designation and an individual name (Side 1, Colony 1 is "Shangri-La").
* Each of the takedowns against Mr. Freeze only work once, as he'll adapt to them.
* Each of the three main companies has their own distinct style. Eclipse, for example, makes heavy use of asari Vanguards, salarian Engineers, and mechs. The Blue Suns use elite squads of heavily-armed human, turian, and batarian soldiers. The Blood Pack use regenerating vorcha and krogan troops, and a hefty amount of
* Each of the Three Orders of Morai (Luminance, Shroud, and Corona) offer Teleportation Scrolls to member players for a fee in Influence (Order-specific currency), teleporting them from the Midlands map to the home base of the issuing Order: Nexus of Luminance, Shrouded Temple, and Corona Sanctuary.
* Each of the trainers wear nice looking runners in each game, and in
* Each of the Valentine family member's ultimate armor is obtained through the lottery, requiring you to track ALL the members and play at least one game with them. Some are hidden in dark dungeons, behind scenery, and saying certain things to them. You need a ticket to play the game, which aren't common. The first game even required you to activate a scene first before meeting the lottery member. The good thing is that member has Margarete's ultimate weapon.
* Each of the Wiggles wear different colors so that people can tell them apart easier. Greg
* Each of the Wolf's targets corresponds with an aspect of the Chaos Gods: Clegane for Khorne (War), Ramsay for Slaanesh (Sadism), Baelish for Tzeentch (Treachery), the Night King for Nurgle (Decay), and Euron for Chaos Undivided (Nihilism).
* Each of the Zabis was known to personally take to the field to varying degrees. While Kycillia normally commanded from her flagship, in the anime she once personally engaged the Gundam alongside her subordinate M'Quve. In the backstory Dozle Zabi was known to sortie in a customised Zaku, and later met his death while pulling a

* EACH OF YOU SHALL PAY THE FINAL SUM! CRRRRRY FOR MERCY! THE RECKONING HAS COME!!
* each other (a humanoid warrior versus a squat bug-creature) and c) the various Rahi and Titan sets all had very different builds.
* each other, and threatens to make them shoot each other/themselves if Jessica does anything to him. A season later, Detective Costa recounts how terrifying the incident was and how he had nightmares that only stopped when Kilgrave died.
* each other. Attempting to ask about this subject will elicit this response, and even the Daizenshuu guidebooks use "perhaps", "maybe" and other weasel words instead of putting a definitive ruling on things.
* each other. Both ships were destroyed, and there was every chance that other ships nearby (meaning thousands of kilometers away) could have been taken out too.
* each other; Bunnyx/Alix and Pigella/Rose are known to Ladybug and Cat Noir; Viperion is known to Ladybug, Adrien, and Master Fu; Pegasus/Max is known to Ladybug, Cat Noir, Master Fu, and Markov; King Monkey is only known to Ladybug and Master Fu; Vesperia/Zoe, Mylene/Polymouse, and Purple Tigress/Juleka are known only to Ladybug.
* each other), Cyborg took charge and helped them stop quarreling and start gelling as a team.
* each other into their Soul Jars, hiding their "deaths" in each other's body. Killing one but not the other will result in the dead twin resurrecting in a few seconds.
* each other over real or imagined slights (and to understand that it's not good for the cavalry to ride down their own infantry just because they're in the way of where the best fighting is). The motto of Arends in general might as well be "Honor Before Everything, including Common Sense."
* each other's It's not until they find Tintin's wallet that they realize they have their pickpocket.
* each other, so they don't really have a base identity to lose or worry about getting back.
* Each plane has a respective Soul, which acts as that world's personification. Dominaria has Gaea, Alara has Progenitus and Kamigawa has O-Kagachi
* Each power he mimics is at approximately half the strength of the original user.
* Each protagonist makes himself new clothes after acquiring enough alchemy ingredients. John gets a rather dashing teal suit, but Dave later one-ups him by making a tuxedo, complete with bowtie!
* each round, with no saving throw of any kind. Yes, that's listed under his combat attributes. You get a roll to survive so long as there are 1D3+1 in the party. Technically, Cthulhu does have a damage roll, but he rolls more dice than humans can get hit points.
* Each solar system can only be jumped to from certain other systems, which means you typically need to jump through several systems to get anywhere. (An item in the third game allows you to move through multiple systems in a single jump, assuming you set the route in advance; this effectively allows you to bypass the "one system per jump" limitation.)
* Each Sold Separately) ending with Jason wondering if it was customary to approach network executives or toy manufacturers first.
* Each Space Marine chapter has a "fortress monastery" as its HQ. Each is basically a self-sufficient city complete with living quarters, workshops, temples, spaceport etc.
* Each sport in the Winter Olympics is organized by their respective world governing body, rather than the "International Alliance of Winter Sports".
* Each story, except for the fourth, has their first chapter's title be someone's yelled line:
* Each story's chapter titles are technically the first line of their chapter.
* Each subsequent game adds more stuff to do and get sidetracked by:
* Each swear is given various rates, while some letters are replaced by
* Each Targaryen attempt to outright force the Prince That Was Promised prophecy into happening in their specific generation (as it turns out, most of them premature, at best) has had long-lasting effects. Most being tragic ones, when not

being outright stupid
* Each team has different calls in rugby union for scrum plays and lineouts.
* Each time Cap's origin is retold, the level of 'bad' present gets worse. When he was first unfrozen in 1964's Avengers #4, only twenty years had passed. All his friends and loved ones were
* Each time someone asks Kurimaster about rather or not Yubel is fused with Jaden in “Dark Fusion” (apart of
* Each time The Winged Dragon of Ra is played it has a new power. First, there is that special writing which can only be seen under the light of the God (and that means the hologram). When Mai summons it, it doesn't work, since you need to read the text (that is written in Ancient Egyptian) to activate it. Marik promptly reads the text, taking Ra to his side of the field and activating it. Next battle, it has two new abilities: it can increase/decrease its ATK by decreasing/increasing his owner Life Points at the owner's will, and it can attack at the same turn as it has been summoned. And against Jonouchi, Ra has a Phoenix Mode that allows Marik to destroy all monsters of the opponent at the cost of 1000 LP, and it cannot be harmed in this mode. And this is all before the battle against Yugi, when it shows its real power.
* Each time they encounter the same phenomena they will always recap the events of the previous mission, and try to figure out if what they learned that time can be useful again. In
* Each time you lose/retreat from a reinfected stage, the enemy levels will drop by one to keep you from being stuck.
* Each Toa wield an element. To control it, they need elemental energy that slowly recharges itself when not in use, or by absorbing their own element. This energy allows them to create their element out of thin air (shooting fire or water), or to control nearby supplies of it (earthquakes, wind, etc.). As soon as they run out, however, they can't do a thing.
* Each to His Own, Olivia DeHavilland's character makes her fortune as selling "Lady Vyvyan" cosmetics. As her lowlife partner remarks "Classy, hunh?"
* Each unlock of a ship, which basically means beating certain levels.
* Each version of Getter 1 has this. From a fairly standard-sized tomahawk (relative to the mech itself) in the original to twin, double-bladed ones for G, a
* Each volume of the manga that has at least one character die has a panel at the end dedicated to them, showing them floating up to Heaven. There are two exceptions: first, Shou Tucker is the only character to go to Hell instead. Second, in volume nine when
* Each Warhammer Armies book also contains a more detailed full-page map of the homeland of the race it covers (The Empire, Ulthuan, Naggaroth, the Mountains of Mourn etc.). Even the Daemons of Chaos book has a stylised madman's envisioning of the parallel-dimension hell-realm where daemons come from, which cannot be mapped normally as it does not conform to the usual laws of space and time.
* Each werebeast clan is technically a Witch Species in itself. Any child born to a couple of the same clan is automatically a werebeast of the same clan. Additionally, all werebeasts are capable of regular magic, although to varying degrees. While the werebeasts are cross-fertile across their clans and with humans, such "halfbreed" children are weak, incapable of shapeshifting and most likely sterile.
* Each world also contains a top down shooter for Spyro's dragonfly to go through, that needs to be done to unlock the Sparx power-ups.
* Each world will have one of a set of moon appearances chosen during the world generation and will not change, with 1.4 adding a number of possibilities. In addition to a "regular" Moon, there could be a moon resembling Mars, a moon with two small moons orbitting it, or a pink moon with candy-like stripes. The sun may similarly be generated as a cartoony sun with sunglasses.
* Éamon de Valera joined the Irish Volunteers in 1913, fought in the 1916 Rising, was elected to the Irish parliament in 1918 and was then appointed President by the breakaway Sinn Fein government. He retired from politics in
* Édgar Ramírez because he could speak English, French and Spanish

very well and act in each language. Assayas didn't think he'd be able to cast the part because he didn't think anybody would have that facility with language and somehow he struck gold.
* Édith Piaf, is about a woman's yearning for an unhappy legionnaire she knew for a short time.
* Édith Piaf singing "Je ne regrette rien." Instead of an accurate translation, the subtitles claimed she's singing that there's actually one thing she does regret- she could have got cheap glasses from Specsavers.
* Édith Piaf's "Milord" once during a Beauty Queen (the Israeli equivalent to "Miss USA") contest. That song is about a prostitute trying to entertain her customer. One might wonder what they were trying to say about the contestants...
* Édith Piaf's "Mon Légionnaire", about a woman falling in love with a soldier.
* Édith Piaf". The singer was three years old in 1918, and thus not a celebrity at that time.
* Édith Piaf was banned because Piaf dedicated it to her lover Marcel Cerdan, with whom she had an adulterous affair at the time.
* Éliante is one for Alceste, although she is perfectly aware of this and really
* Élodie Yung, or took up too much screen time when a slew of other interesting events was going on. The fact that her hijacking of Matt both directly and indirectly played a role in the breaking up of Nelson & Murdock also doesn't help.
* Émile Waldteufel in film and television for winter landscapes and skating.
* Émile Zola and Paul Cézanne are doing this in 1937's
* Émile Zola's novels explicitly discuss trying to avert this trope. (The translators felt that what Zola wished to accomplish would be better rendered in modern English vernacular than in something overtly equivalent to the 19th-century French in which Zola wrote.)
* Éowyn chops the head off the Witch-King's Fell-Beast before facing him in person. It takes at least two strokes before the thing's head is severed.
* Éowyn; he was never a warrior by choice, only taking up the sword in a defensive war against an imminent threat.
* Éowyn is also stated to be tall, but never given a specific height. Her brother is 6'6"/198cm and she was able to dress up like a Rohirrim soldier, with Merry mistaking her for a "slender man". Usual estimates put her at 5'10/178cm to 5'11/180cm. She's played by the average height 5'5"/165cm
* Éowyn, the only human woman given any significant character development in
* Éponine sings "On My Own" in Act II of the stage version, after the rise of the barricades and just before she decides to rejoin the battle despite Marius having sent her away. In the film she sings it after the "Rue Plumet" sequence, before the stage version's Act I finale "One Day More," and before she sets off to the barricade for the first (and in the film, only) time. This makes more sense in a way, as the film has her sing the song before its inclusion in part of the
* Équinoxe, there is "Band In The Rain" which is the first half of "Equinoxe Part 8". It is made deliberately to sound somewhat like played on an electronic home organ in stark contrast to the rest of the album. It doesn't sound bad, it's just nowhere as sophisticated as the rest of the album.
* Évariste Galois, as a teenage mathematician, invented what would become the foundations for Galois theory and group theory before being killed in a duel at the age of twenty. He is almost certainly the shortest-lived mathematician to have a field of mathematics named after him.
* Ea Cycle narrates his own Disney Death in first person. He falls into afterlife for half a page or so and then gets promptly resurrected. After all, he couldn't very well write about his adventures if he remained dead.
* Ea Cycle, so that the individual's will becomes the will of the universe.
* Eador games, if a player loses the battle for a shard they're trying to claim, they don't get the benefits of that shard. Simple. If their homeshard is invaded by

another player (or vice versa) and the owner is defeated, they're utterly destroyed and cast into chaos. You do get various benefits when fighting on your home shard, though.
* Eador. The shards now drift in the Astral Plane, where they occasionally merge between each other, break apart, vanish completely only to reappear later sometimes, get consumed by Chaos or are forcefully included into bigger "worlds" that are ruled by immortal beings commonly known as the Astral Masters.
* eagerly goes through with the layoffs, figuring that he can just have his cake and eat it too.
* Eagle-Eye Detection: A detective whose main skill is being really observant.
* Eagle Eye is set across three hectic days - then the ending skips to what happened to the characters in the following months.
* Eagle Eye Mysteries. At Richview's north end is a farm area; northwest is the local Buccaneer Beach; downtown has two jewelry stores and a bank; and most of the map's lower half is residential.
* Eagle Eye Mysteries gives us Nancy Marx for the school paper in the first game, and Miranda Eagle and her fellow journalist Tungsten Wiles in the sequel.
* Eagle Eye Mysteries says that Jennifer Eagle's character was created specifically for her to be this. In-game, she built the Eagle Eye Detective Agency's TRAVIS hand-held computer, and is rather picky about who gets to wield it (only Eagle Eye members have the privilege).
* Eagle Eye plans on eliminating everyone in the line of succession, leaving the Secretary of Defense to become President.
* Eagle Eye the American protagonists are being blackmailed into terrorism by a mysterious voice on a phone with an uncanny ability to arrange accidents. They are ordered to meet a man in a similar position, who yells at them for assuming his Iranian ancestry would make him more likely to betray his country, and refuses to help. The protagonists don't have time to explain the misunderstanding before he is killed by a falling power wire.
* Eagle Eye: The pentultimate trumpet note of "The Star-Spangled Banner" is the signal for the detonator.
* Eagle Eye") to decide that the entire executive branch of the government is a threat to the nation and must be eliminated. For the greater good, of course...
* Eagleheart in the sky. Everything goes, up to and including murder. Naturally, a crime baron sets up a blimp as his base of operations where every type of crime is indulged and encouraged (except smoking, because of the hydrogen)
* Eagle Insurance of Illinois had their mascot Eagle Man who would lay an egg, which would hatch a chick holding the card with the company's rate quotes. See it
* Eagleland: American styled culture based around democracy, liberty, and freedom. For better or for worse.
* Eagleland. Ironically, it's implied that secretly both wish they were more like one another, with Canada wishing people would notice him more like in America's case, whereas America wishes he'd get along with others as well as Canada does.
* Eagleland Osmosis and an old and unique constitution, so your rights in the U.S. are not necessarily the same as they would be even in very similar countries like Canada.
* Eagleland Osmosis, and often assume the law works similarly when making one set in their own country.
* Eagleland Osmosis was mentioned or depicted widely. The depictions of the war are still largely shaped by the Western Front, with its images of the Americans and British liberating their future NATO allies to the detriment of the East and the Pacific. In the case of the Pacific, the experiences of the Chinese, the Burmese, the Indians during the War get little say compared to the naval war of the US on the Pacific.
* Eagleland: Portrayals and parodies of the United States, affectionate or critical, from other countries.
* Eagleland) since they can get a giggle out of the stereotype. Expect them to put a disclaimer at the bottom of the trope though, if said trope doesn't make it clear that this is not the case in reality.

* Eagle of the East by L. S. Lawrence follows the legion from the Battle of Carrhae.
* Eagles began as a quartet where lead vocals were relatively split (although Glenn Frey had a bit more input). Slowly, as Don Henley became the main lyricist and a fan favourite, he became, statistically, the band's most frequent lead singer.
* eagles, constantly looked pissed off or dead serious all the time, although this is more due to their facial muscles being more limited in expression that in humans.
* Eagles disbanded in 1980, drummer Don Henley had a rather fruitful solo career. So did Glenn Frey to a lesser extent.
* Eagle series of novels about the Roman Army, the two heroes are a hard-bitten centurion called Macro, who has risen to officer rank purely through merit and experience. And Quintus Licinius Cato, a youth who has grown up as an emancipated slave in the Emperor's palace. Macro is told by the imperial legate Vespasian that like it or not, Cato is on an unprecedented accelerated promotion through ther legion's ranks. He must, therefore, act as mentor to a young man who goes from recruit to Legionary to the junior officer rank of Optio in an incredibly short time, assisted by Vespasian's patronage. At first a man with no discernible military skills, Cato grows through the books into a very capable officer and soon outranks his friend Macro. And the manipulative future emperor Vespasian guards them and steers their missions for reasons all of his own...
* Eagle's Fall, the toast is used word for word by the surviving officers of Frank Company as the official surrender takes effect.
* Eagles Gathered ends without making it clear if Gold and Silver were ever lovers; if they were as of the end of the film; if either is still alive; or whether Gold ever existed at all.
* Eagles Gathered has unclear motivations and goals, like most characters in the film. He says he's supposed to "take care of" Silver, but it's left ambiguous whether that means to help her, or to see to it that she dies.
* Eagles, is all about how he was "too fast to live, but too young to die".
* Eagles of Death Metal. Far fewer people will be familiar with their music.
* Eagles: One of the most popular rock bands of all time, and one of the most universally critically reviled. Allmusic is one of the few review sites that has anything good to say about them.
* Eagles song "Lyin' Eyes" has a modern spin on this trope as part of the story. Young city girls marry rich old guys to have an easier life... but they pay an ugly price.
* Eagles' song "Take It Easy" which has the line "standing on a corner in Winslow, Arizona".
* Eagles's song "Hotel California" has several interpretations due to the way the lyrics were written. Don Henley called it "our interpretation of the high life in Los Angeles" and later reiterated "it's basically a song about the dark underbelly of the American dream and about excess in America, which is something we knew a lot about." Still it's interpreted as an allegory of cocaine addiction, Satanism, or a mental hospital.
* Eagles, the narrator arrives at the hotel and later discovers that he apparently can't leave.
* Eagle Strike, Alex crosses in front of an oncoming tram in order to escape the cars pursuing him on bike.
* Eagle Strike contain information about nuclear strategy, and equipment for the leader to communicate with, and authenticate himself to, the military personnel in individual silos (etc) who would actually carry out a launch.
* Eagle Strike, the fourth book, gets thrown out of Air Force One while "riding" a food trolley: "He went off his trolley."
* Eagle style New York cop who loses an eye in a shootout with some crooks. Returning to the force now sporting an eyepatch, he unleashes high caliber justice on the scum of New York.
* Eagles vibe. When Randy left Eagles, guess who replaced him? The fact they're both introverted serious family men (as opposed to other band members who were

party animals in their time) helps a lot too.
* Eagles were definitely this over the years. Especially towards the end. Glenn Frey had a reputation for being difficult, to say the least, and had a hard time getting along with EVERYBODY in the group (from initial producer Glyn Johns to bandmates Bernie Leadon and Don Felder). Even his relationship with Don Henley (who co-founded the group with him and was arguably his biggest ally in the group) was fraying.
* Eagle. Tommy was just an ordinary boy until he used his magic W sign, which awakened his powers to fight crime! Tommy's powers were limited though, so he was careful recharge them on a regular basis by eating Walls ice-cream... Yup, the entire strip was just a thinly-disguised advert.
* "Eagle Two"; the person under this codename that SRU Group One is protecting has one of these put on her, the people who did it claiming that if her husband publicly confesses to a crime he committed in the terrorists' home country years ago, it will be removed. If not...
* Eagle was set in a post-apocalyptic setting where electricity generation was impossible. The hero encountered a cult based in Battersea Power Station who worshiped electricity and pretended it still existed.
* Eagle) were photo comics as Fleetway attempted to cash in on the success it had had with girls comics in this format. The book later reverted to traditional drawn strips.
* Eagle (who was originally created as a sort of military chaplain in space, but changed to a straightforward pilot to better appeal to children).
* Ealing Studios was intended as a vehicle for Sim, and Guinness deliberately modelled his performance on Sim, to the point that a Mandela Effect has occurred, with people believing it a Sim movie.
* Eames is actually offered the position of captain but ends up declining partly because it was a bribe and partly because to accept it she had to throw Goren off the force. She does eventually show up as a Lieutenant in
* Ear Cleaning (using a stick/swab to clean your own or someone else's ear/s)
* EA recently introduced a subscription service which will be required to pay for if you want beta access to their games, something that was previously free. Admittedly you also get offers on games, but many users suspect more and more previously-free services will be gated off in this way.
* Earendil: Middle Earth first astronaut. Shot down a dragon big enough to shatter a mountain under its weight.
* Earendil the Mariner, slayer of Ancalagon the Black, the greatest dragon in Middle Earth's history, in some versions the slayer of Ungoliant (giant spider, possibly an
* Ear Fins Fins instead of ears, common for merfolk and other aquatic characters
* Earl and Fairy. His appearance is also used to show the discrimination obviously non-Anglo people in Victorian England faced.
* Earl and Valentine become somewhat famous - as do the Graboids - by the
* Earl Boen seems to do this quite often, voicing Sergei Gurlukovitch in
* Earl Camembert, among other things, tries to eat his dinner at the news desk, goes on-air stoned out of his mind, tries to have his son sit in for Floyd while the latter is out getting coffee, locks himself in a cell with violent prisoners to do an interview, and attempts to connect with the youth by roller-skating onto the set to disco music.
* Earle Hyman was openly gay and married to Norwegian sailor Rolf Sirnes for 50 years.
* Earl feels compelled to help his ex-wife Joy make bail when she's charged with kidnapping and grand theft auto. The judge sets her bail at $1,000,000, which is more money than Earl has even with his lottery winnings because this is her
* Earl goes to prison for a crime his ex-wife committed, and finds that his
* Earlier Aang finds himself in the rather odd situation of having the person he's trying to talk to be the moment killer: when he first tells Katara how he feels she's so completely not paying attention that she actually shushes him.
* Earlier, a delegate from Pennsylvania moves to postpone the vote. Judge Wilson

(also from Pennsylvania) gets excited and seconds the motion.
* Earlier, a DVD of the same film had been rated 12 on account of the special features, for using strong language (
* Earlier, a flood shifted the course of the river, transferring a barren, prey-poor piece of land called Sunningrocks from the RiverClan side to the ThunderClan one. Cue generations of bloody warfare over it, only ending when all the Clans were forced to leave by human activity. Ironically, they actually gather there before evacuating, because it's the last place that hasn't been bulldozed, chainsawed, or littered with traps and poison.
* Earlier against Queen Bean you have to attack her arms to deflate them (She's HUGELY muscular) and to make her lose her crown on her head, cause you know, spikes hurt when jumping on it.
* Earlier, a group of humans are sent back to Earth, never to be hunted again, as a reward of being the greatest of prey for not only surviving the hunt but also killing the Super Predators hunting them.
* Earlier aircraft carriers did approach a "cruiserstar" configuration — American carriers
* Earlier an accomplice tries to murder the hero and his associate while they're asleep. He starts by cutting the power to their room, but not only does this wake his targets up
* Earlier and similarly, "Boulevardier From The Bronx" had the Giants leading 3-0 in the bottom of the ninth. With two out, Giants pitcher Dizzy Dan deliberately loads the bases via walks so he could get to the other team's hick Claude and strike him out. On an 0-2 pitch, Claude hits a grand slam, winning the game for his team and getting the last laugh on Dizzy Dan.
* Earlier, Arthaus's 3E Ravenloft products had re-skinned half-orcs as a PC race called "calibans". Real orcs aren't actually native to the setting, but pregnant humans may give birth to calibans if they're exposed to curses or other malign eldritch forces.
* Earlier, a Triassic archosaur distantly related to dinosaurs called
* Earlier before the Matthew Patel fight, the drummer flips Wallace off.
* Earlier, Cammie, suffering PTSD from her terrifying first field mission, and eventually digitally modifying her own personality to be more aggressive, says little during this time period other than "Not gonna get me again."
* Earlier commercials featuring the Crook and the Cop played this trope straight by having the
* Earlier commercials had anyone, including an uptight adult librarian, shoot into the air and ride on a gusher of fruit juice upon eating them.
* earlier concept, where Lightning's powers were all based around gravity manipulation.
* Earlier continuities had the Legion's financier, R. J. Brande, inspired by 20th century heroes like Superboy (
* Earlier Crimbo seasons offered the Pet Rock and the (non)functionally identical Toothsome Rock.
* Earlier Disney Princess movies didn't identify the settings by name, but most of them derived part of their aesthetic from real-world cultures.
* earlier drafts was this to a villainous version of Elsa, who was going to freeze the country and Anna's heart on purpose, and at the end Anna changed her mind.
* Earlier, Dumbledore is able to disable the remaining fighting Death Eaters easily enough, except Bellatrix Lestrange who is able to casually deflect his spell (he does catch up to her and quickly disable her however).
* Earlier, during the Air Orb quest, Red Mage responded to being set on fire by attempting to
* Earlier during the Cell Games Mr. Satan is at the receiving end of one: having realized how to trigger Gohan's transformation into Super Saiyan 2 but reduced to a severed head, Android 16 asks Mr. Satan to bring him to Gohan, and when he starts making excuses, 16 asks, "
* Earlier during the villains meeting, Ralph asks if there's anything wrong with wanting a little more recognition for the role he plays in his game. The zombie

tells him "Yes".
* Earlier editions had a fair number of animals on the list. The elf might come back as a badger. The old
* Earlier editions made a point that Astartes chapter recruiting from a hive world is essentially this. However the fact that Astartes practice mind wipe and hypnosis during training probably helps.
* Earlier episodes also gave Bea Arthur the chance to demonstrate her singing skills –
* Earlier episodes enjoyed making fun of the fact most of the staff were Harvard Alums.
* Earlier episodes from the original series back this up. When in regeneration psychosis, the Doctor often mentions previous companions, either for no reason or referring to their current companions by some other name. Perhaps the companions are how the Doctor keeps track of their time: "That was when I with him, then there was a gap, and then I met
* Earlier episodes has Misty believing this about Ash, having little to no respect for the starting trainer, despite being the same age as him. When he does prove himself later on, however, her attitude towards him changes.
* Earlier episodes, however, did mention Whataburger, a real-life restaurant whose headquarters are in San Antonio.
* Earlier episodes included a new religion that believes "God" is too big a concept for any one tradition to grasp, and also a group of Catholic monks seeking to learn every name and view of God across the various species.
* earlier example; she gained fame quickly, even though she was originally meant to be a minor character next to Rowlf alongside Janice in the Veterinarian's Hospital sketches. While the latter two eventually made a comeback, it is still surprising to learn Piggy was never thought of as a major character in the beginning.
* Earlier, Fievel does this as well when he hugs a mirage of his parents, which turns out to be a cactus.
* Earlier forms of military conscriptions, e. g. that in France during the Revolutionary and
* Earlier games giving the computer unlimited specials. Granted the computer technically has unlimited
* Earlier, George mentions that there's a neat prize inside each box of Mrs. Hockenberger's Butter Cookies, though we never learn or hear any more about it once we find out what box he's actually holding.
* Earlier, George's students wanted him to teach them curse words, because they never know what people are saying to them when they're being cursed at. George figures he might as well go with it, since swearing is just as much a part of language as anything else.
* Earlier, Godfried himself managed a nice insult without breaking character.
* Earlier, Han, Luke, and company turn a corner and run directly into about half a dozen stormtroopers. Han shoots one and the rest flee in a panic. Han chases them screaming only to find a huge contingent of stormtroopers around the corner.
* Earlier he admitted to never kissing or even holding hands -- he's saving himself for marriage -- in obliviousness to what the woman asking him might mean by it.
* Earlier he claims to have done "horrifying things with salad tongs," and on his
* earlier. His sudden death meant he never gained much by his victory over Kozina and that would have given rise to the more legendary telling of the tale, in which "a year and a day" makes for a more narratively satisfying timespan.
* Earlier humans studied captured Bleem ship and invented "zorp" weapon by reverse-engineering its engines.
* Earlier, Ichigo becomes very upset when he hears that Chad has been beaten. He gets lost in thought trying to convince himself that he'll be okay...until his child companion Nel starts complaining that he's crushing her.
* Earlier in 1 Samuel, David was on the receiving end of this, when seeking the hand of King Saul's daughter Michal in marriage. Saul, who didn't like David and saw him as a threat to his authority (especially after that whole Goliath thing), but couldn't kill or banish David because he was charismatic and popular

(especially after that whole Goliath thing), sent David on a number of impossible missions from which Saul did not expect David to return. Inevitably, David survived, often doing
* Earlier, in "A Matter of Time", the SGC gets a taste of this when they gate to a world being consumed by a black hole. The team on the planet appears nearly frozen in time, and the
* Earlier, in "Bob & Deliver", Bob refers to Tina as his "favorite
* Earlier, Indy and his friends have boarded a plane just moments before the Chinese gangster Indy has angered show up. Indy throws a mocking grin of "Nice try, Lao Che." He then shut the door...letting the audience see the words LAO CHE AIR FREIGHT stamped on the side. Lao and his son are literally laughing as they mockingly wave to the pilots.
* Earlier in episode 64, after mistaking a random tourist for the Pony Games inspector, the tourist claims to be just a delusion.
* Earlier, in his introduction episode, (which is really Batman playing on all of the Injustice Gang) Batman is forced to trying to offer Ultra-Humanite double whatever Luthor was paying. Humanite counters by revealing he's not being paid but is in it because he cannot stand the lack of culture in modern society. Batman counters by offering to donate enough money to his favorite opera program on PBS to upgrade him from
* Earlier in its history, at the arguable height of its powers during the 16th and 17th century, there was a 130 year period known to historians as 'the Sultanate of Women', when the political manoeuvrings of the harem controlled the Empire.
* Earlier in its history, there was the Asgardian Civil War, with Odin, Vili, and Ve on one side and their older brother, Cul, on the other. The other three rose up largely because of how Cul a.k.a. the Serpent was abusing his power, over Earth in particular, which he'd transformed into the horrifying dystopia of Aesheim. Vili and Ve were killed in the war, and the consequences were so brutal that Odin had to enlist the assistance of several other pantheons to stitch Earth back together afterwards (achieved by essentially folding back time to before the Serpent's conquest and cutting off the loop, trapping Cul in his own timeline).
* Earlier in Mirrodin there is the Darksteel, magical metal that is plain Indestructible. Things made of Darksteel has eerie light balls orbiting them, be they weapons, golems, or metal fortresses.
* Earlier, in "Romeo & Juliet 2: Love Resurrected", Camp Campbell puts on a
* Earlier in Russian history than that, Peter the Great had three demons summoned to aid him in seizing Swedish land. As payment, they ensured that his sons would die young and that his heart would be cold and unfeeling.
* Earlier in season 2, Piper was torn between Dan, the Muggle love interest and Leo, who is a
* Earlier, in season 2, Tosh tells Owen that she loves him before he dies (again). There's some discomfort when he doesn't quite die.
* Earlier in "Secrets", there was Armin Selig, who had a concrete scoop about the Stargate Program. He got hit by a car after confronting Jack with his suspicions. Never explicitly said, but Jack was left half-believing it was arranged.
* Earlier, in "Semper Fidelis", Johnston ripped the insignia off of one of the fake marines as they were leaving.
* Earlier in "Stink Positive", Stinkbert blows up a balloon and gives it to Dash, advising him not to let it pop. Dash quickly plugs his nose and groans, saying he "wouldn't dream of it."
* Earlier, in Tech Noir, Sarah knocks over a bottle and bends down behind a table to pick it from the ground just as the Terminator turns to look in her direction. He sees her shortly after, so the trope only serves to draw out the suspense.
* Earlier in that episode he was running away from defacing Hokage Mountain. Keep in mind that you can see it from just about every point in the village. Turns out this is intentional: Naruto is
* Earlier in that episode, Homer's computer asks "Vent radioactive gas?", when Homer responds no the computer insists "Venting prevents explosion." Which becomes a

* Earlier in that same arc, Negi personally discovers that yes, Setsuna
* Earlier in that same battle, Nappa becomes enraged when Krillin does a small cut on his face with his
* Earlier in the 1st season, a guy was blackmailed by a rogue juror for killing his wife, but he didn't know who he was so he opted to kill everyone in the jury he was in.
* Earlier, in the Alabasta arc, Sanji invokes this trope by realizing the easiest way to get to the clock tower in this maze of a city is to kick through the walls of every building in his way. This later comes back to bite him in the ass when he overhears townsfolk complaining about the repair work they'll have to do.
* Earlier in the arc Souma is competing against Takumi, a student with the same work experience as himself. After their match ends in a draw, Takumi acts like a shounen manga rival and walks away saying they'll meet again one day to conclude their match. Five minutes later they're seated together on the bus while Takumi looks absolutely mortified.
* Earlier in the backstory, young Roland gains the edge of surprise when he
* Earlier in the Bible, we have Ishmael, who, at fourteen years old,
* Earlier in the book, after Harry informs his allies in the Order of St. Giles about the existence of a Red Court storage base in Nevada, they begin planning how to get there, scout out the facility, overpower whatever security exists, and search it for clues, all without Harry's assistance
* Earlier in the book, he also retrieves not just Ron, but the abandoned Gabrielle from the bottom of the lake (although, it turns out she wasn't in any real danger- didn't really think that one through).
* Earlier in the book, somebody else tried to kill Aral Vorkosigan this way, twice. It didn't work, mostly thanks to Aral's genius for ending up in a
* Earlier in the campaign, they needed to beat Olympiacos 1-0 or by 2 goals to progress to the knockout stage. Problem was, Olympiacos were the ones leading 1-0 at half time, which meant they needed to score at least three goals to progress. With three and a half minutes left, with the score at 2-1 to Liverpool, Gerrard responded with
* Earlier in the ceremony, Damien Chazelle won the Best Director award for
* Earlier in the comic, Dave was originally intended to die in his first encounter with
* Earlier in the CP9 arc, Usopp leaves the crew when he fights Luffy over what should be done with the crippled Merry Go
* Earlier in the DLC, Liara slaps aside two of the Shadow Broker's soldiers with her biotics while chasing after
* Earlier in the drafts, "Switch" was intended to be a female in the Matrix and a male in the real world.
* Earlier in the episode, he shared this with Touji and Kensuke. Touji's cap was blown in the wind and landed next to Asuka, who stepped on it. The three went to retrieve it, a dramatic wind flew, and since Asuka was wearing a sundress they caught a view of her panties. The next moment (and one cut to the episode's title later), Asuka has bitchslapped the three of them.
* Earlier in the episode, one of the aliens is beamed up in an effort to explain to her that this is the case,
* Earlier, in the episode "The Ghost", Gumball drinks a disgusting blend of slop so he'll have nasty breath and gross out Carrie. He grosses out everyone
* Earlier in the episode, the revelation that this Dalek is, to the best of both its and the Doctor's knowledge, the
* Earlier in the film, Abu does this after watching Jasmine pole vault to the next rooftop.
* Earlier in the film, after agreeing to be friends despite the years-long
* Earlier in the film, another player was similarly trash-talking Taylor.
* Earlier in the film, a typical scene is shown where some police chief chews out Eddie Murphy's character. This turns out to be an audition.
* Earlier in the film, Bill accurately predicted that she'd fulfill this trope if she ever took the time to dress up.

* Earlier in the film Jess explains to a bunch of white teammates that she wouldn't be allowed to marry somebody white, definitely not someone black, and not someone Muslim- pretty well limiting her choices to a Hindu or Sikh Indian.
* Earlier in the film, Marty gets a thermometer from Melman as a birthday present and puts it in his mouth. He spits it out once Melman tells him it was his first
* Earlier in the film, Quicksilver and Scarlet Witch both easily overwhelm the other Avengers: Quicksilver is too fast for Captain America to keep track of, and Scarlet Witch is able to implant psychic visions in Captain America and Thor and force Banner to Hulk out.
* Earlier in the film Steve realizes the friends and colleagues piling into the elevator with him on apparently innocent business are there to attack or restrain him because he spots the tell-tale signs of nervousness and weapon-readiness they are trying to conceal. Being Steve Rogers, he gives away the element of surprise by asking if anyone wants to opt out of the coming fight.
* Earlier in the film, the Joker sets one of these up between three goons, forcing them into working for him, but claiming that only one spot is open and holding "try-outs". He leaves a broken pool cue in front of them and leaves, telling them to "Make it fast."
* Earlier in the film there is a scene where, after finding out his name in his former life (before he was rebuilt as RoboCop) was Alex Murphy, he goes to his old house and finds that
* Earlier in the film, there's a more typical example, when Pippet the dog disappears. The ominous hint at his fate comes when the stick he'd been running into the water to retrieve is seen floating on the water, abandoned. Not one second later, theme music kicks in and we get the
* Earlier in the film, when forced to tell a ghost story with the girls in her cabin, Wednesday ends the story in the most terrifying fashion: the ghost in the story punishes the girls who doubted its power by
* Earlier, in the fourth arc, several cats secretly go to the Dark Forest (the cat version of hell) in their dreams in order to get some literal
* Earlier in the game, Jack detonates a bomb to blow up a communications dish, and must run down a corridor to escape, as the fireball chases after him.
* Earlier in the game, Link has to make a wish to unlock the second pendant palace, though the wish is unstated. Notably, the palace entrance requirement is that he make
* Earlier in the game prior to the aforementioned final boss battle, there are also 3-way fights between Rayne, the Nazis and various Vampire creatures. And before that we also get Rayne vs the Nazis vs the Daemites.
* Earlier in the game, we have this exchange between Sly and Demetri, the first boss.
* Earlier in the General Blue saga in the anime Krillin whilst dangling over a lava pit accidentally pulled Bulma’s shorts shorts down and exposing some strawberry patterned panties.
* Earlier in the movie after a bedridden Cameron gets off the phone with Ferris:
* Earlier in the movie, Knives Chau gushes over Scott, telling him she's never dated anyone so talented. Scott correctly surmises that she hasn't dated that many people in general.
* Earlier in the movie, we're given a glimpse of a character who may have died mid-sentence
* Earlier in the movie, when McClane asks if Zeus can hotwire a car, Zeus says:
* Earlier in the narrative, Nate spends a gold dollar in a tavern, which gets him a quart of whiskey, a room for the night, a cooked breakfast for two and (most importantly in this context)
* Earlier in the same arc, Natsu and Wendy visit a black market to pick out magic weapons
* Earlier in the same book, an ambull came out of the tunnel wall to attack Cain who was "safely" in the middle of the party. This, of course, gave him an (unwanted) opportunity to show off what a badass he is with his chainsword.
* Earlier in the same book, one of the apprentices mouths off to Menolly, a

journeyman harper, who calmly reminds him that the official punishment for such an affront is three days' water rations.
* Earlier in the same book, the main characters had found a copy of Churchill's speeches in the president's personal library among ordinary books and had commented it was a disgrace to see something so valuable sitting there unappreciated.
* Earlier in the same episode, a defector is explaining that Barry is the new KGB head & has a master plan when
* Earlier in the same episode, Katara raises the possibility of resolving Zuko's inner conflict by using her skills to heal Zuko's facial burns - the physical embodiment of his daddy issues. But then Azula walks in and offers an alternate path to daddy's good graces: turn on Katara and bring down the Avatar.
* Earlier in the same episode, three of the Sisters (10032, 10039 and 13577) react to the discovery that Misaka 19090 has been dieting and reading a women's magazine by chasing her down like red-eyed demons. We never find out what happened. On the other hand, it's a case of
* Earlier in the same film, one of the Mob Bosses, Vinnie Ricorsco, denounced Jack Napier as such after the latter
* Earlier in the same film, Ringo and Fred are wandering around the Beatles' house looking for the rest of the band and they find a giant Frankenstein's monster with a lever next to it. Fred warns Ringo to leave it alone, but Ringo pulls the lever anyway, insisting "Can't help it, I'm a born
* Earlier in the same loop, furious after Aegon killed Jon, Joff chopped off his hands and tossed him to Ghost
* Earlier in the same mission you also find a room plastered with newspaper clippings, surveillance photos, and a detailed itinerary - of YOURSELF.
* Earlier in the same season, Nanoha is interrupted from firing her Starlight Breaker by
* Earlier in the season, Rainbow Dash uses the pool of it in her own front yard as war paint as part of a
* Earlier in the series, Aang, Katara and Sokka arrive at the city of Omashu only to discover that it has fallen to the Fire Nation.
* Earlier in the series, Agatha uses a modified pipe organ to control her army of clanks.
* Earlier in the series, an extremely underhanded character uses a batch of spiked drinks clear the field in the completely ludicrous
* Earlier in the series, as the Morituri become more successful at repelling
* Earlier in the series (at which time long-range FTL detection appears to work slightly differently), Virgil Samms has a
* Earlier in the series, a victim's husband suggests that Don was this to the victim.
* Earlier in the series, Ayame tried to warn Tanukichi about the dangers of idealizing someone, but he didn't listen. In his mind, Anna was pure and innocent. Even after she awakens to
* Earlier in the series, contrasting the Ghosts' uniforms to those of
* Earlier in the series, Demons had more of a presence in the story, temptations and all, but their place was usurped by the Fae. Lately, only the "Nickleheads" (Fallen Angels with mortal hosts) have made much of a presence for the Down-Below team.
* Earlier in the series during the Orange Islands arc, Satoshi / Ash and Pikachu see a fruit basket on the road and run to it. Kasumi / Misty stops them saying that the basket a likely a bait trap and then the action of Satoshi / Ash and Pikachu running towards it is rewound.
* Earlier in the series, Frieza's spacefaring flunkies, the Ginyu Force, were a parody of Sentai teams, despite being villains. They were big on striking dramatic poses.
* Earlier in the series, Kelly had a dream sequence featuring a contest between Zack and Slater - wherein she'd decide which boy to date. We only see the evening round and Kelly declares Slater the winner. But when Zack tells the interviewer he
* Earlier in the series, Sokka caused a rare heroic example of this trope. After

the
* Earlier in the series, Starbuck engages in a shootout with terrorists; and accidentally hits her perpetual
* Earlier in the series, Tex also qualifies. Though to a lesser degree. Her toughness was played for action and being a badass, rather than humor.
* Earlier in the series, there was Fallen Leaves. He died in the tunnels during an initiation some unspecified time before the Clans came to the lake, and was unable to even step outside, let alone pass on. Eventually, though, he does get to leave the tunnels, to join the rest of the Ancients in the
* Earlier in the series, the Two Witnesses are able to turn water to blood and vice versa, which squicks Carpathia out during his failed speech at Teddy Kollek Stadium when his mouth starts to run dry and he asks for water.
* Earlier in the series, Vera Bates unexpectedly commits suicide, allowing Bates to marry Anna. Not that this actually makes things any easier, since he's
* Earlier in the series, Will, then probably 35, briefly dated Scott, "23 and 3/4" — though when Scott initially asked Will out, Scott said he was 24 and thought Will was 27. Will felt embarrassed about Scott's age and broke it off with him.
* Earlier in the show, Poncho had a good one when he used a gas explosion to kill a
* Earlier in the show, the song "King of Broadway" features a section where Max reflects on his past glory while standing in the alley outside the theatre where his latest play just opened and closed. A mournful violin accompanies his speech, getting increasingly maudlin the more pathetic his story becomes. The violinist turns out to be a street performer whose help Max also declines.
* Earlier in the song, after Leo finishes his verse, a very moved Max says "Leo, I never realized... you're a good singer!"
* Earlier in the story, due to the changes in the ninja academy's training program, Sakura goes from the first student in the class to the dead last, to the point every other female student (even
* Earlier in the story, Ford pulls Arthur away from his sit down against a bulldozer and takes him to the Red Lion Pub to explain that (a) he's really an alien and (b) the Earth is going to be destroyed.
* Earlier in the story, Hinagiku showed that she had the ability to be one, including the singing ability, but has apparently chosen not to follow this path.
* Earlier in the story, once Kaede beat Kotaro, he just stood around promising he wouldn't run or pull a cheap trick.
* Earlier in the story, when Black Star challenges Patty to a sparring match, Black Star decides to "make it fair for her" by having Tsubaki tie his hands behind his back. Patty,
* Earlier in the story, Yue and Asuna come up against Takahata, their former teacher. Suspicious of how hostile he is towards them, Yue asks him to hit her. Despite Yue being an ordinary school girl and without a method to defend herself, he obliges.
* Earlier in the strip, BM's reaction to Lich giving a dramatic speech about the inevitability of death is to tell him, "Hush, the adults are talking."
* Earlier in the strip, Durkon is relieved that since he'll return home posthumously, he won't be eaten by some monster. How does he die? His blood is drained by a vampire.
* Earlier in the Yellow Trailer, the first phase of the background fight music ends when Yang slams the DJ's face on the turntable.
* Earlier, Itchy overhears two thugs talking about having to feed "Carface's little monster" and assumes this trope is in effect. Actually, the "monster" is Anne-Marie, the orphan girl Carface has captive.
* Earlier, John was forced by Nergal to disrupt the plans of The Resurrection Crusade, which planned to have an angel impregnate a human woman who would then give birth a new Christ. John accomplished this by making love to her first. It didn't matter that she was no longer a virgin — but the angel recoiled at the demonic taint in her, another side effect of John's transfusion from Nergal.

* Earlier, like all the way back in Season 1, there was Samantha and Daniel, who seemed to hit it off and share several very shippy emotional scenes. These dropped off significantly later on, so this can probably be chalked up to
* Earlier, Ling and Yao are chasing Mulan and stop short of running into a line of soldiers waiting for food. Chien-Po stops behind them and accidentally bumps them with his belly, knocking down the whole line.
* Earlier, Nami, while pretending to join Buggy and "betraying" her captain, was told by him to fire a cannon ball at Luffy. The funny thing was that at this point, Nami wasn't even part of Luffy's crew yet and was simply using Luffy as a means to an end. However, Nami noticeably hesitated because she hated pirates and didn't want to lower herself to their level by killing another human being.
* Earlier, Ned overhears a conversation mentioning "an anchorman in Kingston". When he later learns that Kingston is the capital of Jamaica, he realises that what he heard was "a nanka-man", nanka being a local term for the Jamaican Boa.
* Earlier, Norm explained that this sort of thing is pretty by the book: every time a human finds a genie, they wish for (in order): a dumb test wish (almost always for a sandwich), a wish for a position of power, which always results in the wishmaker getting lynched by a mob, prompting them to angrily declare "I wish I never met you".
* Earlier on, after being informed that what happened to Naruto's biological parents is an S-Rank secret, Karin asks "Geez, was your father a Hokage, or what?"
* Earlier on, after describing Nick describes their situation verbatim, Hillary says 'I know, it all sounds like some bad movie.' They both then look very slowly in the direction of the camera.
* Earlier on, before Vegeta makes his way to Namek to gather its Dragon Balls, Cui tells him that Freeza heard about Vegeta's plans whilst he was on Earth, because the scouter was on the entire time. Vegeta is shocked at this, claiming the transmitter was off the entire time, but then he realises that
* Earlier on, during the invasion of Konoha, Gai is the one trying to keep ahead of his
* Earlier on, during the Library Island arc, Kaede does this with books falling off of a bookshelf.
* Earlier on, during Tien's Kikoho barrage against Semi-Perfect Cell, Yamcha notes how useless he feels, and Master Roshi directly quotes the
* Earlier, on Elan and Nale's first meeting, Nale's comments on Elan's handsomeness (or rather, his
* Earlier on in the series, Black*Star goes through this multiple times while trying to overcome a jar of water that sucks out your soul.
* Earlier on in the series, Lily pretended to be Barney's wife so his one-night stands would leave in the morning and never bother him again.
* Earlier on, it's subverted. A couple of girls see Negi and Konoka and follow them around, thinking they're on a date. They even call the class president to inform her of what's going on, and she promptly drags both herself and Negi's roommate Asuna over to find out. Turns out that
* Earlier on Mars, all of the Cerberus troops had this reaction upon realising
* Earlier on, one of Spartacus's followers trash talks Spartacus to the man himself. He apologizes profusely when he realizes his error, but Spartacus shrugs it off and says he's not above criticism.
* Earlier on, Rainbow Dash wakes up to find Twilight, Applejack and Pinkie Pie all laying on top of her, and assumes they all got drunk and slept together. When she looks around and sees Sweetie Belle (their friend Rarity's little sister) looking at her, she assumes the younger filly was also involved and freaks out, only calming down once it's made clear that nobody slept with anybody; Twilight had been teleporting around to all their homes to pick them up, and the last teleport had taken all six of them (including Spike and an unconscious Fluttershy) from Rainbow Dash's home to Rarity's shop.
* Earlier on, the bus accident also prompted this, same with Melanie thanks to the trauma.
* Earlier on, the end of the second episode reveals that Aoi Asahina has bought

it. The very next episode reveals that she's okay, and another character just set up
* Earlier on, there's also Naruto's fight against Neji in the Chunin Exams finals. Neji tries to talk Naruto into giving up by telling him that he has
* Earlier on, there's a variation where Sidorak had an open invitation to another villain, his second-in-command, Roodaka; offering to make her co-ruler as Queen. She holds off on accepting until she can say
* Earlier on, the same character hijacked an old secret Soviet orbital weapons platform to nuke Canada.
* Earlier on, twice even, "Son of a BITCH!" becomes "I'm such a SNOT!", which sorta cancels out the well-handled rant.
* Earlier on, when Moody explains the escape plan to Harry. The reader has already been made aware of the fact that Voldemort knows when they're going to escape.
* Earlier on, when Sally and Conrad are arguing about which course of action to take, the Cat announces
* Earlier on, you can ask the researcher Piet to play Triple Triad while panic is spreading like wildfire throughout the Space Station due to Ultimecia's intervention. He even lampshades your ridiculous request. However, the only window of opportunity to obtain Alexander card is either here or during the aforementioned Time Compression.
* Earlier, Optimus is in a three-on-one fight between Megatron, Starscream and
* Earlier, Ozai was also prepared to kill off his then-10-year-old son on his father's command (
* Earlier, Pharaoh killed Hebrew sons to keep the Hebrews from becoming strong enough that in case of a war they could join the enemy and fight against Egypt. Fortunately for the Hebrews, Moses escaped slaughter.
* earlier portrayalsin which he wore other colours (green was a favourite) and styles of outfit, but this is only an urban legend; depictions of Santa in his red suit existed long before Coke thought up their ad campaign.
* Earlier Ramsey points out that the robot can pick up their live broadcast transmission.
* Earlier, Red Alert lighting can be seen inside of Riley's father's head as his emotions prepare to Put the foot Down.
* Earlier, Rico is breveted from lance-corporal/Assistant Squad leader to sergeant/Assistant Section Leader (skipping corporal/squad leader). The officer in charge feels that it makes more sense to leave as many squads as possible with their squad leaders, since the MI mostly operates by squad, and things have been rough lately.
* Earlier, Satan mocked Monique as thinking she was this. She countered that compared to him, she was.
* Earlier, Season 3's finale played with this by having Sean drive Danni (JD's girl of the season) home.
* Earlier seasons offered a subversion- Dinobot was head and shoulders taller than Optimus Primal, and Rhinox was equally as large if not larger. Late season two, Rampage is much larger than Megatron, who really doesn't need size to be scary... it just helps.
* Earlier seasons of the show had no problem mocking or just simply referencing products or people by using their actual names. In later episodes, the show has resorted to replacing real things with spoof versions (i.e. Apple becomes Mapple and Steve Jobs becomes Steve Mobbs).
* Earlier, Sleuth Dawg decided he was done and walked out, promising not to be seen again. In a Q&A, Ian Flynn admitted it was because he simply found him too boring a character.
* Earlier, Stanley's friends shove him under a shower spray fully clothed in an attempt to sober him up after he got drunk, subsequently lost his self-control, and hit Stella.
* Earlier still, at the very beginning of the story, Luffy as a young boy begged to be brought along into Shanks's crew. He concludes the opening chapter by declaring to form his own crew instead.

* Earlier still, in 1957, Italy sent the longest song to ever compete in the contest. Nunzio Gallo's "Corde della mia chitarra" was a whopping 5:09, which led to the establishment of the rule that songs could be no longer than three minutes long the following year.
* earlier strip, Jeremy holds it all day and rushes home because "nobody in their right mind ever uses the school bathrooms".
* earlier strip, when Marten first meets Hannelore. She invites him back to her place to play Scrabble.
* Earlier, Terezi gave John the code for a rocket pack so that he can skip building his house up past the second gate and zoom all the way to the seventh gate to sneak into the palace of the supposedly slumbering Denizen of his Land.
* Earlier than both of these examples, the Gnomekop doll powered from the Rat Talisman in the episode "Tough Break".
* Earlier than that, a young employee of a hotel is shot when he sees Rico after a kill. It's even worse since they had become friends earlier, but Rico is so brainwashed (or grateful for being able to walk) that she shoots him with a smile.
* Earlier than that, Gongenzaka was somewhat of a regular visitor of the You Show Duel School. He's a student of another Duel School, but he appeared in You Show so often that he was even allowed to duel for them as one of their three defenders.
* Earlier than that — an Alien action figure was in toy stores back in the 1970s immediately after the film was released. It was said to be the first ever toy based on an R-rated movie. Apparently this was supposed to be accompanied by a
* Earlier than that the CIA was treated to a very literal horror show when they witnessed Frank massacre dozens of mobsters via satellite. Even Frank's old buddy Microchip is shaken up by what he's seen.
* Earlier than that, the Eldar god of war, Kaela Mensha Khaine, managed to defeat
* Earlier than that, the lockers of the employees of Sector C all have the names of development team members.
* Earlier than this, it was specifically mentioned as something that should be done with Warlock powers so that they fit your character's contract, and used to explain why the contract labels for powers were dropped after the
* Earlier that case, an exchange like this happens between Phoenix and Edgeworth, when Phoenix,
* Earlier that season, they almost go through with a quickie wedding after Carla loses her mom but Turk realizes she's just having an emotional reaction and they (especially she) would end up regretting not having a real wedding ceremony with all their friends and family.
* Earlier, the alchemist observes that they can't change lead to gold, because that would drop the price of gold so dramatically as to make it worthless.
* Earlier the Baron had mild version of this type of reaction after hearing
* Earlier, the Bible had Shechem kidnap, rape, and decide to marry Dinah, the daughter of Jacob. Her brothers agreed to the marriage only if Shechem and all his countrymen agreed to be circumcised. Three days after the countrymen comply, her brothers turn out
* Earlier, the first time a Thing From The Dungeon Dimensions is mentioned is at the Temple of Bel-Shamaroth in
* Earlier, the Kumogashira (spider demons) try to do this to InuYasha.
* Earlier, the main character notices a glowing barn making strange noises, and finds
* Earlier, the narrator says (in Jade's perspective) "You have chalked it up to your family's longstanding propensity for eclectic
* Earlier there is the episode "Mary The Paralegal" where Barney tells Ted he's getting him an escort for the night but he reveals to the others that she isn't. The trope is played straight at the end of the episode because Ted doesn't know.
* Earlier, the resistance member is yelling angrily at Nazi tanks driving down the street, and Charlotte kisses him to shut him up and prevent him from being arrested or killed on the spot.
* Earlier, there was a series of strips where Lucy asks Charlie Brown to have her new little brother, Rerun, join the team. Because of his size, Rerun keeps getting

walks, and they actually manage to win their first game. Unfortunately, he and Linus are called in to a meeting with the Little League organization, who reveal that they have to forfeit their game when it was revealed that Rerun gambled on the game with Snoopy.
* Earlier, there was the Holodoc, whose bedside manner in the early seasons could be boiled down to "Please identify type of pain: burning, stabbing, stinging..."
* Earlier, the team defeated a mob boss by flinging burning ninja corpses at him.
* Earlier, the Temporal Security Annex has this when the time rip occurs: "Warning. Warning. Warning. Temporal rip detected. Alert status: Alpha. Temporal distortion imminent. Agent 5, proceed to Ready Room."
* Earlier, they entered the shuttle bay through a force field, much to Omnibus's
* Earlier, they parodied it with George W. Bush and his daughter Jenna as Vader and Luke respectively.
* Earlier, Topper and Saddam are sword-fighting - well, Saddam's using a sword, Topper is using a phone with an extended metal antenna — when the phone rings, and Saddam obliges while Topper answers the phone, finds out it's Saddam's wife on the line (Hillary Rodham Hussein), and then lies to her to cover for Saddam. Makes sense, it's Saddam's phone, after all.
* Earlier, Uriel had seen a once-possible future that involved a fine son whom he would have been proud of; he regrets it, but does not let that stop him.
* Earlier Uryu poses as a new member of fourth squad who reports to the seventh seat but doesn't remember his superior's name. Sadly for him, the seventh seat is standing right in front of him.
* Earlier, Vimes found a mysterious bag of white powder in his desk but explicitly refused to taste it, instead asking the on-staff alchemist to see if it was arsenic. Shortly afterwards Carrot did use this method. On a mysterious bag of white powder he'd just seen Vimes stuff a handful from into his mouth. It turned out to be sugar, Vimes having swapped out the bag for one from the canteen.
* Earlier, Vincent Vega and Mia Wallace both agree not to tell anyone, especially Mia's husband Marsellus, that she almost died of a heroin overdose and Vincent had to inject adrenaline directly into her heart to keep her alive.
* Earlier, we have Sandie Jones' "Ceol an Ghrá" (1972), which remains Ireland's only Irish-language entry. Subverted in regards to Ireland's Junior Eurovision participation, which is organized by Irish-language TV station TG4, thereby ensuring that every entry Ireland sends there is in Irish.
* Earlier, we see that Sarah owns a little music box with a princess-like figure in a
* Earlier, when Al and Peg watch the tape, Peg comments: "Whoa, I didn't know a human leg could do that. Oh, I want that! Oh, and I want that! And I
* Earlier, when a plane crashes into the house that they were staying at, Ray tells Rachel to keep her eyes on him as he carries her out.
* Earlier, when Bianca smugly thinks she's got Dresden cornered and is going to force him to sacrifice an innocent life, asks him logically if one woman is worth the price of war. He just responds quietly "I love her."
* Earlier, when he refuses to leave Ahch-To with Rey, Luke asks her (paraphrased): "Do you think I'm going to walk out with a laser sword and face down the whole First Order by myself? What did you think was going to happen here?" Many fans came into the film expecting Luke to do exactly that.
* Earlier, when preparing for dinner with Belle, the Beast is so caught up in his anxiety that he finally has a chance to break the curse and his despair that it still may never be broken that he didn’t realize Belle probably won’t want to dine with her captor.
* Earlier, when Yondu realizes Rocket's set a course for Ego, he explains why it's such a bad idea.
* Earlier, while he's looking for gold in the Yukon, he spends some time sitting on a mountaintop, enraptured by the scenery, and wondering if he should just give up his money-grubbing ways and live off the land... then he says to heck with that, and announces that he'd put an oil pipeline through it if it would make him rich.
* Earlier while visiting a hospital the trio is forced to wait uncomfortably as

their doctor examines an old nude man.
* earlier (who was apparently the source of chocolate chip cookie cereal, according to the ads).
* Earlier, Zoro agreed to the terms Helmeppo set that he would starve for a month to protect a little girl.
* Earlier, Zoro got on his knees and begged Kuma to spare Luffy's life by offering his own in exchange.
* earliest examples In the Sixth Square, Alice meets the Unicorn (of the nursery rhyme "The Lion and the Unicorn"), and they are shocked at each other's existence:
* earliest successful ditchings of a passenger aircraft and were rescued by a Coast Guard Vessel.
* earliest, which is well-known for being a mainstream success and more directly tailored to adult smartphone users).
* Earl "Madman" Muntz). Despite this, they struggled to conceal the fraud, and Crazy Eddie imploded when the SEC did its own audit after whistleblowers revealed the tax evasion that was running rampant. It convinced Sam to testify against his cousin Eddie, who fled to Israel but wasn't arrested and extradited back until 1993. Sam now works as a consultant advising regulators, while Eddie lived in relative obscurity until his death in 2016.
* Earl Morrall III as the heavy favorites over the AFL's New York Jets. Unfortunately, Morrall ended up playing the worst game of his career; throwing 3 2nd quarter interceptions (topped by a flea-flicker pass in which Morrall missed wide-open receiver Jimmy Orr). By the time Shula yanked Morrall in favor of the ailing Unitas, the score was 13-0 in favor of the Jets — who ultimately upset Baltimore 16-7.
* Earl of Lemongrab appears to be a parody of this trope. He's definitely a tyrannical overlord, but he isn't actually evil. Rather, he's
* Earl reported the theft because it was his car and the thieves did not want to give it back. In the old days the thieves would have returned it to him as a courtesy to a fellow thief. However, since Earl has gone straight, they felt that he was no longer covered by that Honour Among Thieves tradition. The cherry on top is that Earl figured out
* "Earl's Big Jackpot": Earl gets fired merely for getting injured on the job (after Richfield made his employees work overtime at the last minute, without pay). Earl ends up suing his boss. After Earl rubs in his new wealth, Richfield then fires all of his tree pushers and says it's because of the company losses. Robbie later convinces Earl to consider giving his money back, in exchange for rehiring the employees, which Richfield refuses.
* Earl's first wedding wasn't a picnic either. He was dating a woman named Jessie, but was spotted by Joy (who had recently been kicked out of her parents' house for becoming pregnant out of wedlock.) Joy and her friends served him "upside down martinis," and when he was too drunk to know what was what, Joy drove them to Vegas and they got married. The next morning, Earl notices that she's pregnant; the night before, he just thought she had a bit of a belly.
* Earl Slavitt in "A Different Kind of Death" was framed not only for murder, but the original crime he supposedly committed it in revenge for.
* Earl Swagger from Stephen Hunter's novels served with distinction in the United States Marines during WWII and won the Medal of Honor for his heroism. He then returns to civilian life and becomes an Arkansas State Trooper, where he continues his tradition of badass antics. His son Bob Lee Swagger combined this with
* Earl Swagger of six other gunmen (competitive shooters, Texas Rangers and another WWII vet) to storm a county ruled over by a corrupt sheriff and warden and bring an end to their actions.
* Earl, the car they dropped from a crane to test "Buster 2.0". And several one-time ballistics gel dummies they named.
* Earl Thomas Conley’s 1989 No. 1 country hit “What I’d Say” (not to be confused with the Ray Charles song of the same name) includes a line where a man — conflicted over his feelings for his ex-girlfriend and crazy over thinking about what he’d say to her if they met again — admits there

are times he is so angry (over the breakup and how the relationship ended) that he’d “put my fist right through the wall.”
* Earl uses this trope to play matchmaker with Valentine and Rhonda in
* Earl Valle is the most powerful and most studious necromancer to ever live, and his spellbook contains a few things generally thought impossible for necromancers by the setting's
* Early 1975 — peaked at No. 2 on the country chart; the Hank Sr. cover included vocal harmonies from her good friend, Emmylou Harris. (And yes, both sides got airplay on both country and pop radio.)
* early 1990's, who rehabilitates Hal Jordan and makes him the centerpiece of a massively popular, best-selling run.
* early 19th Century) refused to climb some mountain because he preferred to treat mountains like ladies: him at their feet.
* Early (1st-3rd Century) Christian martyrs in Rome were like this. The same thing applied to a lot of Protestants killed in the Inquisition, often continuing to preach even while they were being burned at the stake.
* early-2010s clothing during the rest of the 2010s and much of the 2020s.
* Early '60s, was that although she had a sensitive and nurturing environment and support team to work with, she had few true peers or role models in the industry she could fully relate to, look up to or personally consult with in her line of work or in her own position as a role model, and had to figure it all out by herself. She really, literally had no idea what she was doing or what would set a good example for her fans to do, and really had to play it by ear.
* , early '70s film starring Mark Hamill & Annie Potts. Both lower class: He's a just-graduated high school senior searching for a stolen Corvette, she's a self-proclaimed "prostitute in training."
* Early '80s UK pop group Bow Wow Wow mixed up punkish energy, surf music, and African-inspired beats and had a couple of hits, notably "I Want Candy", but they're still chiefly remembered for the UK cover of their first album
* Early-90s point and click adventure game Simon the Sorceror also has one - a group of wizards claim to be farmers, and the way to prove them wrong is by selecting the answer "but when I move the cursor over you it says 'wizards'
* Early 90s TV ads for the UK insurance company Clerical Medical featured two elderly muttonchopped men in the fashions of 1824 (when the company was founded) representing the professions in its name. Late 90s ones
* Early Adaptation Weirdness: An adaptation varies heavily from the later, more standardized canon of the source.
* Early Adaptation Weirdness, something seems a little off regarding the character as portrayed in their debuts compared to later installments.
* Early ads for Viagra used this trope. It was left to the viewers to ask the obvious final guess, "Hey, Joe, got wood?"
* early advert for Smash instant mashed potato has a spaceman getting his lamb chops and peas in the form of food pills, but of course "there'll never be a substitute for Cadbury's Smash". Which is basically a substitute mashed potato anyway...
* Early advertising example: A 1950s print ad for Heinz baked beans in the UK included the caption, "Beanz Buildz Kidz!" And that wasn't even their main slogan... it was "Beanz Meanz Heinz".
* Early Aflac commercials were like this, where the duck mascot would try to remind people of the company but something in the background would always drown him out, whether being on a roller coaster with screaming patrons or an auto mechanic with a loud drill (and a truck horn later in the same ad), among other scenarios.
* Early Animation: Covers animation in its earliest forms. No real starting date, but ends with the rise of the Silent Age, below.
* Early appearances of Decklan had him use a pair of katars (he's currently using a single katana).
* Early appearances of Kitty Pryde started her out as a Genki Girl, though she actually
* early (a re-release of the movie with added scenes by John Romero, the original's

co-writer) instead implies the zombie plague is demonic in origin.
* Early attempts at a disc-shaped aircraft with a fan for lift had difficulty getting more than a few feet off the ground. The design eventually morphed into the first hovercraft. See
* Early Australian Prime Minister George Reid was rather rotund, leading to the following exchange:
* Early Autumn: John Pentland is the scion of an old and very rich family, but that doesn't stop him from having a crazy wife locked up in one wing of the house. She's been there a long time; she was already roaming around the locked-up north wing when Olivia arrived 20 years before the story's setting to marry John Pentland's son Anson.
* Early aviation: the Wright Brothers' airplane; and later, the Silver Dart, the first Canadian flight (also the first flight in the British Empire), the first self-powered aircraft takeoff, and the first aircraft to use ailerons to roll.
* Early ballistic missile systems like Snark and Trident also used automated celestial navigation (using cameras fixed on particular stars) to improve their accuracy in the days before GPS and other more modern forms of guidance.
* Early baseball video games were forced to resort to these, thanks to trademark protections on the names of actual teams. Common examples included the Baltimore "Eagles" and the New York "Americans". In later decades, the actual team names were licensed, putting an end to this process. The practice restarted when EA Sports purchased exclusive licenses to the NFL, forcing other professional football games like
* Early battles involving only destroyers do tend to look like your typical scuffle, with ships passing one another while trading shots, especially since destroyers are unlikely to have missiles and tend to only have small turrets.
* Early-Bird Boss, but for reasons of the player's weakness rather than the boss's strength, so they should go on that page.
* Early-Bird Cameo: A character has a minor appearance before they are properly introduced later in the same work, in a sequel, or in their own series.
* Early-Bird Cameo: A character makes a brief appearance before being properly introduced.
* Early-Bird Cameo: A character makes a brief appearance before being properly introduced later within the work or within their own story.
* Early-Bird Cameo: A character makes a brief appearance before their supposed introduction.
* Early-Bird Cameo: A character makes an appearance before being properly introduced later in the work/series or before being given their own series.
* Early-Bird Cameo: A character who has a larger role in the story later on has a brief appearance earlier, without much attention drawn to them.
* Early Bird Cameos; Naruto had failed the Graduation Exam twice already, so he might simply have been moved to another class that had not taken the exam yet. There are at least 10 teams of three Genin so there should be at least 30 new Genin but we barely see half that number in any scene.
* Early-Bird Release: Owners release their work in another form of media before it makes its "official" debut.
* Early books seem to imply that the Yeerk homeworld is part of the Yeerk Empire—Visser One was apparently stationed there before visiting Earth in book 5, and the future Visser Three tries to use the Time Matrix to escape there in
* Early books seem to imply that the Yeerks had conquered numerous species; the Yeerk controlling Jake, for example, lists a couple random ones to imply how mighty the Empire is. Later books, however, never bring up any (totally) conquered species other than the Hork-Bajir, Taxxons and Gedds.
* Early books suggest these are the only kind of situations in which homosexuality naturally occurs, reflecting
* Early card games described characters and history completely differently than what was seen in the comics and online content. Most of the discrepancies have simply been declared non-canon, or examples of
* Early chapters. Helpfully, fatal choices are red links whereas choices that

advance the plot are green.
* Early Christians also tried to resist the introduction of punctuation and
* Early comics made a point of the overcomplicated nature of the kids' inventory methods. John was unable to reach anything not at the top or bottom of the stack, and managed to vandalize his room while he tried to flush needed things out of it. Dave's hashmap modus which had numbered slots for each item would throw things
* Early copies included a partial set of tarot cards. The other cards were included with
* Early Cuyler and most of the other characters are prone to this from time to time. With such lines as "Worky jobs" and "money checks".
* Early D&D also had climate-appropriate herbivores on its random encounter tables. If they were removed it was presumably trimming, there not being much one can do with camels aside from staring at them. On the other hand, getting in the way of a herd of bison is all sorts of exciting.
* early draft near the end. Holmes and Watson agree to never touch a razor again.
* Early drafts of the script gave about 50/50 screentime to Nick Morton and Ahmanet, but Cruise brought in writers he was more familiar with (
* Early Draft Tie-In has Marty escaping detention by filtering sunlight through a projector lens which ignites a matchbook and sets off the sprinklers.
* Early Draft Tie-In: Promotional merchandise for a work is reflective of an early draft of the project.
* Early during Galactic history, the mostly-company-owned planet of Anhur effectively legalized slavery in the system, which resulted in a civil war between the pro-slavery batarians and the anti-slavery humans (and their hired guns from the mercenary company Eclipse) that populate the planet. Eclipse would later spin the positive publicity gained from defeating the slavers for all it was worth.
* Early Edition (actually falling apart), but the threat successfully unnerves his attackers.
* Early Edition a day early. He mostly uses it for altruistic purposes, but sometimes if he's short of cash he'll place a bet at the track. His friend Chuck Fishman urges him to exploit it more, but Gary sees it as an abuse.
* Early Edition (and hangs himself after the guilty verdict) and tries to prove his innocence, to everyone else's annoyance.
* Early Edition: Chuck tries pitching a series about a guy who gets tomorrow's newspaper with no success.
* Early Edition. Complicated by the fact that Gary kept trying to sneak out to prevent the tragedies in tomorrow's paper.
* Early Edition episodes. The hero gets tomorrow's newspaper, which generally seems to predict the day as it would have gone had the newspaper not existed.
* Early Edition, Gary and some his friends were kidnapped and left on a stranded boat that contained a bomb. Gary suggested to his former-cop friend which wires to cut. But his friend told that the bomb's timer was entirely digital in nature and had no weak wires.
* Early Edition, Gary's "selfish" counterpart (who used the paper at least partially for his own gain) accidentally ruined the stock pricing of a (very) small computer company (three or five people) by selling all of their stock that he owned when the paper said they were going to crash.
* Early Edition" is that the mysterious paper Gary receives every day shows what will happen if Gary does not intervene. It's intended for Gary to use the knowledge to save people, putting it firmly in the "prophecies are guides, not rules" category.
* Early Edition. Most of the time they then ran an "exclusive" story on the behind-the-scenes making-of during that evening's late news.
* Early Edition once uses the paper to bet on horse races. He was so busy making money that he didn't read the part about a friend of his who died in a car crash.
* Early Edition setup for one of these, but when Gary reached the train station, the girl wasn't there: she'd decided to take an earlier train because she knew if he tried to talk her out of going, she'd probably stay.
* Early editions had rules for "henchmen" and "hirelings," who are essentially NPC

mercenaries paid to accompany the adventuring party. Later editions continue to publish rules for them, but their focus has faded to an afterthought.
* Early editions had rules for mixing potions, either externally or drinking one while another one with a duration was still in effect. A very bad roll could result in an external (bad) or internal (very bad) explosion.
* Early editions had the Detect Life cleric spell, which could detect living creatures at a distance, and even through solid non-metal barriers.
* Early editions have a spell for wizards to summon a familiar; most are animals, but there is a small chance to get a weak monster.
* Early editions have several types of hellhounds, including one that can breathe out fire and one as part of
* early editions in later editions when the writers realized the situation was unsustainable both from a plot point and economics point — can't sell new sourcebooks if there's no new mechs or starships!
* Early editions of the game had flasks of oil that could be set alight and hurled at monsters, like weak Molotov Cocktails. Now there are flasks of Alchemist's Fire with more or less the same effect. They burst into flame on impact.
* Early editions of the game stated the Adeptus Custodes, the bodyguards of the Emperor, showed their mourning by eschewing their armor, walking around the Imperial Palace in nothing but their helmets, capes, and
* Early Edition: "Take Me Out to the Ballgame". Chuck comes for a visit and offers to take Gary to a Cubs game wherein a promising rookie Pedro Mendoza is going to play. But Gary finds himself trying to help the owner of a restaurant who borrowed money from a loan shark who is demanding ownership in the restaurant as payment. And it seems that the owner of the restaurant and Mendoza are linked.
* Early Edition, the hero needs help, sees (he thinks) a lady cop, is told she has to do something first...
* Early Edition. The protagonist, Gary Hobbeson, gets tomorrow's newspaper today. He frequently asks for help from a detective on the police force, who eventually learns to trust his "intuition". Frustrating, because Gary would be so much more effective if someone on the police force just knew his secret, so he wouldn't have to persuade them from scratch to help out. They could just consider him a golden tip — but he never tells anyone, and each episode where he needs police help, he has to convince someone all over again. The detective, when he is around, usually reluctantly agrees to help based on years of experience with Gary.
* Early Edition two-parter, Gary is arrested for murder and tells a cop that his gloves will prove he didn't shoot the victim by the absence of powder on them. The last shot before "to be continued" shows a pair of hands pulling gloves out of an evidence bag, putting them on and firing a few shots with them...
* Early Eighties companion Adric does this a couple of times in "Four to Doomsday". Early in the story, he refers to the Milky Way galaxy as "Galaxia Kyklos"; Tegan thinks he's talking about somewhere in Corfu until the Doctor tells her that "Adric's just showing off". Later, while sharing a meal with the Doctor, Tegan and Nyssa, Adric asks if anyone will "pass the sodium chloride", by which he means salt.
* early-eighties, which is when manufacturers began making half t-shirts, young women would bare their midriffs by tying the bottom front into a knot.
* Early encounters with the Ferengi involved them acting like pirates, even trying to capture the
* early enough to arrive on Cybertron long before the Maximals got there. It's likely Megatron had years to put his plans into action while the Maximals were attacked immediately on arrival and had no chance at all to adapt like Megatron did.
* early episode "Angel One" had Riker and the leader of a Women-Dominant society.
* Early episode "Principal Charming" has Selma claim that Patty is the better-looking of the two. The only difference between the two is hairstyle.
* Early episodes also had Nell visibly pining for Jonathan, while being coldly polite to Martha. This was phased out, and eventually so was Nell.
* Early episodes of the series characterized Principal Seymour as a Vietnam war

veteran who has flashback about his tour of duty, with one episode (I Love Lisa) showing him still tormented by the death of a combat buddy. This aspect of Skinner's backstory gets downplayed as the series went on. As of 2013, The New York Times was estimating the average age of a Vietnam survivor to be 75.
* Early episodes show a giant penny on display in the Bat Cave, purely because he has one in the comics, which he got during his one and only encounter with Joe Coyne, aka The Penny Plunderer. The Penny Plunderer never appears in the cartoon, but a later episode gave it a new origin: Two-Face had tried to kill Batman by tying Batman to the penny and then launching it into the air, and "they let him keep it."
* early episodes, so there was no need for it once she became more assertive and outgoing. However, Inner Sakura did help her shake off Ino's mind control at one point, so whether it was an actual alternate personality or not is left up in the air.
* early example of little Nancy using brand name Band-Aids to treat her neighbors' scraped knees while teaching young readers basic first aid, a sampling of real Band-Aids were included in the back of the book.
* Early examples of the Russian BMD-series (Infantry Fighting Vehicles designed to be dropped out of planes) had magnesium armor in order to save weight. This was abandoned after it was discovered that the vehicles had a tendency to catch fire when hit by RPGs. Both the BMP-1 and -2 also have fuel tanks as
* Early explorers, biologists, and colonists named many North American birds for their resemblances to Old World species. When
* Early fans of Internet memes can be some of the most vitriolic out there.
* Early finale script drafts also had Xander die in the battle while the grieving Anya survives. In the actual episode, it's the other way around.
* Early firearms (prior to the mid-18th century or so) worked like this in ground battles. Sure, you could reload them... but it took so darned long (1-3 minutes) and the ranges of the weapons were so short (50-100 yards) that you'd be lucky to get off two (somewhat inaccurate) shots in the time it took for an enemy (on foot) to come within range, charge and attack you with something sharp and/or pointy. Bayonets were developed so that muskets could double as melee weapons, eliminating the need for pikemen. Contemporary hand grenades (thus Grenadier units) and rockets -
* Early floppy games could use the stepper motors in their floppy drives to play music. One YouTuber,
* Early formations were about all out attack or all out defence, such as 1-1-8, 1-2-7 or 2-2-6, with little midfield play.
* Early Game Hell: Very often the game starts out very hard and gets easier after you find more equipment.
* Early Golden Age Superman had no problem sending a carload of gangsters to their deaths and was seen as an outlaw. His Kryptonian heritage is rarely referenced. He was rough-and-tumble, generally anti-authority, and was fond of just straight-up punching people like domestic abusers. His most famous moment was probably "How Superman Would End The War", where he decides to stop World War II by simply bumrushing the German lines, pulling Hitler out of his office, and hauling him before a criminal court, claiming in the meantime that "I'd like to land a strictly non-Aryan sock on your jaw."
* Early heavy tanks designed and built toward the end of WWI era and some years later —
* Early human hand axes/bifaces. Used for pretty much any task people could imagine for hundreds of thousands of years: chopping, scraping, cutting, digging, drilling, stabbing, throwing, lighting fires, making more hand axes, you name it.
* Early in '04, a particularly active filker looking for a bigger challenge invented the
* Early in 2016, BSkyB revealed their new Sky Q service with its Fluid Viewing feature. There were some adverts broadcast where it'd play out as a normal commercial for something else to begin with, then around 10 seconds into it, the Sky Q Guide menu would appear with the commercial playing at the side of the

screen. A program would be selected (Most adverts used The Walking Dead), and then the Sky Q commercial would play as if it were the original advert.
* Early in canon, Naruto transforms into Sasuke in order to seduce Sakura. They almost end up kissing before they're interrupted. It's implied Sakura never catches on to this deception, nor does Sasuke even realize why Naruto tied him up.
* Early in Episode 47, Vinny casually browses through the apartments as usual — and then comes upon HOTDOG, an islander who was removed
* Early in H'aanit's chapter 4, it's mentioned that when Redeye moved into the Grimsand ruins, it caused all the monsters to flee the ruins to the surface. Yet when the Player makes it to the ruin, there will be plenty of random encounters as usual of any dungeon. (Downplayed by
* Early in his career, Buddy Roberts of the Fabulous Freebirds competed as Dale Valentine, brother of the legendary Johnny Valentine.
* Early in his career, he had a hit with "I Lost on Jeopardy". He competed on
* Early in his series, Link's age was indeterminate, and his sprite had too little detail to tell. In-manual art drew him like Peter Pan with more hair, making it more unclear how old he actually was. The exception is in
* Early in Part 2, Myne needs to change outfits in the Gilberta Company, but the fact that the employee changing rooms are in the attic doesn't mix well with her low stamina. Benno's solution is to have a screen set up in his office and call a female servant to help Myne change. When Myne's friend Lutz comes down from his own changing room and sees Myne in her new outfit, her explanation is that "Benno helped".
* Early in "Pre-Hibernation Week", SpongeBob and Sandy go sandboarding and Sandy goes fast enough to catch fire. She passes by a backpacker and sets him on fire, causing him to stop, drop, and roll.
* Early in Revenge of Meta-Knight the crew of the Halberd try to fry Kirby with the Halberd's exhaust as it takes off, it knocks him back but he's otherwise unharmed.
* Early in "Room for One More?", Stephanie and Michelle, who are taking care of a neighbor's pet pig, try to convince Danny to let the pig stay inside the house. Joey is on board with the idea, but Danny is unwilling and asks Jesse for his opinion when he turns up. Jesse assumes Danny was referring to Joey until Danny points to the pig in question, at which point the shock of seeing the pig causes Jesse to grab onto Joey, if only for a second, as Joey happens to be next to Jesse at the moment.
* Early in season 1, Ash made the mistake of voicing his opinions on thinking that perfume is stupid. He made the mistake of doing so in Erika's shop, and in front of Erika. Having pressed Erika's
* Early in season 1, Karen Page has some meetings with Ben Urich at the Square Diner in Tribeca. The diner reappears in season 2, this time being the place where Matt chews out Elektra for once again invading his life while she's busy wolfing down food.
* Early in season 2, Brandon almost married Amentia, princess of the Underealm, who had a crush on him, much to his and Stella's horror. Fortunately for both, Amentia made up her mind in the last moment thanks to Amore (Stella's bonded pixie)
* Early in season 3, Wilson Fisk pays Jasper Evans to shank him as part of a gambit to manipulate the FBI into moving him to the Presidential Hotel. There's a few points in later episodes where Fisk clutches his hand to his chest in the approximate location of the stab wound, implying that he still feels some lingering pain from the wound.
* Early in Season 4, Jason tells an unconscious Lana "If only you knew how much you mean to me…" Unfortunately, this is overheard by Lex Luthor.
* Early in Season 4, Jason tells an unconscious Lana "If only you knew how much you mean to me..." Unfortunately, this is overheard by
* Early Installment Character Design Difference: A character's earlier appearances have them sporting a character design that is notably different from how they appear in the rest of the series.
* Early Installment Character Design Difference into a timeline thing, as almost

all of the dirty blonde and brunette Link's belong to the "Downfall Timeline".
* Early Installment Weirdness and he's pretty much never threatened again for the rest of the series.
* Early Installment Weirdness and wouldn't look kindly on the Thieves' Guild trying to do their job.
* Early Installment Weirdness caused the designs to be dropped for almost a decade before being redesigned; they still look gangly, but not to the hilarious degree of the original designs.
* Early Installment Weirdness, comments cheerfully that it reminds him of his college fraternity days.)
* Early Installment Weirdness had exactly one episode that featured genuine supernatural activity and a woman with real psychic powers: "Zubrovnik's Ghost" in first season.
* Early Installment Weirdness included many references to the real world, classical mythology and/or religion. That faded partly because of a devotion to their own world-building and intellectual property, but also to placate Moral Guardians who didn't like upside-down burning pentagrams appearing in card art. The difference is particularly glaring between one printing of the card "Unholy Strength" and another, in which the art of the later version is missing the pentagram that takes up the entire background of the picture but is otherwise identical.
* Early Installment Weirdness in the original Russian" before breakfast. He's also been shown to speak it, along with French, Korean (he offered to do a "simultaneous whisper-translation" for an un-dubbed film festival), and Yoruba (a Nigerian language), the last of which surprises even an FBI translator (who doesn't seem to speak it herself).
* Early Installment Weirdness. It was created on the reasoning that with complete gender equality, a skirt uniform would have to be unisex.
* Early Installment Weirdness. Like all great Cordon Bleugh Chefs, Mrs. Davis' cooking is beyond reproach when applied to conventional dishes. In the main, that's exactly what Davis does in later radio episodes and in the television series.
* Early Installment Weirdness [recording] of the ship that lasts tried to meet with the insectoids, and this is in a series that later establishes that recordings could either be transmitted across space, uploaded and displayed from a ship's computer core, or transferred using isolinear chips (a type of storage object that's implied to be a hologram, laser, or light-based recording in a crystal or plastic medium).
* Early Installment Weirdness rulebook depicted them more as penal legions, drawing their recruits from convicts and sending them into battle high on combat drugs. Early artwork for the Space Marines drew inspiration from US conscripts in Vietnam; the Space Marines were commonly depicted with graffiti on their armour and weapons, often with misspellings such as "KIL KIL KIL".
* Early Installment Weirdness, Samantha weeps over his fatally injured body saying she never told him how she felt about him. Which is just... weird.
* Early Installment Weirdness's long blond hair in World Class Championship Wrestling.
* Early Installment Weirdness: Some late '90s influences and holdovers lingered in pop culture until 2003-04, giving the early part of the decade a distinct and weirder feel from the rest of the decade. Particularly in America, the period between January 1, 2000 and September 10, 2001 was notable for how peaceful it was compared to the tumultuous rest of the decade. There's a reason why this era was said to have culturally started with 9/11.
* Early Installment Weirdness that things like telekinesis and physical enhancement started being added to the Jedi repertoire, making Han's statement seem more out of place with each installment.
* Early Installment Weirdness: The early episodes of a series are vastly different than the later installments.
* Early Installment Weirdness: The early years of the decade was a recovery period from war, revolutions, and a pandemic that resulted in a wide recession that lasted around mid-1921. Men's fashions at the start of the decade were a casual

continuation of Edwardian styles, and women's fashions looked nothing like the popular depictions of 1920s fashions, with their baggy tunic structures, longer skirts, natural waistlines, and long windswept hairstyles decorated with elaborate headcombs.
* Early Installment Weirdness, this trope when she and Niles split up. In early episodes, Lilith's presence was interpreted as being downright demonic (as a play on her name). Also, Frasier and Lilith had just freshly divorced when the show started (on account of her cheating on him after a really subtle relationship decay), while Maris's foibles didn't lead to her and Niles separating until 3 or 4 seasons later; the divorce didn't even come until he discovered she was sleeping with their marriage counselor. After that, she was considered just as screwy as Lilith, if not more so.
* Early Installment Weirdness though. RED and BLU are now depicted as a pair of obsolete companies fighting over a resource that stopped being viable decades ago. The weapon and supply company was renamed to MannCo. While owning it is considered to be a highly desired, and the Administrator is still a class A manipulator, the world is clearly not under her control.
* Early Installment Weirdness, to suggest his fear of interfering with past events (or, from a Doylist perspective, the fact that purely historical adventures were most common in his era) is to avoid catching the attention of the Time Lords, and that he left Susan on Earth in 2164 so that she wouldn't be caught by them as well.
* Early in the 20th century, Ireland successfully gained independence in a bloody but brief war, only for it to be divided in 1922 between the Catholic-dominated 26-county Southern Ireland (later the Irish Free State, and then simply Ireland) and the Protestant-dominated six-county
* Early in the 20th-Century, set theory was redefined, automatically avoiding sets containing themselves (or forming loops of containment — indirect recursive containment). A standard version appears to be
* Early in the anime, Ryōga falls down a hill next to a sign reading "Warning: Landslide area."
* Early in the Ardenweald campaign, you're sent to locate Tyrande Whisperwind from the Maw, the
* Early in the Baroque Works arc, Miss Monday disguises herself as a nun as part of the organization's infiltration of Cactus Island. She engages in a drinking contest with Nami, but is no worse for wear because she was actually drinking
* Early in "The Blond Leading the Blind", Van initially doesn't find it suspicious about Reba treating him with a plate of homemade cookies... until he gives a recount of him lending his car to Reba and seeing Reba's guilty expression.
* Early in the book, Molly tries to solve a problem involving a donkey by adapting a spell that was designed to be used on cows. As the story progresses, she solves several more problems by using the same spell again, each time on a different kind of animal and never on an actual cow.
* Early in the book, the rabbits discover that sitting on a floating piece of wood allows a rabbit to float. This is a difficult concept for such simple animals, and only a couple of the group can wrap their heads around it. After using this principle to help a wounded rabbit get across the brook, Blackberry comments: "I admit it was a good idea. Let's remember it.
* Early in "The Case of the Vanishing Koalas", Miss Tan's is complaining about the students littering toilet rolls. Later, Maudie remembers this and has a
* Early in the comic, it's shown that Sarin tends to stoneskin herself when under attack, allowing her to shrug off daggers while keeping a freedom of movement.
* Early in the comic, Kaylane gets into a fight with another woman, and immediately takes her out with a single slice that makes her entire outfit fall down in pieces.
* Early in the comic, there's a short scene of Gamzee and Tavros chatting to each other like close friends, using each others's emoticons and rapping together (although we don't actually see the rap). This acted as enough
* Early in the current (and present) Baron Zemo's career, during a fight between him and Cap, he fell into a cauldron of a caustic chemical called Adhesive-X and

was left for dead by the hero. Zemo actually survived, due to the protective properties of his costume, but because he had lost his mask previously in the fight, his face was hideously marred, giving it the appearance of molten wax. (Of course, Zemo has changed from outright villain to
* Early in the episode "Room for One More?", Danny praises Stephanie and Michelle for taking their responsibility seriously with taking care of "Scruffy", which belongs to a neighbor. Danny assumes that it's a dog, only for Michelle to enter with the pet in question — a warthog.
* ; early in the fic, when Steve, Tony, Bruce, and Clint have been captured by one of Banner's old friends with the goal of experimenting on Steve's super-soldier-enhanced physiology, with Steve and Bruce trapped and Tony injured, Tony directs JARVIS to allow Clint to use the Iron Man armor to stop their enemies.
* Early in the film Nuke is said to have compiled 18 strikeouts and 18 walks in his first start. This would require a mathematical minimum of 126 pitches (already a high count for a rookie in the minors) and in reality probably more than 200 pitches (an absurdly high number).
* Early in the film, the sisters' royal parents are shown dealing with a family crisis (Anna's injury and Elsa's "curse"), re-organizing their lives to cope with and conceal Elsa's situation.
* Early in the film when Oliver is on the phone with his sister Sam he teasingly asks "You get lost on the ring road again?".
* Early in the first game, you're told that the wings aren't as functional as they look - short flights, like in battle, are fine, but you're going to fall a
* Early in the first season, Gourry carries Lina to a town after she was injured in a fight. Much to to latter's dismay.
* Early in the first season, Katara suffered from Power Incontinence while she was learning how to
* Early in the first season, Lelouch rescues his friend Suzaku by Geassing his captor Jeremiah Gottwald and mentioning something called "Orange"; according to him it's just a random word he threw out to make the Britannians think something deeper was going on. Indeed, loyal Britannians assume that "Orange" is code for some under-the-table deal Jeremiah had with Zero and start mockingly referring to Jeremiah as "Orange Boy", which drives him up the wall. In the second season we discover that he was fiercely loyal to Lelouch's mother Marianne and
* Early in the first season, most of the protagonists are sitting in a room on a ship while a railgun blows a hole in the wall about the size of a human head. Between the size of the hole relative to the size of the room, and the short amount of time for the crew to react,
* Early in the first season Oliver Queen is arrested on suspicion of being the Vigilante, and volunteers to take a lie detector test to prove his innocence. Laurel points out that such tests are inadmissible in court, but Oliver says it's for Laurel's father Quentin, the one who is suspicious of Oliver. Oliver passes, but Laurel notes a discrepancy: Oliver said he had never been to a specific location where the Vigilante had been seen, but Laurel knows he went there on a school trip as a kid. Normally that wouldn't be worth noting, he could have just forgotten, but there
* Early in the game, Celica offers up a Golden Dagger as payment to Saber for his services. When Saber joins, he automatically has it equipped, taking it away from whoever had it.
* Early in the game, clearing a house or even a stable of aliens can be very dangerous and time consuming. A simpler tactic is to throw a Heavy Explosive against a wall to make a hole and then fire exploding and/or incendiary ammunition into the building. This will clear out any walls or any other obstructions that can hide an alien. Any surviving aliens will end up in clear line of sight of your soldiers.
* Early in the game, Kreia loses a hand while fighting Darth Sion, leaving her incapable of equipping two-handed weapons and
* Early in the game, Lily rushes into the castle's throne room to confront her father, the king of Heartis. Try to return to the hallway after this scene, and

Arata wonders what Shina is doing before the door slams behind Lily. When the door opens again, Shina rushes in to find Lily's skewered corpse...before the door closes behind her.
* Early in the game Optimus passes by Grimlock's quarters, where Warpath was just searching for him. If you go inside (which you have no reason to do and wouldn't probably think of, given there's an attack going on) and look at the morbid stuff he has in there (weapon racks, a locker filled with heads, etc.), than Optimus will make some weary comments about Grimlock's violent nature. You can also turn on the TV in the room and sit down to watch it; doing so gets you a nasty comment from Ironhide over your radio chewing you out for not getting to the battlefield when you're needed.
* Early in the game, you can find a locked vault with a puzzle involving hexagonal dots and black and white squares. Much later, in the quarry, you can find a puzzle which is completely identical to the aforementioned puzzle except that it adds an annulation symbol. It's been reported that solving the later puzzle would open the vault even if the former puzzle hadn't been solved yet. However, this is an extremely rare situation, since it's unlikely the vault puzzle hasn't been solved by the time the player is able to reach said quarry puzzle.
* Early in the game you find a telescope and peer out over the water, seeing a pair of
* Early in the game, you have to get a medicinal herb for your Dragon, but you get ambushed by a pair of Hunters who are after it. In the pre-battle cutscene they shoot a Poisoned Arrow at
* Early in the game, you'll likely run into a dismembered corpse hanging from a tree with a sign reading "
* Early in the history of the server, Ponk pranked Sapnap and messed with his house for unknown reasons. This caused Sapnap to burn down Ponk's lemon tree in retaliation, where the fire spread to the point of almost destroying the entire tree. Enraged, Ponk allied himself with Alyssa and dragged Tommy and Tubbo, who had just joined the server, into the conflict.
* Early in the Hulk's adventures, Lee would frequently alternate between calling the Hulk's
* Early in their career, they were referred to as a shitty knockoff of Nirvana, or Pearl Jam.
* Early in their recording career, Minus The Bear were very fond of using strange,
* Early in the manga, Goku grabs Master Rabbit and his henchmen, extends his staff and plunks them onto the moon with absolutely no repercussions for Goku, or for them. And yet later, in the Freeza Arc, it's made a big deal that
* Early in the movie, a ghost couple get a six- or seven-digit number in Heaven's waiting room. It's then revealed that they had to spend three months here before being served.
* Early in the movie, Charley uses this to test his suspicions about Jerry when the latter comes to his house on the pretext of asking for a beer; he leaves Jerry standing on the doorstep while he fetches one from the kitchen, then comes back and holds the bottle out to him, but Jerry is apparently unable to take it until it passes over the threshold.
* Early in the movie, Dizzy Devil is afraid to spin (like the Tasmanian Devil) because he's shedding, and doesn't want to end up naked. Eventually he does spin and lose his fur, and spends the rest of the movie wearing a cardboard box and feeling ashamed for being naked.
* Early in the movie, we're introduced to a group of people who, dissatisfied with the real world, have chosen to live the remainder of their lives in a dream.
* Early in the movie when Col. Sandurs finishes explaining the Spaceballs' evil plot, Helmet pointedly turns to the camera and asks, "Everybody got that?"
* Early in the original series the creators put together a tape of intercom chatter to play as background during bridge scenes. At one point one of the voices reports that "Gravity is down to point eight." This tape was used over and over, particularly when the
* Early in the profession's history, stage magicians maintained their own

Masquerade to conceal how their tricks were done, keeping up a pretense that they actually possessed supernatural powers. As audiences grew more skeptical and came to appreciate magic more for its cleverness and theatrics than for mysticism, this ruse was generally abandoned, yet many still adhere to the "Magician's Oath" of secrecy as to
* Early in the Russian Civil War Red Army commanders would set White officers free provided those swore on their honour as officers and noblemen to not fight against Red Army anymore (regular soldiers naturally joined Red Army of their own free will). But the officers considered any word given to "peasants" null and void and led attacks against Red Army as soon as they go their troops. This led to tales of Red Army's cruelty as those understood their folly and started executing any captured White officer.
* Early in the second season of the show, the team tracks down a serial rapist but is unable to arrest him because they have no evidence.
* Early in the second season, Spike and Drusilla are completely devoted to each other despite the fact that she is quite out of her mind. Their first episode ends with them going off to relax and watch tv together - after Spike has just casually murdered the local
* Early in the series, Desire says in a seeming throwaway line that s/he'll "Bring the Kindly Ones down" on Morpheus. That's precisely what happens, though not in the way Desire planned.
* Early in the series, Don Krieg wanted to feed his starving crew at the Baratie so he won't lose the manpower at hand.
* Early in the series, Italy greets Japan with a hug. Japan then insists that Italy take responsibility for his actions.
* early in the series. She somewhat grows out of this as she gets older, although it still pops up from time to time, even after having Trunks and Bulla.
* Early in the series, Team Rocket were legitimately good at disguising themselves. As they became
* Early in the series there's a reference to part of the former Middle East (Saudi Arabia) being referred to as Area 38. Presumably these numbers designate actual places under rule by the Brittanians.
* Early in the series Turk encountered a sleeping patient whose heart monitor leads have fallen off, so Turk assumes he is flatlining and tries to shock him. Although it is used for comedy, as a doctor Turk should have known better than to defibrillate what he thought to be an asystole.
* Early in the series, when the Quirkless Izuku asks All Might if he could ever be a hero, All Might, fearing for Izuku's safety and using his
* Early in the show, when Kazuki is easing into the new world, alternate versions of the people who tried beat the crap out of him in the first episode for talking to Mitsuki use him as a medium to deliver their love letters.
* Early in the story, once Yamcha accidentally touched Bulma's boobs when she was naked while sleeping.
* Early in the story, the pilot confiscates a suitcase with 50.000 Chilean pesos (about 230000 US dollars in today's money) from a thief. This money is stored away and unmentioned during his time in Pacha Pulai. After leaving the city, he loses the suitcase, but chooses not to retrieve it as it was "ill-gotten money" (and he had the key to a treasury, where he'd later recover many riches in the form of gemstones).
* Early in the third episode of season 1, the case-hungry Sherlock travels to a prison in
* Early in the war, the Centauri were the Warriors to the Orieni's Soldiers, as the Centauri went in the war to conquer glory by destroying their old enemy while the Orieni carefully planned it, training their forces into an
* Early into the anime's run was a character-of-the-day named Seymour who gets tripped by Meowth, loses his glasses, and is essentially rendered incapacitated until he finds them.
* Early into the story, the hero Naofumi purchases a beast child named Raphtalia to be his combat slave. He does this because his shield's

* Early ITV in the 1950s didn't have any limits on game show prizes. This meant that accounting for inflation, the top prize of the earlier British version
* Early manga tankoubons tended to have covers with a plain background and text, as well as some sort of square or rectangular image showcasing the series. While covers have gotten more elaborate designs over the years and expand as far as the whole page, some series collections have grown to be more iconic with the old cover layout. This is why long-running manga like
* Early Man, have also made DFS' TV ads for some years, so the link-up was more logical than most.)
* Early Man - two prehistoric tribes play a football match to decide who controls a valley
* Early Man was being massaged himself in order to make it more authentic.
* Early marks of Me-109 had a similar problem; the internal tanks were properly self-sealing, but the expendable drop-tanks were not. Most Luftwaffe pilots flat-out refused to fly with them attached, which often put them at a marked disadvantage when escorting bombers, as they'd often be perilously close to "bingo fuel"
* Early Mesopotamic cultures had imagery of humanoids and animals (of non-winged species) with wings. Ancient Greece took that feature and incorporated it into its own iconography, resulting in various gods, personifications, and creatures with wings in
* Early models for the Great Unclean One, Greater Daemon of Nurgle from
* Early models of a new-concept product such as a digital camera, being designed by-geeks-for-geeks, can sometimes have advanced features (foldout screens, own programming language) which get dropped in later models as the product goes mass-market. This can lead to howls of dismay from enthusiasts, who were expecting a new model to improve
* Early on, a drill sergeant mentions a species that turned a human colony into a
* Early on, after being friend-zoned by Zii and intimidated by DiDi, he seems to want to focus on Yuki, insofar as he has any opinions at all.
* Early on after moving to Cimbrean, Ava recommends the clanless Gaoian Gyotin to read
* Early on a Minbari warrior insults Sinclair by saying "You have a hole in your mind!", which Delenn reports is a repulsive insult.
* Early on, and soon after Twilight gets her castle, five of the Mane Six stumble upon Twilight's mother, Twilight Velvet, as she's kissing Rainbow Dash's old friend Gilda. Having not been seen by the couple, the five decide they have to tell Twilight, but their main concern is not because Velvet was kissing another woman - it's because she was kissing
* Early on, Anna would tease and make fun of Nitori. This is implied to be due to her
* Early on, before any major details are revealed, it's hinted that Locke is a skilled military man ("Colonel Locke, is this line secure?"). Although it's a few scenes later that it's revealed that he's talking to his wargaming friend.
* Early on, Captain Crozier decides to ignore Captain Franklin's orders and leave with a party down the Back River, hopefully finding civilization and rescue. This plan is stopped in it's tracks as he is collecting supplies
* Early on, "Darth" was implied to be some kind of noble rank. As the series evolved it simply became the title for all Sith Lords.
* Early on during the "Do You Want to Build a Snowman?" sequence/song which sets up the relationship between Anna and Elsa. Very sad and serious, but with Anna being adorably hilarious at the same time...
* Early on during the Russian Revolution the Red Army attempted this, as the bolsheviks believed notions of rank and discipline were a bourgeois affectation. After repeatedly getting their asses kicked by the more traditionally organized White forces, Trotsky reorganized the force including bringing in former imperial officers to make it a proper military force.
* : Early on, Ember reveals to Twilight and the others that as Dragon Lord, she spends a lot of time judging these. Due to her status, she can't really compete

herself, since it wouldn't be fair to the other dragons.
* Early on, Gordon Bombay trains the entire team to cheat, but Charlie Conway refuses to go along with it. This leads to a
* Early on, Group Captain Mandrake realizes there is no imminent Russian attack, and goes to tell General Ripper to call off his bombing mission. When Ripper challenges him on the facts, Mandrake counters:
* Early on, he actually reveals that he gets trashed in tennis every day. But he's playing his dad, who is like the strongest player in the world (unofficially).
* Early on, he was envisioned as an immaterial concept rather than a living being. Franchise co-creator Christian Faber based Makuta on his illness at the time, while Alastair Swinnerton thought of him as the force of destruction. Neither evil nor good, he was merely the other side of creation, essentially the act of taking apart LEGO models so they could be rebuilt into something else.
* Early on in "A Sombra Affair", Twilight panics that Sombra's going to kill everybody. Shining Armor claims that Sombra might
* Early on in his career, Hitler would get around both the law and this trope by making intentionally vague orders to be interpreted in the harshest way possible, mostly as a way of downplaying his involvement in some of the Nazi-associated paramilitary groups' more violent doings. You can bet that if he wanted some Social Democrat or Communist "taken care of", he meant that he wanted that person to be shanked, or worse.
* Early on in "Not All Megatrons", Megatron is ruminating on the Uprising, as he thinks about his old ant-droid farm. This is when he hits on the idea of severing proto-formers from their need for processed energon by taking on beast modes.
* Early on in part 1, Jess reunites with Leslie the night after five years of the latter being presumed dead, and Leslie ends up
* Early on in Season 2, The half-naked, bloodied, tied-to-a-chair Peter is awoken with a bucket of the wet stuff to the face by the Irish gangsters who are holding him captive.
* Early on in Season 5, Doc parts ways with Julius and Axel so that she can finally be reunited with Jolene and ride off into the sunset with her.
* Early on in the 2011 reboot things took a downward turn. The scarab is an
* Early on in the anime, Naruto fantasizes about becoming Hokage and beating
* Early on in the comic, the eponymous adventuring party skips two levels of a dungeon by taking the service stairwell.
* Early on in the first season, he hires some goons to attack and rob one of mob boss Maroni's restaurants, staging it to look like rival mobster Falcone is retaliating for an early offense, during which Cobblepot "saves" some of Maroni's money from being stolen. This not only increases tensions between the two mob bosses, but also allows Cobblepot to get himself further into Maroni's good graces.
* Early on in the game, if you talk to two girls at Shujin, they will remark about how Ann's best friend Shiho often meets with Kamoshida, her volleyball coach, for one-on-one sessions, and leaves feeling depressed. Rather than realize that Kamoshida is physically abusing Shiho
* Early on in their story, a Sith Warrior can intimidate criminals attempting to steal a package that you're trying to protect by screaming that you'll eat them. They'll decide that they'd rather not take the chance with someone crazy enough to make that threat and you can later clarify whether or not you were bluffing.
* Early on in the main series, Yasuko Fujita, a pro player, plays against and defeats Saki and Nodoka, then reveals that the best player on the team that won the prefectural tournament last year was able to defeat her.
* Early on in the movie, Chief tears the ear off of another dog while both dog packs fight over scraps. When one of the rival pack dogs remarks that Chief tore his ear off, the dog with the torn ear (named Igor) merely shrugs it off.
* Early on in the second series, Ash taught Pikachu to use the Steel-type move Iron Tail, giving it an edge against Rock- and Ground-types that were immune to its electric attacks.
* Early on in the series Hayate encountered Nagi naked a few times, since his reactions are quite un-perverted they trigger some insecurities in Nagi regarding

their 'relationship'. Nishizawa also had a similar moment in Greece. Even Aika, a minor character from the Student Council, got her clothes soaked while visiting and used it to manipulate Hayate into doing some embarrassing errands for her. Maria had about one moment when Hayate tripped on the carpet and landed face-first in her chest while attempting a joke for Sakuya (the actual "punchline" was Nagi beating the tar out of him since Maria didn't seem to react much).
* Early on in the series, however, the destruction of another major home world that brought about the fall of the Old Grand Empire of Arkon was treated as nothing more than a plot device.
* Early on in the story, Kratos has to throw his axe into the Lake of Nine in a cut-scene right after a boat-ride from the Witch's cave. Normally, when entering a boat, Kratos never recalls the axe, but when he enters the boat this time, he will recall the axe if he does not have it.
* early on in the strip, after royally screwing up his fetch modus and losing the beta in the process, despite there being no one around to have seen him.
* Early on in the strip, Roy throws Xykon into an Epic-level protective barrier. Just before he explodes, Xykon calmly states "Y'know, actually, this isn't that bad." Justified, like Richard's case, because he's an undead
* Early on in the third expansion, the infamous Goon Squad guild managed to kill
* Early on in the third story, Sara and Shulk end up breaking up because
* Early on in Upperdeck's Marvel/DC crossover card game using the "VS System", there was a card named Sadistic Choice, which was only usable by players using
* Early on, it is hypothesized that anyone killed in a Singularity is un-killed when the Singularity is resolved. Eventually you learn that the circumstances of their death are changed to something fitting the corrected history, but they're still dead.
* Early on, Izuku passes the written portion of the Entrance Exam with flying colours, with Power Loader describing his portfolio as impressive.
* Early on, John believed his father to work as a clown for a living aId that his whole life revolved around cl—
* Early on, Necromancer was a starting class with high Magic, though this was later abolished as well as the class system. A
* Early on Negi Springfield sort of had this attitude toward his students, although it's less sexism and more the fact that he believes it's his fault that they're in dangerous situations to begin with, which makes it his responsibility to protect them.
* Early on, one of the bad guys grumbles that thanks to Luna crashing their party, his mane's gotten burned, and he's going to have a time explaining
* Early on, Oolong shapeshifts into a pair of underwear and suggests that Bulma put him on; Bulma
* Early on, Satipo leaves Dr. Jones to die so he can escape the temple with the solid gold idol. Of course, he runs right into the spear trap they both avoided earlier.
* Early on, she cries on Rukia's shoulder after the deal with Acidwire
* Early on, shortly before the student council candidates' speeches, Sayaka greets Touko and Yuu.
* Early on, some of the heroes try to infiltrate a mansion with an array of gimmicky but mostly useless powers. When they come across a group of disco-themed villains guarding the mansion, they ridicule them for bringing pistols, junction pipes, switchblades, etc to the fight which have nothing to do with disco. A
* Early on, stations like KLIF in Dallas, Texas (though it was likely not the first Top 40 station) were looked upon as inspirations, with programmers and owners like Todd Storz, Rick Sklar (who helmed WABC, New York), Mike Joseph, and KLIF's Gordon McLendon hailed as geniuses.
* Early on, Stitches' full body is shown — and it's a mass of blood and guts, marking the quest's transition into horror.
* Early on, taking too long while chasing down Robert will cause the screen to go black and you're treated to the text "Robert got away".
* Early on the Baron calls out his son Gil for a foolish and risky move,

* Early on, the Cardassian Union is more often referred to as the Cardassian Empire, and they probably made the change because there are already enough Empires to go around. Retcon though it may be, I think it actually adds a touch of realism since such powers are often known by more than one name.
* Early on the franchise generally took the side of Stoicism, however as the franchise has gone on and.society has evolved and increasingly questioned stoicism the franchise has moved to reflect this.
* Early on, the Nazis advocated "Deutsche Physik" as an alternative to the physics mainstream. Led by advocates like Philipp Lenard, Rudolf Tomaschek, and Johannes Stark, it was popular among those who felt physics to be too dominated by Jews like
* Early on, the partners decide that Denny is beyond control and that the best way to get rid of him is to have him fail publicly and spectacularly in a high profile case. Brad Chase wants him gone as much as anyone, but he's disgusted by the intended means. He warns Denny, but Denny is convinced he
* Early on, the protagonist and Yosuke get stuck inside a dungeon, leaving Chie panicked and wondering what happened to the two. When they return several hours later, she's holding back tears and angrily ranting about how much they suck before storming off.
* Early on there's a bit of a rivalry between Starfleet and the Bajoran Militia, with Major Kira in particular not liking having to work for Commander Sisko. They warm up to each other. (The use of Army ranks for the Militia doesn't hurt the allusion.)
* Early on the rivalry between the Jungle Trolls and the Forsaken was played up, particularly in the
* Early on, the series did a few episodes based around sinister creatures who came to life through a combination of magic and memetic urban legend status. However, these
* Early on, the show's story editors found Waspinator's character problematic because his buzzing, drawn-out speaking pattern wasted precious screentime. Their solution was to
* Early on the title character used the identity of Walter Dorian until discovered by the police, with the issue "Diabolik, Who Are You?" eventually clarifying he survived a shipwreck as a child and taken in by criminals in the Far East, who never bothered to register him and didn't know where he came from. A later story then showed that Diabolik later found out of an
* Early on, Torg has this situation when he develops a crush on Val, who is revealed to be
* early onwards, though, his works take a completely new style, often violently clashing with the classic Commedia dell'Arte popular in Italy and France at the time.
* Early on, when Cass and her younger brother Flint wake up as an anthropomorphic goat and flying squirrel respectively.
* Early on, when Roronoa Zoro lost his duel with Dracule Mihawk, he made a point of turning to face Mihawk for the final blow.
* Early on when Rory breaks up with Dean, she immediately packs up everything that reminds her of him and asks Lorelai to get rid of it. However, Lorelai, knowing Rory will regret it later, secretly stashes the box away in her closet.
* Early on, when Roy is assaulted by a mind flayer, the other party members just stand there dumbfounded while Vaarsuvius rants furiously that they should be the one attacked, having the highest intelligence score.
* Early on, when Schlock helped the company reclaim the ship from food-service commandos.
* Early on, Willow got this role before basically passing it on to Anya. From "
* Early on, Zoot the shrew was so nearsighted that he didn't realize he was sharing the margins of
* Early on, Zorin decides to kill Bond by rolling his car into a lake, presumably to
* Early paleontologists believed that large dinosaurs lived in swamps, because they approach being too large to move under their own power without the buoyancy of

water. But
* Early PC CPUs were typically named something-86, after Intel's standard-setting 8086, which was followed by the 286, 386, and 486. While Intel stopped the trend officially with the first Pentiums, AMD and Cyrix continued the tradition for a while with "5x86" and "6x86" processors.
* Early promo material focused heavily on Noctis's girlfriend, Stella Nox Fleuret, who was hyped up as having a strong,
* Early promos for WHTZ New York (better known as "Z100") referred to "HTZ" as "the new way to spell 'hits'".
* Early prototypes of the Ford Pinto envisioned it as a highly safe car. However, the production version had many of the safety features removed.
* Early psychologists such as Sigmund Freud and Carl Jung believed that telepathy was an atropied sense in humans, based on the seeming mind-reading abilities of animals and what they thought were personal experience of telepathic dreams.
* Early reel Hector to step on the other side. He just goes straight up, and then straight back down.
* Early remote controls were mechanical and did have plastic buttons that clicked into place when you pressed them (hence the nickname "clicker"). In the earliest remotes (like the one linked), the clicking sound wasn't just a result of a mechanical button being moved, it's how they sent the signal to the T.V. Each button flicked a different time, setting it resonating (like a tuning fork), and the T.V. was able to detect this sound; different tones would trigger different functions. Naturally, there isn't a lot of bandwidth there, so these early remote controls did little more than adjust the volume, power, and sometimes change the channels. Said limited bandwidth could be sometimes problematic, with random noises (such as a toy xylophone's overtones) triggering the T.V., and the ultrasonic signals could be heard by (and annoy) some a la "The Mosquito". It was only later that televisions began to be signaled electrically, first by wired remote and later wireless (via infrared or radio-frequency).
* Early revisions of the script had the company named "Leland-Toyota", making it an even more literal version of the trope.
* Early Riser, being fat is considered a survival boost during the deadly winters, so characters partake in "gain weight quick" diets and exercise is perceived to be selfish and lazy.
* Early Riser is also slightly different in that it's titled "Jane Bond".
* Early Riser: The last few chapters take place as a blizzard sweeps into Sector 12, with temperatures at -40 degree Celsius and wind gusts that can lift a man off his feet. Multiple characters are forced to travel through the cold, both on foot and in large Sno-Trac vehicles. And while protagonist Charlie might be able to negotiate with trigger-happy Consul agents or scheming HiberTech security personnel, no one can negotiate with a blizzard.
* Early Riser: The perks of joining the Winter Consul, as listed off by senior Consulate officer Jack Logan during protagonist Charlie's interview for the position of Novice:
* Early seasons also have Buffy's friend Xander as the Gentleman and the vampire Angel as the Scoundrel.
* Early seasons had the words 'stroke' or 'stroking' used by humans as swear words (presumably a euphemism for masturbation).
* Early season six has an episode focusing on Bobby, with the brothers only appearing briefly.
* Early space-probe images of Miranda, one of the moons of Uranus, depicted such a patchwork of terrain that it's been theorized that this small moon was once shattered, then re-coalesced from its scattered pieces.
* Early stealth aircraft can very easily lose their stealthiness to the most mundane of things.
* Early strips (1955-1965, say) use Lucy telling these to Linus as a running joke, although those strips are rarely reprinted these days. An odd example given that Lucy actually believed these "facts" herself and it was Charlie Brown who had to try and protest them. An example is that leaves are actually flying south for the

winter when they fall (because south is down on a map).
* early strips did show him as a fairly talented (albeit eccentric) inventor, this has been gradually phased out as the comic focused entirely on office humor, giving readers little evidence of his over-qualifications. Averted greatly in the animated series, which routinely showed his mad-scientist level accomplishments.
* Early strips featured Calvin being part of a troop of Cub Scouts. Later strips however show Calvin as being someone who dislikes organized games, so Watterson abandoned the Scout strips. Although his personality was still the same — he really didn't work well with the Scouts and tried to avoid or lose them at every opportunity. It's easy to imagine he simply quit after it didn't work out (or more likely, got banned). Knowing Calvin's family, his dad probably urged him to try scouting as it "builds character."
* early strip showed Dogbert and Dilbert getting involved in a "pun war" about horses, which Dogbert eventually wins.
* early strip to a Diet Coke, but Belkar is a better example of this trope because the mind flayer compares him to a taco and thinks, "Too angry... I'd get heartburn."
* Early Sunday Morning into limericks, one book at a time. The third book goes as follows:
* Early T-34s could barely accommodate two men in its turret, leaving them cramped internally. The T-34M, which was under testing when Operation Barbarossa began, would have rectified this, but these new developments were hurriedly abandoned due to the necessity of cranking out as many tanks as possible before factories were overrun. The late T-34s armed with modified 85mm anti-aircraft gun managed to enlarge the turret but the turret design, like the Panther's, had shot traps that could make it vulnerable against guns that would otherwise fail to penetrate it. Armor protection, high for 1941, was inadequate against the guns of Panthers and Tigers, although it was still effective against smaller weapons at long ranges.
* Early T-34s were also borderline blind, a combination of not having a cupola, and terrible optics for both the Driver and Gunner, effectively blinding it, and further esclalating a problem of only being able to engage German tanks in close distances. Later models rectified some, but not all of the problems involving the T-34's visibility, with one tank commander straight-up referring to his T-34 with it's hatches sealed up as "deaf and blind".
* early. This distresses O'Neill, who had apparently ordered her to get a life.
* early-to-mid 2000s thanks to 26 standalone episodes in its second season (a few of which factored into the plot for Season 3).
* Early Total Nonstop Action featured cage dancers and a midget having sex in a trash can, making
* Early toys of Elan Sleazebaggano (the guy who tries to sell Obi-Wan death sticks in
* early trailer, Snowbell gives this little hum-ding after falling down the side of a skyscraper:
* Early versions of the game had what may be the most extreme version of this trope yet encountered, thanks to a bug. You could slaughter an entire village and steal everything not nailed down. But bounty hunters still come after you for your crimes, because they received a bounty from an avenging
* Early versions would have climaxed in Nick and Judy trying to foil an attack on a Gazelle concert.
* Early works of art, like the Bayeux Tapestry, depict warriors riding into battle on horses so small that the riders' feet appear to barely skim the ground. Some historians theorize that European horses were historically much smaller than they are today and that they were selectively bred to be larger and stronger as knights wore heavier and heavier suits of armor.
* Earmarking the money you donate so that it goes to a particular cause can lead to the more high-profile causes getting more attention at the expense of others. After the 2004 tsunami, charities started building McMansions in Indonesia in order to do
* earn any portion of happiness as long as he remains affiliated with SpongeBob and

Patrick.
* Earned in Blood. You can no longer run up to the tank and 'nade it right off the bat, as apparently the Germans decided to start locking their hatches shut. But if you have a Panzerfaust ready and hit it in the rear, the commander's hatch will open, allowing a grenade to be dropped in.
* earned just a Lannister political appointee. However, after the loss of his hand, he's no longer as competent a swordsman as he once was.
* Earnest Evans has the protagonist fighting windworms, skeletons flailing their pickaxes, ribcages, dagger-throwing scorpions, bats, spiders, things that are hard to identify, lava with fireballs and so on. And that's just normal enemies.
* Earnest Evans has this in its first level. Though, due to bad coding, it's possible to end up chasing the boulder that's meant for you.
* Earnest Shackleton's alleged advertisement for crew for his Antarctic expedition deliberately invokes this trope, to discourage all but
* Earnhardt's not alone here: Buddy Baker only won the Daytona 500 on his 18th try, while Darrell Waltrip only won it on his 17th try, and Bobby Allison, David Pearson and Michael Waltrip on their 15th tries.
* earn himself his soul back—you know, the very thing that was inflicted on Angel as a punishment
* earn. (How that comes out depends on the version; in the live-action version, she fails because Calypso's 'concubines' are actually his backup bodyguards, equipped with sub-machine guns.)
* earning craptons of gold very quickly, which logically pushes him towards carrying. However, he also possesses the unique ability to gave his team slotless Aghanim's Scepters. Combined with his powerful stun and reliable early game zoning from Acid Spray, there's nothing stopping Alchemist from playing support early on and then six-slotting himself after his team's carry gets farmed.
* Earning Forgiveness gets absolutely brutalized over the course of 3 days would be an understatement.
* Ear Notch: When an animal has a notch out of their ear, that's a sign that they've been through bad stuff and/or are tough or evil.
* earn their prestiges through their skill with the sword Maia is known as one of the strongest mercenaries in Eostia.
* Earn to Die 2: Exodus, the first armour upgrade for all three vehicles brings with it a circular saw mounted on the front. The police car adds a second one poking out of the bonnet like the world's most violent hood ornament, and the van has two small saws mounted on the front instead of one big one.
* Earn Your Bad Ending: A bad ending out of multiple endings that can only be seen if the player goes out of the way to achieve the requirements to watch it.
* Earn Your Bad Ending: A video game where it's more difficult to get the bad ending than the good ending.
* Earn Your Bad Ending requires a surprising amount of extra effort to reach.
* Earn Your Fun, unless they use the "discard" system to get a car that has the first 20 stages completed, and even then it's still at least 40 credits of grinding to do.
* Earn Your Happy Ending: After enduring hell, everything works out for you in the end.
* Earn Your Happy Ending, and 20 years of exile, angst, and heartsickness, to get home. This epic was held up as the prototype of comedy, which originally just meant any story with a happy ending.
* Earn Your Happy Ending end of the Twelfth Doctor's life, shortly before he regenerates).
* Earn Your Happy Ending - for when the Happy Ending comes after much darkness and angst
* Earn Your Happy Ending: Happy endings in survival horror are usually very tough to achieve, if at all.
* Earn Your Happy Ending: Some fairy tales require enormous effort for this.
* Earn Your Happy Ending: The character doesn't get their happy ending until after enduring a lot of suffering.

* Earn Your Happy Ending: We may have been through a lot, but all of that was worth it in the end! I'm so happy it ended on a high note!
* Earn Your Happy Ending: You will go through suffering, but in the end, you will be happy.
* Earn Your Title or epithet variety rather than inherited, as Honninscrave and Seadreamer are actually brothers.
* Earp actually never rose above Deputy Marshal in any place he served as lawman. In Tombstone, he wasn't even on the town payroll at the time of the famous Gunfight. His brother, Virgil, was acting City Marshal and temporarily deputized Wyatt and Doc Holliday. Wyatt did server as
* earpick. Again, this is something you use to remove earwax. Apparently, some people just like Digimon that much.
* Earpieces directly upload information into your mind (allowing for brainwashing).
* Earpoint is an old cat who can't remember Tailchaser's (admittedly unusual) name. He calls him "Tailchewer" then gives up on remembering his name.
* "Earrape" versions of just about any song or phrase with memetic connotation are quite popular, for those times when the original doesn't have enough emphasis. "Bass-boosted" versions fulfill the same role, and are practically the same barring some minor audio differences.
* Ears as Hair: An animal with elongated ears treats their ears as if they were hair, most commonly by wearing their ears in the style of a ponytail.
* Ears for Elves after she's wandered into the dark, dangerous forest without him.
* Ears for Elves, and almost Elon as well (his hair is a darker shade than his eyes). Kanryl fits this as well, with pale grey eyes and hair.
* Ears for Elves calls the rule by name and shows what Tanna and Luero would look like when gender-flipped.
* Ears for Elves doesn't make a big deal of it, but has yet to be seen wearing shoes/boots/moccasins. This is apparently something she has done since childhood.
* Ears for Elves fits this, possibly because he spends most of his time with animals.
* Ears for Elves for Tanna to protest/push him off/berate him. Therefore, there isn't a seiza but there would have been if he had stayed a moment longer.
* Ears for Elves has drawings of the artist and site maintainer dressing up. Well, more like one getting into the festive spirit and the other wondering what the point is...
* Ears for Elves isn't ever seen without animals of some kind, and ensures that others do not disturb any creatures.
* Ears for Elves, oh so much. Elon is cautious and methodical where Myari is impulsive and excitable.
* Ears for Elves on how she made a joke through exaggeration and her apparent humorous qualities, since Tanna missed the joke when it was made.
* Ears for Elves over a glowing basin, and it and similar orbs light up the whole chamber with mystical effects.
* Ears for Elves the window. It's strongly implied that Tanna and Rolan will enter through the window.
* Ears for Elves), though not on the head. She considers him stupid for wanting to apologise to a woman who is bigoted against him.
* Ears for Elves to be distracted when it's all so new to him, what with being a different culture and such...
* Earshot", Hogan feigns excitement at Percy's improved verbal skills. "I actually heard him complete a sentence," he tells Willow. "It had a clause and everything."
* Earshot", in which Buffy is temporarily telepathic and suddenly hears someone in the cafeteria think about killing everyone in the school. She's so shocked by this that she drops her lunch tray, and the whole cafeteria applauds her (while she, of course, goes into a mindless panic).
* Earshot" takes this a bit further, as the 'echo' comes from what Cordelia is thinking, before she speaks — while everyone else is thinking one thing and saying another, Cordelia thinks "I don't see what this has to do with me" then repeats that exact phrase out loud.

* ears on their heads), and see only in ultraviolet wavelengths with their pearly, pupilless eyes.
* Earth-10, a world where Superman landed in Nazi Germany, and grew up to become Overman. With the help of reverse-engineered Kryptonian technology — and, when he was old enough, Overman himself — the Nazis won
* Earth-10's Pre-Crisis analog, Earth-X, was a world where the Nazis won and the Freedom Fighters were
* Earth-13, home to a dark, magical Justice League called the League of Shadows, including
* Earth -14 counterpart Lamprey addresses Aquaman as Arthur Curry instead of his Atlantian name. In Atlantis, people opposed to Aquaman's rule would call him by his land name to imply that he's not Atlantian.
* Earth 14 (Janus): A planet with harsh winters and scorching summers. Spring is the only (barely) tolerable season. There is no moon and no magnetic fields. Initially appears lifeless, but one character insists that some human and animal life survives by migrating with the spring.
* Earth-15, a perfect world that was destroyed by Superboy-Prime. All that's left is a Cosmic Grail that was hidden in another world.
* Earth 16: It appears to be Earth stuck at the primordial stage with unceasing volcanic activity and radiation.
* Earth-16, with the children of the main DC universe's heroes and villains — Chris Kent as
* Earth-17, an Earth ravaged by atomic destruction. Humanity lives in domed cities, and the Atomic Knights of Justice are led by Adam Strange.
* Earth-17 before the Crisis was a world where all superheroes were created by the government, until Overman (that Earth's version of
* Earth-18, a Western-style world featuring the Justice Riders, who ride on
* Earth 18 (Preserve): A pristine world with no humans. Frequently treated as a resort place, provided the visitors clean up after themselves.
* Earth-18's status as a western world is taken to the extreme. Originally it was introduced in
* Earth (1930), Khoma Bilokin kills Vasyl at the crossroads, symbolizing the choice that Ukranian peasantry has to make, between collectivization and sharing the land between everyone (what Vasyl wants), and to resist change and selfishly hold on to private land (the Bilokin family won't give up their land to the collective).
* Earth-19, a world currently in the era of Edwardian England, home to the Bat Man, the Wonder Woman, the Accelerated Man, and the Shrinking Man. Bruce and Diana are based on
* Earth-19 is where Harrison "H.R." Wells is from. Apparently, that world has been invaded by another Earth at some point (the invasion was repelled at great cost), resulting in laws that punish attempts to travel to or from Earth-19 with death. The only ones allowed to travel this way are Collectors, whose job is to track down and capture violators. This world's Flash appears to be the Accelerated Man.
* Earth 1 (Arkan): A universe 35 years behind Earth 2 from a technological and historical viewpoint, although some areas of technology here are superior to Earth 2.
* Earth 2100, Lucy, has lived to be 91 years old and still in pretty good shape, while most of the world's population has died off from diseases and starvation.
* Earth 2150. All they add are new missions and a few new units. That's it.
* Earth 2150, but there's no reason why there should not have been more smaller empires.
* Earth 2150 Earth is sent hurling into the sun after massive nuclear explosion of thousands of nukes knock it of its orbit, forcing the UCS, Eurasian Dynasty, and Lunar Corporation to build their own spaceships to escape Earth.
* Earth2150: Eurasian Dynasty (Powerhouse), United Civilised States (Balanced), Lunar Corporation (Subversive).
* Earth 2150 expansion does indicate that a good number of people were left behind, though, and had to find alternative means of escape.
* Earth 2150 force heading to stop them. All this while the main forces of the

three powers are fighting tooth and nail to get the last remaining resources on Earth.
* Earth 2150 has lasers, which fire bright red beams that hit instantly. However, unlike a typical laser, it doesn't do any damage. Instead, it rapidly heats the target until the target's power plant or ammo stores explode. If the beam is interrupted, the target quickly cools down with no damage. Building are almost impossible to destroy with lasers, as stone has a higher melting point than metal.
* Earth 2150 suddenly has buildable knock-offs that are weaker than the original.
* Earth 2150 that can be mass-produced and they can increase their survival rate by sheltering in the faction-specific bunker.
* Earth 2150. The ED Gruz and the UCS Mammoth can both carry out tasks like digging trenches and tunnels, building bridges and walls, etc.
* Earth 2150, this is the ultimate goal of all three factions, on account of the imminent Earth-Shattering Kaboom. Throughout the campaigns, you not only have to complete missions to cripple your rivals, but stockpile your excess resources in order to build a colony ship to carry you to another world before the countdown expires.
* Earth 2150, while kinetic weapons and missiles pass right through them. The UCS superweapon is a giant plasma cannon with ballistic bolts guided by satellite.
* Earth 2160 Earthlike planet called Eden. The main characters are visibly surprised when they see a video from the surface, and some even suspect that it's actually old Earth footage.
* Earth 2160 has ED use the bolt version of the laser that does damage on impact.
* Earth 2160. It is implied that many others exist throughout the galaxy, given that the species that built them had been spread across at least three star systems and six planets.
* Earth 2160: This is how Lunar Corp builds their bases, with a Foundation module supporting living quarters, factories, defenses, resource storage, etc.
* Earth 2160 to clone and morph themselves, just like the ground forms.
* Earth 22 (Nirvana): A world with no animal life. Filled with plants that produce spores that trigger a narcotic effect. Used as a prison of sorts, since all people dumped here are permanently stuck in a drugged stupor. Taking someone out results in a lengthy withdrawal period.
* Earth-23, home of President Superman, where the world's greatest heroes are black (which can mean that they're black in the main DCU, as with Steel and Vixen; that a black holder of the legacy in the main DCU is Earth-23's primary holder, as seems to be the case with Green Lantern; that they're black versions of the hero, as with Superman; or that they're completely unique). The major exception is Batman.
* Earth 27 after Mack's involvement in the sex cult, NXIVM, came to light.
* Earth 27 finds Roy and Jason both drunk, wanting to see the Batmobile. She says that Oliver and Helena would be disappointed in both of them... when the later two enter, equally drunk.
* Earth 27, Kherans afflicted the Daemonites with one of these, leading to Daemonite scientist Arctus, who would be later known as Helspont, to look for a cure on Earth, with the intention of taking it over.
* Earth 27. Lampshaded in the "Oracle" Voxbox. Jason Todd wants Oracle to look up a pizza delivery boy's license plate because it's been 34 minutes and he hasn't gotten his calzone. Ironically there is no 30 minutes rule, but Jason just wants his calzone to be fresh.
* Earth 27. Literally called the Stinger, it reveals that not only did Fangirl survive the Bleed, but she has come upon a parallel earth where Batman and Wonder Woman have a daughter, and Lincoln March is not the Mayor of Gotham City. This thanks to the to a whole in the damaged walls that closes of Earth-27 from the other Earths.
* Earth 27, when people give ideas like renaming the "Birds of Prey" into "Girl Power".
* Earth 27, with so many immortal or ageless characters, like Amazons, sorcerers, and Kherans, it's not surprising that many of them no longer care about the gender

of their partners.
* Earth-2 and has been visited by various characters of Earth-1 and Earth-3 several times.
* Earth 2, a Superman clone named Brutaal, who identified himself as the original Superman but now working for Darkseid, begins destroying all the shrines and places of worship on Earth (including one whose sign read "SCIENTOL" with the rest being cut off by the panel), with the villain declaring all religions "fiction".
* Earth 2 climbs up the colossal Atom and pummels his face until he falls over. It doesn't keep him down for long, though.
* Earth 2 (Demos): Our world. One of the most technologically advanced known worlds. Nicknamed "Demos" for the prevalence of democracy.
* Earth 2 had the Terrians, humanoids with a complex and very alien psychology who traveled like sandworms through the soil of their (living, symbiotic) homeworld.
* Earth 2 has the Space Ark, which was funded by the most powerful and wealthy individuals of Earth so that they could escape in case of a planetary emergency such as a second Apokolips invasion. Too bad for them that Superman's clone stopped the ship and ripped it apart before they went too far.
* Earth 2 humanity has largely abandoned a hopelessly polluted Earth, and is in the process of colonizing Earth 2.
* Earth 2. It's implied several times in the series that the Terrians used to be much more like humans, and may even have had more conventional, industrial technology, before they evolved into a species of benevolent symbiotes. It's also implied that the Terrians are also not native to Earth 2 and are colonizing it as well.
* Earth 2, Jay Garrick finds himself drowning his sorrows in Buzz Beer after he just got dumped by his girlfriend Joan Williams (who in pre-New 52 DC Universe continuity was his wife) when Mercury came falling out of the sky, granting him the power of superspeed.
* Earth-2 Lionel did this to Lex, Tess, and Clark in his home universe, and tries it on Alexander when he makes his way to Earth-1.
* Earth 2, new superheroes began to appear; creating a new "Age of Wonders".
* Earth 2's final episode saw Devon Adair (Debrah Farentino) collapsing from an unknown illness and being put into cold-sleep until a cure could be developed. Meanwhile, Farentino was pregnant.
* Earth 2 the audience gets to see inside the cockpit of the starship that will take the colonists to their new home. It's a very modern glass cockpit with displays everywhere, but they are all heavy bulky CRTs.
* Earth 2, the engagement ring that Alan Scott meant to give to his boyfriend became a conduit for him to use the power of the Green as that world's Green Lantern after his boyfriend was killed in a train wreck.
* Earth 2, the new "trinity", Alan Scott, Jay Garrick and Kendra Saunders, were all put out of focus when new writer Tom Taylor came on board. He instead focused on the original trinity and their supporting cast.
* Earth 2: There's some disagreement on when it set in, but general consensus is that, by the time it ended, it was a mercy killing.
* Earth-2 Wells is noticeably more casual about his language, and is shown (in flashbacks) to be much more personable than his Earth-1 counterpart. His daughter, also a super-genius, uses standard idiomatic American English.
* Earth-2, where its conceit is "What if Clark Kent was raised by the Luthors instead of the Kents?"
* Earth-2, who claims that he lost his connection to the Speed Force after passing through the portal, but he has invaluable experience and takes over the mentor role. The new enemy is Zoom, who is obsessed with killing every other speedster in every world to be the only one. Eventually "Jay" was revealed to be Hunter Zolomon, a serial killer, and Zoom, their enemy.
* Earth 2 whose "reform" consists of a chip in his brain — when the chip malfunctions, he tries to kill everybody.
* Earth-31, a world ravaged by tsunamis and earthquakes, where modern pirates roam the seas. Captain Leatherwing and his crew of the Flying Fox act as a force for

good.
* Earth-37, a world based off the works of author Howard Chaykin, such as
* Earth-38, the show is ambiguous as to what the Music Meister is. Is he a metahuman? Maybe an alien? Is he magical? Or is he something else? The fact that he could escape a cell in the Pipeline, something no other metahuman is capable of, without anyone knowing and his powers are far more fantastical than what Barry or Kara usually deal with suggests he might not have been something they are used to. When asked if he's from another Earth, he gives a vague response that the heroes wouldn't understand where he came from.
* Earth-39, a world based off the works of artist Wally Wood, home to the
* Earth-3 Jay Garrick is the doppelganger of Barry Allen's father, Henry. Barry is visibly emotionally overcome trying to deal with someone who looks just like his recently murdered father. Jay later learns Barry's situation. He feels bad for Barry, but also reminds him that he is not Henry and wouldn't make a very good
* Earth-42, home to imp-like versions of the Justice League known as the Li'l Leaguers.
* Earth-44, the world of the Metal League, a fusion of the Justice League and the
* Earth-45, an Earth where Superman as a concept became perverted and corrupted by mass marketing and turned into the hyper-edgy Superdoomsday, whom later went on a homicidal rampage killing the Supermen of other Earths before being stopped by the Superman of Earth-0 in
* Earth 46: A technologically-advanced world, whose people have successfully resisted an inter-dimensional invasion. They practice
* Earth-48, the new home to Lady Quark and Lord Volt. A world bred as protectors of the Multiverse, where everyone is a superhero and every event is a Crossover.
* Earth 4 (Antik): A world stuck at the Classical stage of development with an "evolved" form of slavery (e.g. slaves can be richer than their owners and can rebel twice a year).
* Earth 5: Humans have a spring mating season and are at the 50s-60s level of development.
* Earth-65 counterpart goes a step farther as he was actually raised by the Hand after they killed his previous mentor, Stick.
* Earth-65 is the (cloned) descendant of his timeline's Captain America, and while he works for the good guys in S.H.I.E.L.D. as Cap's sidekick, his upbringing as a designer super-soldier didn't come with compassion or respect for human life.
* Earth-6's Pre-Crisis analog was a world where America lost the Revolutionary War and a royal family of superheroes protected the Earth. Its sole survivor was Lady Quark.
* Earth 717 continuity, Electro is gay, with his boyfriend Henry breaking up with him shortly before his transformation.
* Earth-8096. As their names in the titles implied, Wolverine, the Hulk and Thor were recurring figures among these works, with the former two's first encounter being depicted twice.
* Earth 8 (Firmament): A world dominated by the Catholic Church, stuck in
* Earth-8's Pre-Crisis analog was a world home to the heroes who debuted after the first Crisis. After
* Earth Abides as the single family that repopulates Northern California gradually loses the ability to count or write down anything since they are too busy learning how to live off the land with copper arrowheads made out of pennies.
* Earth Abides is full of dogs, so many that the main character is a little disturbed by their implications in this new "dog-eat-dog" world: "He had seen many dogs in the last two days, and he had tried to shut them out of his mind." The beginning of another chapter consists of a virtuoso meditation on how the disease that has wiped most humans off the face of the Earth has also fundamentally changed the dogs.
* Earth Abides: One character knows that the ruins of the cities and bridges were built by people called "the Americans". He then wonders if the land and skies were built by the older Americans depicted on coins.
* Earth Abides opens with a version of this, with protagonist Ish being bitten by a

snake in a remote part of the Sierra Nevada and becoming half-conscious with illness for several days. When he wakes up and gets back to civilisation he finds it... isn't... any more.
* Earth Abides who starts off with the intention of rebuilding civilization, but in his old age settles into comfort with the idea that, although technology has been set back to the Stone Age, the spirit of humanity lives on. The book also plays with this as the protagonist initially roams the US looking for survivors. On one hand, he finds a group fulfilling this trope living a reasonably comfortable life from looted goods in New York, but realizes they'll be doomed when the food runs out, or when winter comes. On the other, he meets a family of black semi-literate sharecroppers deep in the rural South, still growing their own vegetables and raising animals just as they did before the plague. Their descendants are probably doing just as well as (or even better than) Ish's tribe.
* Eartha Kitt in that she doesn't sing about riches, power, or triumphing over the hero, just everyday Jerkassery and slightly unwholesome behavior.
* Eartha Kitt where she guest-starred as an acrobat-contortionist used by the IMF to crawl through the vents of a foreign embassy.
* Eartha Kitt", which aired more than a year after her death in December 2008.
* Earth All Along that you can't "unexpectedly" reveal a planet to be Earth without the audience flashing back to Charlton Heston.
* Earth All Along: The desolated planet the story takes place on turns out to be Earth itself, not a fictional planet.
* Earth All Along: The ending reveals that the alien world was actually Earth.
* Earth All Along: The "Shaggy God Story" variant of this (where the end of a story turns out to be a variant, science-fiction or otherwise, of the beginning of Genesis from the Bible, complete with Adam and Eve or identical characters) became such an overused cliché in science fiction stories as early as the 1960s, that it became impossible to take it seriously.
* Earth All Along: Turns out that ruined planet you were on was actually Earth itself.
* Earth All Along: What was thought to be an alien planet turns out to really be Earth.
* Earth All Along when Lister recognized Mount Rushmore). At least until it "escapes" when a methane vent ignites and the Earth farts out of orbit.
* Earth All Along, where apes rule the Earth and the humans are enslaved.
* Earth Alliance: At the end of the first season President Santiago's ship explodes under mysterious circumstances. In the next couple seasons, considerable evidence that Vice President Clark was behind it is uncovered.
* Earth Alliance has the Interceptors, energy weapons with two uses: the first is to
* Earth Alliance, who are revealed during the series to have planet-killing ships in their fleet.
* Earth & Beyond after its servers were shut down revealed that this was not their true form, but one chosen specifically to play off humanities deepest primal fears and their technology was a perversion of human tech.
* Earth & Beyond, albeit in spaceships. In truth, they seem to be warriors first, monks second, which makes sense given that they are the Jenquai military.
* Earth & Beyond. All ships were equipped with thrusters for normal flight and warp drives for traveling around larger distances. Warping could be done in 2 methods; traveling by "autopilot" along a programmed course between navigation points, or "free warping" by pointing your ship in the direction you want to go and activating your warp drive. Using navigation points required only an initial energy drain on your reactor and then you could fly indefinitely until you reached your target, which did not have to be along a straight line. Free warping however pulled a constant drain on your reactor thereby limiting the distance you could travel, and there was no ability to turn while in free warp. Free warping was useful for making quick escapes from dangerous situations without opening your map to plot a course, and could be used to discover nav points that were too far from main routes for most sensors to detect.

* Earth & Beyond based maximum range on the type of weapon used, and from a real world physics stand point didn't make a whole lot of sense. Shortest range fell to projectile weapons with a range only a few times the ship's size, beam weapons claimed mid range being only slightly greater than projectiles, and missiles dominated with over twice the range of beams. If a Terran, the game's missile focused race, neglected their sensors it was possible to have a firing range greater than your ability to detect and target enemies.
* Earth & Beyond) because of our improper use of The Ancient Gates.
* Earth & Beyond. Earth is still called Earth, although humans who live on its surface (and those who owe allegiance to Earth) are called Terrans.
* Earth & Beyond. Humans are still called that, although the human race became divided during the initial colonization of the Solar System. Those who remained behind on Earth are called Terrans, those who settled Mars are called Progen, and those who colonized the moons of Jupiter are called Jenquai. By the events of the game, the terms refer to nation-states, not worlds of origin, as all three have colonized other star systems which remain under their rule.
* Earth & Beyond indicated that the insect-like appearance of them and their ships seen in game is not their true appearance. They took this form specifically to play off humanity's deepest primal fears.
* Earth & Beyond released after the game's cancellation revealed that this was not the V'rix true form, but rather one "constructed" specifically to trigger base human fears.
* Earth & Beyond, space - including the Solar System - is apparently full of various space-dwelling creatures. Admittedly, most are comparable in size to a single-man spacecraft, but a few are much larger.
* Earth & Beyond that the Ancient gates were actually a network, but when humans discovered them and started forcing them open without using their keys that they became locked onto a single destination. Had the game not been shut down this was presumably going to come out in game, as the story had a newly discovered unopened Ancient gate and its key introduced in its final patch.
* Earth & Beyond that was under construction near Cheron's Gate. This event was supposed to occur about 2-3 patches after where EA pulled all funding, and was going to have a full cinematic made.
* Earth & Beyond (with options of rolling on different axis), bonus points for being usable while in formation. If the formation leader did a barrel roll the entire formation would be forced to preform a giant arching circle through space around that barrel roll.
* Earth and..., a prequel trilogy following Jarra's summer before the main trilogy.
* Earth and Mars are no longer accessible via the Arches due to their environments becoming uninhabitable, with humanity spread out all over the galaxy along the "chain". The protagonists even witness Earth's Arch starting to collapse, its integrity no longer maintained by the Hypotheticals, although this takes place millions of years in the future.
* Earth and Sky, Applejack gets one when she's brooding after an argument with Soarin.
* Earth and Sky between Braeburn and Rainbow Dash isn't brought up again after chapter 34, where them getting together was left as a possibility in the future.
* Earth and Sky, Chrysalis is still on the loose, and has embarked on a scheme to replenish her strength by becoming a beloved foal actress.
* Earth and Sky: Despite having a rocket-powered flight harness that would allow them to easily outpace every other contestant in the Grand Pegalathon, the Flim-Flam brothers keep stopping to set up booby traps to delay everyone else, which usually only end up backfiring on them, not to mention increasingly angering the Princesses until they finally disqualify the brothers and order them arrested. Afterwards, they eventually admit that they let their egos and shortsightedness get the better of them and sabotaged themselves.
* Earth and Sky, Flim and Flam gladly accept a sentence of twenty years' hard labor.
* Earth and Sky; he didn't want them back then, but has since learned to enjoy the

concept of personal flight.
* Earth and Sky, he responds with "osculate-my-rump-onomy". "Osculate my rump" means "kiss my ass".
* Earth and Sky: If Diamond Tiara (who runs her husband Blueblood's airship company for him) hadn't downsized her staff, leading to Pipsqueak becoming unemployed, he wouldn't have been free to become Harmony Aeronautics test pony, meaning they wouldn't be in a position to threaten the company's business.
* Earth and Sky,) in Equestria, it's somewhat feasible that colors have distinct flavors that aren't tied to foods at all.
* Earth and Sky: In the first chapter, Pinkie's relief that her daughter Tootsie is safe is immediately replaced by anger that Tootsie left the house without telling anyone.
* Earth and Sky on prom night (a result of Diamond Tiara's cruel prank).
* Earth and Sky, Pinkie Pie is shown to have a craving for pickled peppers while pregnant with her second-born foal.
* Earth and Sky, Twilight first starts working on how to help non-pegasus ponies fly after her conversations with Pinkie and Pumpkin, but doesn't settle on the idea of using artificial wings until she sees Sweetie Belle wearing a pair as part of her Princess Celestia costume.
* Earth and Sky: Twilight Sparkle edges toward this when it comes to Spike.
* Earth and... something about it. They spend days fighting the fire together.
* Earth, and the entire Milky Way Galaxy for that matter, vanished from existence in the
* Earth and the Moon are sealed off by a cube-shaped force field after the humans fail the Space Cash Test.
* "Earth Angel" (1954) by The Penguins, a more sweet and romantic take on it:
* Earth, a planet who is almost physically unable to keep her nose out of everyone else's business
* Earth Aspect Dragon-Blooded are capable of this, as is anyone who uses the Earth Dragon or the Jade Mountain style of
* earthbenders and participate in the attempted invasion of the Fire Nation on the Day of Black Sun.
* Earthbenders are powerless if separated from earth, sand or stone, unless you can bend metal, like Toph. King Bumi on the other hand, can earthbend
* Earthbenders have an advantage when they have access to, well, earth, and the Fire Nation exploited this by creating a prison of an offshore rig made of metal which they could not bend.
* Earthbenders in general tend to be averse to footwear, beyond sole-less coverings for the top of their feet. All Earthbenders seem unperturbed by rough terrain and a large portion of their bending is based on stances and foot work to manipulate the earth.
* earthbends of the ring instead of the back, and hitting an opponent with a very long stream of water) turn out to be illegal moves.
* Earth-born angels. Earth-born angels are formed when someone sacrifices themselves to save someone without hope, causing the two to merge together. There are three Earth-born angels; the Angel of Fire, the Angel of Love and the Angel of Light. During the run of the
* Earth-born humans, however, are white more often than not. This is likely a result of the actors available in Vancouver.
* Earthborn humans tend to be atheist and at least one character remarks that "we don't believe in God on Earth in the 25th century". To which a Denali responds,
* Earthborn's Commander Shepard used to roll with the Tenth Street Reds. They dropped their flags after enlisting with the Systems Alliance when they turned 18.
* Earthbound 64, Itoi had mostly recovered from it, and the game's tone became suitably lighter.
* EarthBound, a few of the Happy-Happy Cultists do this when engaged. One of them gives you the curse "Don't go to heaven!"
* EarthBound after beating the boss of the area having the enemy that might drop it, is actually the only weapon which Poo can equip to advantage.

* EarthBound, after Pokey and his brother Picky arrive late at home, his father takes them both upstairs and a repeating smacking sound is heard. Afterward, when Ness talks to him, he says "I was really scolded by my father. Aa, my butt hurts." The American localization replaced the smacking sound with something more comical (though, from context, it's still obviously a hit) and Pokey replies with "My dad really got after me. He said I get no dessert for the rest of the decade..."
* EarthBound, and gain the appropriate PSI equivalent for it. For example, "generate a burst of steam" is the equivalent to PSI Fire Alpha for him.
* Earthbound and greatly backfired, which is speculated to have contributed to the game's low sales in the US (and indirectly why it wasn't exported to Europe at all).
* Earthbound and one item turns into something else (thus rendering it useless) after too much time passes. Fortunately, the player's guide (which was originally packaged with the game) eliminated most of the frustration by providing maps.
* EarthBound are totally submerged by it." So they're probably losing HP from having to hold their breath...
* EarthBound, a site that looks at changes made while bringing other games from Japan to English speaking regions, occasionally the other way around, and sometimes other combinations of "from" and "to" regions.
* Earthbound, as traveling back in time using the Phase Distorter would destroy organic bodies, so they're given robotic bodies to use for the journey.
* EarthBound at least before you beat Master Belch, it features zombie dogs, zombies, ghosts, a graveyard, coffins in an underground path leading to Grapefruit falls, and even a totally blatant Halloween enemy called the Trick or Trick kid.
* EarthBound: At one point, Ness tells Poo that he's free to "crash" at his house whenever he'd like. Poo asks why he'd want to do something like slam into his house, before Ness clears it up.
* EarthBound Beginnings also has people who have been kidnapped by aliens stuffed in tubes, making this a series-wide trope.
* EarthBound Beginnings and which don't even give enough EXP in order for the heroes to stand a chance against them. The reason for this is because deadlines were aproaching and the developers forewent any sort of playtesting for the area and left it unbalanced as a result.
* EarthBound Beginnings. But as soon as you first enter Magicant, the game gets a little better.
* EarthBound Beginnings created by Maria's lingering consciousness. With the song remembered, she can rest at last, and both she and Magicant disappear.
* EarthBound Beginnings for the party. It's also likely the reason why Ninten can "speak" to and understand certain animals.
* EarthBound Beginnings gave most enemy types multiple palette swaps, but had the decency to occasionally add subtle changes to their swapped sprites (a dog-collar on the wolf sprite to make a 'stray dog', rust marks on the robot sprite to make the 'scrapper'...)
* EarthBound Beginnings has your regular scorpions, as well as the more dangerous Bionic Scorps.
* EarthBound Beginnings in the English version (and subsequent Japanese versions) as well, with them losing the bullet holes riddling their chests and no longer having the blood-stained shirts they have in the original Famicom version of the game.
* EarthBound Beginnings — are this, with that game only seeing international release through the Virtual Console in 2015, twenty-six years after its initial Japan-only release.
* EarthBound Beginnings, Ninten and Ana dance together when they're alone in a healing house, after which Ana asks Ninten if he loves her. Due to technical limitations, the "dance" itself involves the two of them moving around the room using their walking sprites.
* EarthBound Beginnings, one NPC in Magicant has a spoon he wants someone to bend back into shape. Ninten does it with his PSI powers.
* EarthBound Beginnings plot, has a splash screen at the beginning depicting a

1950s American town being terrorized by flying saucers.
* EarthBound Beginnings songs, and even those didn't become a worldwide hit until well over a decade after they came out in Japan. One could likely blame this on the fact she had talent, but her solo career wasted it on attempted pop hits that didn't showcase that talent.
* Earthbound Beginnings, Starmen serve as Giygas' elite minions, and are usually among the final enemies faced in those respective games.
* EarthBound Beginnings, the first enemy you face is a possessed lamp.
* Earthbound Beginnings, the first of the 8 Melodies is a music box hidden in your sister's formerly possessed naked baby doll.
* Earthbound Beginnings The Jack of All Stats of that game, having both Ana's healing PSI (but not her attack PSI) and Teddy's physical might. Which just goes to show how relative this trope is.
* Earthbound Beginnings. There are a lot, but it's certainly more playable than some have made it out to be.
* EarthBound Beginnings, who was implied to have died in the original).
* EarthBound Beginnings, you can eat the Bread item to recover some HP. However, if you Use it instead, you get Crumbs, and by using Crumbs, you return to the spot you were in when you used the bread. Handy!
* EarthBound Beginnings, you start your adventure off fighting two possessed Lamps and a Baby Doll, and then you start to fight vehicles.
* Earthbound both have gratuitous mariachi slot machine men, Pincho, Pancho, and Tomas Jefferson. They are dressed up as both mariachis and slot machines. They let you play them as if they were slot machines.
* EarthBound came in an oversized box which included a player's guide, written and presented in the style of a travel guide with newspaper clippings.
* EarthBound comes with the official Player's Guide - which causes the box to be a lot larger than an average SNES game.
* EarthBound could qualify for this trope: Killer hippies, road signs, fire hydrants, paintings, cars, cups of coffee, goats, Salvador Dali clocks....
* EarthBound, despite the game itself not having much of that. Yeah, that's probably why the sales went badly.
* Earthbound does the same thing, only with the lead character collapsed on the ground instead.
* EarthBound due to laws in some places prohibiting stores from being open on Sundays unless they sell essential items. The easiest such essential item to obtain and sell is medicine, and so these drug stores become one-stop shopping in these towns for people who need (or really want) to buy something on a Sunday. Inversely, major department stores like Target and Walmart installed pharmacies into their locations so they could remain open too.
* EarthBound due to useless items like the Protractor and Ruler. Some NPCs don't say anything useful, but are there to add witty lines. Finally, there are plenty of food items that are usable, but impractical by the time you reach them. Sure, eating a hamburger in combat (effectively instantly, and with no chance of indigestion!) is funny, but PSI powers are generally far more practical.
* EarthBound. During one part of the game, you will need to defeat five moles, each of whom claims to be the third strongest of the moles.
* EarthBound fan hacked the game so that Lumine Hall would spell out a marriage proposal instead of Ness's stream-of-consciousness being projected onto the wall.
* EarthBound, giant robots, more mushrooms, more zombies, men's room signs, and to top it off, a walking statue with an obscene amount of HP.
* EarthBound, Giygas isn't even an anthropomorphic personification, he IS evil. Not just an evil being, but evil itself.
* EarthBound, Giygas' mind is destroyed from being inside the Devil's Machine. When you eventually fight him, Porky explains to you that he's the one running the show, deriding Giygas as an almighty idiot who is now trapped inside the machine before he shuts it down and reveals his true form.
* Earthbound had the material Zexonyte which was forged from meteoric metal, and is crucial to time travel.

* EarthBound has a black market weapons dealer that tends to hang around in alleys near or behind the drugstores where ordinary items are sold; mostly his wares are junk and bottle rockets, but later in the game he also sells bombs.
* EarthBound has absent minded Dr. Andonuts. When his son Jeff meets his father at his lab, Dr. Andonuts forgot that he even had a son.
* EarthBound has a creature called a Skelpion, which is basically a scorpion skeleton, which is weird because scorpions are invertebrates.
* EarthBound has a move in which it "[makes] something spin around!" What it is that's spinning will forever be a mystery. The something might just be whoever was affected by said attack, seeing as it renders the attack target unable to concentrate. (Read: Silence status ailment) Just a small theory though...
* EarthBound has destroyed the world in the future and that a boy named Ness would defeat him.
* Earthbound has Dungeon Man, a maze builder who opted to be literally turned into a giant walking dungeon.
* EarthBound has one area, the Lost Underworld, where everything is so huge that the characters' sprites shrink. This includes the enemies.
* EarthBound has Paula give a telepathic distress call to a sleeping Jeff when she and Ness get captured in Threed. She also gives these to a sleeping Ness shortly after he enters Twoson.
* Earthbound has the Cave Boy enemy, which, amusingly, is encountered just outside the prodigious Dr. Andonuts' Laboratory. One later sells goods inside the laboratory.
* EarthBound has the city of Moonside, which featured extremely bizarre enemies, including Abstract Art, which were literal living paintings.
* EarthBound has the "Happy-Happyists", a cult which wants to paint the world blue. They wear robes similar to the KKK's robes, but in blue. In the English-localized version, large pom-poms were added to the tip of their masks to further differentiate them from KKK outfits.
* Earthbound has this in the final Prayer cutscene of the Giygas battle.
* EarthBound has two remarkably terrifying scare chords: "Ambush!" when you are attacked by the zombies in the Threed hotel, and "Whoops!" immediately upon eating the Magic Cake. There are some fairly less frightening (but still shocking nonetheless) chords, namely "Whoa!" when something unexpected occurs in a cutscene (Pokey entering your house at the beginning of the game, Paula being kidnapped by the Dept. Store Spook, etc.) and the one you hear when an enemy touches you from behind and triggers the red swirl.
* EarthBound he has Magnet to replenish what he uses up when his involvement isn't necessary. It's a toss-up, really.
* EarthBound. He's capable of using laser guns, bombs and the like, and can turn various broken irons, antennas, harmonicas, and the like into powerful weapons and battle items overnight. And did we mention that he's only thirteen years old?
* Earthbound, if a party member leaves the group but was holding a key item in their inventory that will be needed before the party member returns, Tracy will call Ness and mention the item was placed into Escargo Express storage. And calling the Escargo Express phone number after her first call leads Tracy to specifically ask if the player is calling to obtain the certain item, meaning the player will not find themselves stuck at certain points or run the risk of calling, but forgetting what they wanted to get.
* EarthBound, if you play for more than two hours in one sitting, Ness's father will call to encourage him (or rather you, the player) to take a break from playing. The strange part is that this can occur before you get the Receiver Phone, the item that allows you to get (but not make) phone calls anywhere. Since this happens a few hours into the game, it's easy for you to get a call from Ness's father before Ness has a phone able to receive the call.
* EarthBound: In literally his first sentence to the main party, Jeff's father Dr. Andonuts blurts out that his son still wets the bed sometimes.
* EarthBound in videogame history, killing the boss frees all the captives with no discernable damage to the tubes, despite the fact that there's no apparent means of

egress whatsoever from the tubes.
* EarthBound is a swirling skull looking creature made out of red lines and the background behind It is black.
* Earthbound is both an excellent Low-Level Run and a terrible one. The first play area, Onett, turns out to be the biggest challenge in the game; defeating Frank and Frankystein is possible but difficult, but defeating Titanic Ant is virtually impossible without abusing savestates in an emulator, or leveling up once or twice to improve your chances. After that, it's relatively easy in terms of gameplay. However, purists will still find a challenge in attempting to dodge seemingly forced battles, including a miniboss fight. At its worst you'll find yourself scrambling for one pixel to avoid a fight.
* EarthBound : "...It hurts, ...it hurts... Ness, Ness, Ness, Ness, Ness..."
* EarthBound. Jeff's is only inferred from him being the son of Dr. Andonuts.
* EarthBound just for the sake of the infamously scary, trippy final boss battle against Gyigas.
* Earthbound Kraken. Made even worse in that the guide explicitly states how rare it is, and there only exist three of those Krakens in the area. An unsuspecting player might try in vain to obsessively reset the game, hoping in vain that one of these three Krakens drops the bat. Of course, it will never happen.
* EarthBound lampshades the aversion to the trope. They have bathrooms in the game, but they all are occupied or otherwise unusable. In the first bathroom you come to, walking towards the door will result in a cutscene where one guy rushes in ahead of you. Attempting to enter will make him say: "Occupied!"
* Earthbound lampshades the idea that spiders are particularly scary, as the spiders that you fight are called Arachnid!s and Arachnid!!!s.
* EarthBound liked this stuff (the entire franchise is specifically named after a Beatles song).
* EarthBound. Luckily for Ness, a time-travelling alien named Buzz Buzz found him first to protect him. Unfortunately, Buzz Buzz dies shortly afterward. In true Terminator fashion, it is this time-travel attack that kicks off the plot and sets Ness on the path to defeat Giygas. Happens in the endgame too: Giygas is launching his main assault in the past, so the heroes have to go there to fight him.
* EarthBound. Made better since originally the writer was originally trying to simply figure out the real lyrics. After hearing the writer gave up and typed what he heard, no matter how strange (e.i. "I believe in ramen sex").
* EarthBound, making it seem like a very different game once 2000 rolled around.
* EarthBound Master Belch can be defeated if you use Fly Honey to distract him; he'll waste turns to guzzle that mess down, leaving himself vulnerable to attack.
* Earthbound may heal using geysers found in the Lost Underworld. They shoot Ness and friends up into the air when used.
* Earthbound — Giygas looks like this when the Devil Machine is active. After that... it's a little hard to classify what he looks like, other than pure horror.
* EarthBound moment... and flips the switch on the robot's back. Success! If you use the power shield to bounce its missile back at the clumsy robot, you get to see the same scene twice.
* Earthbound, Monotoli describes Pokey like "such a nice boy, but a bit troubled". Seriously. It is not a wonder Pokey was able to exploit him.
* EarthBound: Ness is a rare Hero example, although it is just one of many.
* EarthBound, Ness is knocked unconscious after visiting the last Sanctuary, leading the player to explore Magicant, a surreal, idealized version of the game's world, populated with figures from Ness' life.
* EarthBound: "Ness, Ness..."
* Earthbound: Ness's special attack is named after his favorite thing (the player inputs the name.) When calling his mother to prevent homesickness, Ness's mom often mentions his favorite meal (also input by the player.)
* EarthBound of its game world, meaning revisiting any areas at all is entirely voluntary on the player's part.
* EarthBound of non-pharmaceutical items, like baseball bats, frying pans, and

broken equipment. Pretty much averted later on in the major cities, where there are large shopping malls which have individual shops with different specialties, of which drugstores with slightly more reasonable stock are a recurring component; obviously the malls still sell everything, but there's a reasonable reason for it this time.
* EarthBound, one NPC tells the following joke and despairs when Ness doesn't find it funny:
* EarthBound: Opening certain (yellowish) boxes in the game elicits a hilariously over-the-top reaction even if it's just a ruler or toothbrush or something:
* EarthBound outside of Japan. This lasted until it was announced to be officially re-released in English, even in countries that never got it for its original system. From then on, it's been treated very respectably, all things considered.
* EarthBound parodied this by giving the palette swaps goofy names — "Plain crocodile," (to suggest more varieties are to come) "Manly Fish's Brother," "Starman Deluxe," etc.
* EarthBound Paula's mother is in the middle of reading a book to a preschool class just as her daughter comes in to visit them:
* EarthBound plus one big attack, and Paula's elemental and status-effecting PSI.
* EarthBound series has more than a barrel full of monkeys factoring into the plot.
* EarthBound series having the main character Ness as a playable fighter.
* Earthbound she fails and the psychic energy explodes, leaving her charred.
* EarthBound so differently from before that he may as well be a totally different character.
* EarthBound's Paula who also starts out at level 1 when you get her and you have to travel through an area that has monsters that tend to one shot her. Although unlike Ana, she doesn't stay as that squishy and she isn't totally incompetent in physical damage as is the norm for this trope.
* EarthBound spend most of their time standing around being incompetent (when they're not corrupted by Giygas). However, after you defeat Frankie and the first My Sanctuary guardian in Onett, you're called into the chief of police's office, where they take turns attempting to inflict police brutality upon you before the chief himself attacks. Granted, it's implied that they're under Giygas' control.
* EarthBound's post-credits epilogue had Ness awakened by knocks at the front door, just like at the beginning of the game — but it's Picky at the door and not Porky, there to tell Ness that he has a note from his brother, proclaiming "Come and get me, loser!"
* EarthBound (such as the endgame Nuclear Reactor Robots), which are often just as effective when Poo is using their powers for you instead of against you.
* EarthBound, such as the Territorial Oak and the Smilin' Sphere, will explode on defeat. This almost always does "mortal damage" to the player—but due to the way the game's HP works (it drains out at a steady rate, rather than all at once), the player can usually escape the battle with only an extra chunk of HP lost. However, an ally at low health may very well die to them... and if the entire party is knocked out all at once by one of these attacks, it actually triggers a glitch.
* EarthBound sucks except the smiling orbs (but those are still pretty bad). They all hurt when you fight them, so you can either kill them last and have them hurt your party, or kill them first and suffer the explosion. The worst offender is the robots that heal HP. So now you really have to decide which one to kill first.
* EarthBound takes place. So we KNOW about the Holocaust, it's just the inferred part is who died because of it.
* EarthBound that can make anything from a Slime Generator from a broken iron to a Gaia Beam from a broken antenna.
* EarthBound, that never appears anywhere in the final game. Strangely, it's present in the Game Boy Advance remake as well, though still unused.
* EarthBound that the static, snow, and final cutout has a similar effect. Also, the static is blood red.
* EarthBound, the Beatles references never end: the Runaway Five, a yellow submarine, a set of default names for Ness & co. (in the Japanese version), when Nessie takes Jeff across the lake, the musical score is very obviously the

opening mellotron from Strawberry Fields Forever. Also, one of the NPC's in Onett will ask you to "Finish this famous Beatles song —-terday" with a yes or no prompt.
* EarthBound: The Chosen Four has the heroes going through one of these by the Plague Rat of Doom, Ness and Paula have a falling out, Jeff and Poo argue with each other.
* EarthBound: The Meteor that starts off the adventure by bringing Buzz Buzz to Onett is used much, much later to gain the material used to go back in time to defeat Giygas.
* EarthBound The MOTHER series in general has a habit of making jokes that only make sense in the context of a JRPG.
* EarthBound, the protagonist is visited by a bee (or not) from the future that starts up the plot of the game, is unceremoniously killed off moments later, and doesn't appear again until the credits.
* EarthBound there are several items you that have a 1/128 chance of being dropped by a specific enemy. The most annoying to get is probably the Gutsy Bat. It is only dropped by a very powerful, rare enemy on the last screen of the game. Plus, even if you get it, chances are that Ness's Offense will already be at max!
* Earthbound, there's an NPC in the Twoson hotel who will pay you to leave him alone if you talk to him enough.
* EarthBound, the sea captain who is ferrying the group to Scaraba exclaims that he thought that the foursome were just a group of kids upon them defeating the Kraken.
* EarthBound, The segment with Poo in Dalaam is basically one long string of these. To advance the plot, you need to complete your training atop of Mt. Mu, and are reminded of the importance of nothingness. To succeed, you need to do nothing and let everything happen to you, starting with ignoring a messenger from home pleading for your return, and ending with losing your arms, legs, ears and eyes to a spirit. You get better, but still...
* EarthBound, the Threed hotel briefly becomes one of these when it is overrun by zombies.
* Earthbound". This allows Jeff to unlock all of the lockers to gather supplies for his journey to find Ness and Paula. Said machine comes in handy to unlocking their cell door in Threed.
* EarthBound, to an extent. The Starmen (technically not robots but aliens) speak for the most part in normal English peppered with onomatopoeic machine sounds such as *whirr* and *click*. This is an invention of the localization, however; the original Japanese release differentiated the Starmen's robospeak by writing their dialogue entirely in katakana.
* Earthbound uses Guns as primary weapons, and instead of having PSI attacks like the other party members, he is the only one able to use some kinds of items, like rockets. Also, he is able to fix broken items.
* EarthBound Virtual Console release. The blood visible on the Mondo Mole/Guardian Digger and Plague Rat of Doom's sprites appear to be the primary culprit. Oddly, the ESRB had earlier rated a prospective Wii VC release E.
* Earthbound when a player names a character is actually a recording of creator Shigesato Itoi. He was recorded without his knowledge while speaking to one of the game's sound designers.
* Earthbound, when you choose to end the game, all the characters on-screen face to the camera, and repeat walking animations for a while before the credit rolls.
* EarthBound which feature countless billboards lampshading almost every known dungeon cliché, including the overdose on billboards itself.
* EarthBound, which you can only survive if you have enough HP left for the rolling health meter to stop before you leave the battle screen. Did we mention that your maximum HP at the point where you start to encounter them is likely to be in the ballpark of 150?
* EarthBound, whoever is the current party leader (which varies between chapters) won't utter a peep, but will promptly start speaking once the leader role changes. However, NPC's do imply your character saying things, such as a Cultist saying to Ness "What? You're saying I can only stand in one spot? That's not true, see?"

* EarthBound, whose game actually was set and made in the Eighties; most other characters' attire is also quite Eighties-like.
* EarthBound, with Fourside being a New York-like place. Foggyland (the area where Winters is) is Britain. The city of Summers appears to be a generic Southern-European resort, possibly Spain; Dalaam is Asia; Scaraba is obviously Egypt; and Deep Darkness appears to be Africa.
* Earthbound Zero/Mother. Unable to cope with his emotion, Giygas flees the planet.
* Earthboy Jacobus, the titular hero arrives on Earth in the mouth of a Space Whale.
* Earth Cargo Service against the early Starfleet. In the episode "Horizon", Ensign Travis Mayweather is berated by his brother about how recruits would rather join Starfleet than ECS.
* EarthCent Ambassador. Author E.M. Foner originally wrote it while taking a break from a more conventional sci-fi series, but its unexpected popularity on Kindle led to him getting bombarded with requests for sequels.
* EarthCent Ambassador ebooks, but EarthCent itself doesn't have much actual power over humans in general or Earth's nations in particular: it's initially little more than a formality imposed by the Stryx in exchange for FTL drive. Kelly's diplomatic exploits start to expand its influence over the course of the series.
* EarthCent Ambassador: Joe has a sideline in homebrewing and his products are served at a number of bars on Union Station. It evidently dates back to his mercenary days, since he's able to barter permission to land at a merc encampment when he offers several kegs to an old war buddy.
* EarthCent Ambassador moments, such as them running a dating service and pairing Assistant Consul Kelly Frank with an alien trying to do business with a group of Earth schoolchildren who don't actually have the legitimate authority to negotiate with him.
* EarthCent Ambassador). There's a plot thread in the first book of Kelly trying to crack down on subpar counterfeits that are giving legitimate vendors a bad name.
* EarthCent Ambassador The stryx uplift the humans because they had a global economical crisis and they were about to be conquered by another Alien race.
* EarthCent Ambassador: This trope is discussed by the Earthcents ambassadors in a reunion when they notice the presence of several planet-sized creatures in the Galactic maps. Someone suggest going there to check what's really in there, but they change idea when Libby tells them that the Stryx didn't put those creatures there for decoration, there really are planet-sized creatures in those places and they don't like anybody bothering them in their territories.
* EarthCent Ambassador (which surprises the hell out of the human players, for who it really is just a video game).
* Earth-chan of the Earth, who keeps complaining that people are calling her flat. The whole thing started as a jab at Flat-Earthers.
* Earth Children Are Weird as children, even though they met as adults in canon.
* Earth Children Are Weird. Young Mulder thinks a deep hole in the ground is a giant footprint, but Young Scully reveals that it's just a hole people are digging to build a swimming pool.
* Earth-C-Minus, the home of the Justa Lotta Animals, is shown to still exist as of
* EarthCore survive on the surface if necessary, but they can't live there full-time.
* Earthcrafters and firecrafters are able to affect the emotions of other people, the former by outright arousing them sexually. The fact that most "entertainers" are well practiced earthcrafters becomes a plot point.
* Earth Dawn 1st edition lists a creature called Wormskull that is just that — a humanoid creature with a mass of worms as its head (a wormskull's body can look different, however, and is usually heavily armoured).
* Earthdawn, and his beliefs and practices are a strong part of why slavery flourishes in that country.
* Earthdawn, bards have a talent called "Graceful Exit". It even gives them a head start!

* Earthdawn begins in 2012, with the return of dragons, magic, and the old races.
* Earthdawn Companion. Using the Swordmaster 13th Circle ability Keen Blade on a weapon requires the use of blood magic and the loss of two Damage Points. The user regains the two lost Damage Points a year and a day after the weapon leaves their possession.
* Earthdawn due to the Questor for Garlan "Seal Home" power. Garlan grants her questors the power to seal a certain number of windows and doors and keep out any intruders using her magic. Given that, an enemy going up against a sufficiently powerful Questor for Garlan can be better off trying to break through "those flimsy stone walls" rather than a door that has Garlan's power keeping it closed.
* Earthdawn Gamemaster Pack, "Gamemastering Earthdawn" booklet. All Blood Oaths last for a year and a day or until cancelled, whichever comes first. Once they end, they can be extended for another year and a day. All permanent damage caused by such oaths (including by violating them) can only be healed after a year and a day.
* Earthdawn has a couple of minor magic items, including magic cannons, self-heating magic pots or lighting crystals.
* Earthdawn. Having a high Charisma is essential for each of the following.
* Earthdawn. Horrors have the innate ability to place a Horror Mark on Namegivers. The Horror can use the mark to track the victim and even use other Horror abilities on them through it. Anyone with a Horror Mark on them is justifiably considered undesirable (to say the least) by other Namegivers and is usually sent away for everyone's good.
* Earthdawn If the roll in question is a damage roll, it becomes this trope.
* Earthdawn implies the Minoan Eruption hypothesis as Thera in the Fourth World (roughly 8,000-3,000 B.C.) is the capital of an empire spanning Europe, Asia, and North Africa built on airships, blood magic, and slaves, lots of slaves.
* Earth Dawn is unique in that humans are mysterious nomads, of which the other races are wary. Their racial powers are nearly nonexistent, save for their ability to crib abilities from other classes.
* Earthdawn return to Earth from astral space to torment and ravage its living creatures every few thousand years.
* Earthdawn something went wrong with the mechanism designed to tell the occupants it was time to leave, and the kaer's residents are slowly dying out in their needless confinement.
* Earthdawn, sort of: whenever a mage (or windling) uses his astral sight in a place where horror dwells, he takes damage.
* Earthdawn. The Circle 8 Wizard spell Compression Bubble forms around an opponent and contracts, causing damage to the opponent.
* Earthdawn. The entire population of the Earth had to hide from an interdimensional invasion. Most of them constructed and found refuge in kaers, magically protected underground cities. The dwarves of Throal actually hollowed out a mountain and used it as their kaer.
* Earthdawn, the primary adversaries in Earthdawn, will soon return to destroy the world. The ties were much stronger when FASA was producing both games, and were downplayed after FASA folded.
* Earthdawn. The Show Armor Flaw talent causes flaws in a target's armor to glow so that opponents can attack the weak spot(s) with a better chance of inflicting an Armor-Defeating hit.
* Earthdawn. The Theran Empire designated some of its slaves as "Pleasure Slaves".
* Earthdawn) to coerce total obedience in their humanoid Mooks and Moles.
* Earthdawn. When a Beastmaster uses the Animal Possession talent to put their spirit in the body of an animal, their own body falls into a coma until they return. During that time, their body can be damaged normally. If their body is killed while they're away, their spirit dies too.
* Earthdawn Wizards have a 5th circle spell called "Counterspell" which allows them to raise the magic defense of a target to ridiculous levels.
* Earth day. Ba'al just rolls his eyes and terminates the transmission.
* Earth Defense Force 2017. Amusingly, they were dubbed Ravagers before their penchance for ravaging became apparent.

* Earth Defense Force 2017/Global Defence Force, included a bunch of new missions and weapons, and tied it all together with online cooperative multiplayer and versus.
* Earth Defense Force 2025: The game and the first DLC make extensive use of larger palette swapped elite enemies.
* Earth Defense Force 2025, we have the Wing Divers and Fencers. Wing Divers are women with equipment that allows them to fly around and blasts those bugs to paste. Lancers are more in line with this trope as they wear powerful armor, don massive weaponry and other equipment to protect and/or destroy.
* Earth Defense Force 5 goes out of its way to not describe the aliens as exactly what they look like. That's not a giant ant, that's "Aggressive Alien Species Alpha".
* Earth Defense Force 5: Like in previous titles a number of enemies appear to be a variety of giant mindless bugs rampaging around the area.
* Earth Defense Force 5 starts. Specifically: the Ranger was working security, the Wing Diver was a stuntwoman, the Air Raider was a mechanic and traffic director, and the Fencer was a freight handler.
* Earth Defense Force 5 the 150 foot Baraga, a mech built to function as a construction crane, is utilized as a weapon of war to defeat a large group of Archelus and Erginus.
* Earth Defense Force 5: The aliens have a new trick up their sleeve in this version. They have "drop pylons" that teleport in enemies like they did from the original drop ships in previous titles. The player can even see the pylons coming into lodge into the ground like giant spears riding in on balls of fire presumably from orbit.
* Earth Defense Force 5: The large alien mother ship encountered early on and its smaller laser firing attack drones are all flying saucers.
* Earth Defense Force 5: The player finds themselves fighting giant bipedal alien frogs and Grey aliens in armored suits both armed with energy weapons and accompanied by the hordes of giant bugs.
* Earth Defense Force 5: The Wing Diver or in Japan versions of the game, Pale Wing unit. They are all female units that have energy powered jump packs capable of flight and wield powerful energy weapons. The Wing Divers are also typically considered an elite unit and key to defeating the giant bug invaders.
* Earth Defense Force formula to another genre of game is obvious enough.
* Earth Defense Force games does most of its damage as a spotter for artillery and aircraft stationed off-screen, calling in strikes by throwing out beacons or smoke grenades. They can also equip a laser to paint targets for missiles, either launched off-screen or carried by allies. In fact, certain missiles used by the Fencer class cannot be fired without guidance from an Air Raider.
* Earth Defense Force games lets you carry over your stats and weapons you got from clearing the game, and you might need that if you plan on getting the stronger weapons on the hard difficulty.
* Earth Defense Force, in particular, centers around wiping out massive insectoids.
* Earth Defense Force: Insect Armageddon series, made many improvements to the controls, graphics, and framerate. They also hired top-tier voice talent like Steve Blum and Cam Clarke. Many fans disliked the changes, as they came at the cost of the cheesy B-movie absurdity and shoddy production values that gave the series its cult status.
* Earth Defense Force: In the fifth installment, players fight giant frog men armed with large energy weapons.
* Earth Defense Force: Iron Rain introduces the Kindred Rebellion, who will fight you and the EDF as much as the giant insects are trying to kill and eat the both of you.
* Earth Defense Force: Iron Rain — comes with waist-mounted grappling hooks to propel the player through the air.
* Earth Defense Force: The common theme throughout all the games series is that the alien invaders appear and suddenly attack Earth unprovoked.
* Earth Defense Force: The common theme throughout all the games series is that the

Ravagers appear and suddenly attack earth unprovoked in an attempt to wipe out or destroy humans and their cities.
* Earth Defense Force: The series has giant spiders aplenty that leap around shoot web that entangles and hurts players and their NPC allies.
* Earth Defense Force: Through out the various games in the series the alien invaders use ships to deliver the various enemies to the battlefield.
* Earth Defense Force: Throughout the various titles in the series players have gotten access to personal missile launching weapons, missile armed vehicles, and even mechs armed with missile launchers that shoot out a spray of multiple homing projectiles all in one go.
* Earthdome, the seat of government for the Earth Alliance, gives off this vibe.
* Earth Drift: A setting becomes less similar to real life Earth than it was at the start.
* Earth Drift named Hyperman) being a comic-book character was a key plot point.
* Earth Drift: Story employing real-life concepts starts diverging from those as it progresses.
* Earth Elementalists are the extreme however. They have an armor spell that alone adds more armor than a Warrior has, Ward Against Melee, which causes 50% of enemy melee attacks in an area whiff, Ward Against Elements, which provides a healthy bonus against elemental attacks, and Eruption, which blinds (90% miss chance) enemies in an area for up to 15 seconds. With the addition of other spells, an Earth Elementalist can prevent huge amounts of damage to himself and his party.
* Earth elementals dangerous (simply waking it up causes earthquakes powerful enough to send tsunamis three miles inland on every coast in Creation).
* Earth els directly absorb earth to grow from everyday to combat forms.
* Earthens. Otherwise, humans from Earth go by the Goa'uld name Tau'ri to distinguish from other humans. It is implied that this name was used for the planet as well, but as both names were assigned by the Goa'uld on discovery, this doesn't quite count.
* Earth Eternal — humans have blasted themselves into oblivion with nuclear war, the ruins of our civilizations have long fallen to ruin, the radiation has been cleaned up, and the Beasts have reclaimed the world. But the Eiffel Tower is still intact, somehow.
* Earth Eternal. Sadly, the actual game only has 12 PC races, presumably still with no mechanical distinction.
* Earth Eternal the multitude of races, including demons, yetis, cyclopes, and robots, are different in much the same ways humans are. However, all of them, even those that look like birds or reptiles, are actually mammals created by the gods, and closer related to each other (and humans) than the species they resemble.
* Earth Federation (who can somehow accurately predict possible futures using an advanced form of intuition) requested that no warships be present at negotiations.
* Earth: Final Conflict actually having more advanced weapons technology than Prime!Earth. Despite this, the Taelons are clearly winning. In the Prime universe, the Taelons come to Earth bearing gifts and claiming to seek peacefull cooperation. Their true motives remain hidden. The key point appears to be the arrival of an ancient Taelon named Ma'el to Earth in the Prime universe, which he never did in the alternate one. Ma'el, apparently, encouraged humans to urbanize and form centralized civilizations in order to resist the arrival of Taelons in the future. The alternate humans live in villages with the closest equivalent of cities being trading centers.
* Earth: Final Conflict, a human scientist develops teleportation (something even the Taelons haven't been able to achieve, although they do have interdimentional portals that have a similar effect) and uses it to teleport poisons and bombs into people and Taelons. In the end, he destroys the teleporter and leaves no plans behind.
* Earth: Final Conflict, and ship remains in orbit for duration of the series. Unlike many examples on this page, the Taelons came in peace.
* Earth: Final Conflict are millipede-looking creatures genetically engineered by the Taelons. They burrow into their host's forearm where they feed off the body's

energy. In exchange, the Skrill allows the hosts to fire powerful energy blasts.
* Earth: Final Conflict are piloted using a gesture based system, including a bow-and-arrow like move for firing the weapons. Similarly...
* Earth: Final Conflict. A series of gestures replaces the complex switch flipping of modern fighter craft cockpits, and gives the pilot complete control over every aspect of the ship.
* Earth: Final Conflict called the Kimera came and fixed their genome (as their way of saying thanks, the Taelons exterminated the Kimera). A branch of the original vampiric Atavus lived on Earth hundreds of thousands of years ago and seemed that way to the primitive humans, until a meteor shower forced them into slumber. Prior to that, their leader Howlyn used the DNA of a dead time-traveling monk to "upgrade" the primitive hominids to the more "modern" man.
* Earth: Final Conflict, cannot be harmed by physical objects. As a demonstration, Zo'or lets a woman put a finger through his forehead, although he can obviously be seen reacting to this. This doesn't stop them from interacting with the world and people as a solid being would. The Atavus (ancestors to Taelons and energy vampires) in Season 5 are immune not only to bullets but also low-power energy weapons. It takes Renee a number of shots from her energy pistol to take one down.
* Earth: Final Conflict, cause by the presence of her double Isabel. They are told that they must "merge" into one in order to survive. This world's Lili also discovers that her missing father had another family, and that Isabel is her half-sister. When Isabel and Maiya come close, they merge into one body, but, unfortunately, Isabel's personality is gone, leaving only Maiya.
* Earth: Final Conflict come from Jaridia, although it may not be their original homeworld, given that they used to be the same species as the Taelons. After the split, the Taelons settled another world in the Q'ruu'faa system of the Ma'hu'ra'va galaxy, calling it Taelon. This makes it the reverse case. This was the Taelon homeworld for hundreds of millions of years. According to the final season, the original Atavus homeworld is still out there, while Jaridia was off-handedly mentioned to have imploded, for some reason. Since the Atavus are the progenitors of both Jaridians and Taelons, it can be counted as their homeworld as well.
* Earth: Final Conflict counts, though not all the Taelons were equally benevolent. Also a case of a relatively benevolent alien conqueror trying to protect Earth from a far less benevolent would-be conqueror. According to the Jaridians, they'd have no problem with humans if we kicked the Taelons out before they entrenched themselves in human society. They actually sent a warning message to Earth before the Taelon arrival, but the Taelons intercepted and blocked it.
* Earth: Final Conflict episode "Bliss" introduces the titular drug, which is highly addictive. Though Bliss is delivered into the body through Taelon-engineered orbs, the drug itself is derived from a plant native to Earth and not created by Taelon technology.
* Earth: Final Conflict episode "Motherlode", a criminal attempts to steal 3 trillion dollars in gold from the Taelon mothership.
* Earth: Final Conflict episode "Motherlode" two characters used this type of mask to impersonates two Taelons as part of a heist, with the goal of stealing 3 trillion dollars in gold from the Taelon mothership.
* Earth: Final Conflict has a Global, a cellphone-sized device with an ejectable touchscreen that allows face-to-face video chats. It is also a GPS and has several other functions. Pretty much a modern smartphone.
* Earth: Final Conflict, he sends a message to Sandoval, which confuses the latter to no end, as he knows thanks to the tracking chip that Liam is nowhere near that location. He later questions the real Liam, who has no memories of these events, before dismissing the matter.
* Earth: Final Conflict in almost all major cities allowed global travel in seconds.
* Earth: Final Conflict included a gizmo which somehow turned all the nerves in your body into pain receptors. Just what was going to process these pain signals was not discussed.
* Earth: Final Conflict in this 'verse, Jason (Ronald Sandoval's double) is killed.

However, his girlfriend travels with Liam and Augur back to the prime universe and, eventually, meets her double. However, both start suffering the effects of two of them occupying the same universe. Eventually, they merge, but only the one from the alternate universe survives.
* Earth: Final Conflict introduces a parasitic worm that burrows into the body of its host, making them completely unafraid of everything, up to and including death. However, after an hour, the parasite will kill the host.
* Earth: Final Conflict is a living being which lives on the same energy as the Taelons themselves.
* Earth: Final Conflict, it is possible this was intentional. Liam is also perfectly mature, although certain social facts (such as why women laugh when talking about sex) don't make sense to him.
* Earth: Final Conflict, it's originally stated that the Taelons learned English because their own language is virtually impossible for humans to master. However, this doesn't explain why they continue speaking English among themselves. Later on, they don't even bother explaining how the Jaridians or the Atavus know English and why they speak it among themselves, especially since the Atavus have been in stasis for hundreds of thousands of years.
* Earth: Final Conflict, Liam is capture and confronted by the real Liam Kincaid, whose identity he has taken. Apparently, the real Liam is in black ops, which is why he hasn't been seen. At the end of the episode, he tells his impostor to do right by his name.
* Earth: Final Conflict. Liam Kincaid is the result of three biological parents: two human parents and one alien. Agent Sandoval, Agent Beckett and Ha'Gel, who was possessing Sandoval.
* Earth: Final Conflict loves his son Zo'or, even after his repeated attempts on his life, and has even covered up for him a couple of times.
* Earth: Final Conflict members in this 'verse are killed (including Sandoval's double Jason, who is the leader), but Liam and Augur (along with Jason's girlfriend) manage to escape. Only a few episodes mention the other universe, but it is quickly forgotten.
* Earth: Final Conflict occasionally mentions the SI War that ended just prior to the arrival of the Taelons, where the SI stands for "Sino-Indian", though the US was also involved in some capacity. Not many details are revealed, but no nukes were used, which is amazing, since both China and India have them. The first protagonist fought in the war, and the second one took on the identity of someone else who did. Several other characters were also involved in various capacities. Apparently, the war ended when someone employed a new WMD called the Quantum Vortex (some suggest it was the Taelons), which killed 100,000 people. There are a few flashbacks to the events of the war through the series. There's also the Taelon-Jaridian War, of which barely anything is known, save that it has been going on for milenia and suposedly spans galaxies.
* Earth: Final Conflict of Agents Sandoval and Beckett by Ha'Gel. He knows this, but his mother was mind-wiped to prevent her from exposing the Resistance. Beckett only finds out when she's dying from a CVI breakdown. It's a good question as to whether or not Sandoval figured it out.
* Earth: Final Conflict outfits. Lili is understandably annoyed when she finds out.
* Earth: Final Conflict, produced in the late 20th century and set in the late 2010s/early 2020s, also used bulky CRT monitors in government buildings, corporate offices, and the Taelon Embassy, despite flat screens becoming cheaper and more ubiquitous late in the show's run.
* Earth: Final Conflict, Renee Palmer is given some of Da'an's Taelon life nergy, in essense, making her part Taelon.
* Earth: Final Conflict) screams "Shabra!", being, presumably, a Taelon curse word.
* Earth: Final Conflict season didn't meet with many of the fans' approval.
* Earth: Final Conflict ship is discovered beneath the earth with thousands of Atavus in stasis. The show ends with the stasis pod being taken aboard the Taelon Mothership, which departs to look for the original Atavus homeworld.
* Earth: Final Conflict tech girl is unable to resist the urges after she gets put

through a "joining" (but fortunately a cure is finally developed in the same episode).
* Earth: Final Conflict: The Companions are sterile; Zo'or is the last one to have been born.
* Earth: Final Conflict. Their ships and buildings are all grown out of an organic "bio-slurry". Their weapons, called Skrills, are actually creatures they've "domesticated". They resemble a bug growing out of the host's arm (always a human) and can be used to fire energy weapons. They aren't intelligent but have individual personalities. Taelons also grafted items that enhance senses and reflexes to poorly-trained human soldiers, sending them into combat with their arch-enemies, the Jaridians.
* Earth: Final Conflict. The primary purpose of the Commonality is to keep the Taelons civilized. Without it, they would quickly revert to their atavian ancestors.
* Earth: Final Conflict: the Taelons are dying. As are their "cousins" the Jaridians. Both races are the result of an Atavus cult leader draining most of the race from their "core energy" and infusing his small group of followers with it. This group (augmented with Kimera DNA/energy) became the Taelons, while what's left of the Atavus became the Jaridians. No wonder the Jaridians hate the Taelons. By Season 5, both races are virtually gone. Only a single Taelon is left (another one is resurrected, before being converted into an Atavus and then killed), while the Jaridian homeworld is mentioned to have imploded (for some reason).
* Earth: Final Conflict: The Taelons say they've come to Earth to be our friends, but actually want us to fight their wars for them.
* Earth: Final Conflict, the Taelons utilize organic slurry on their ships. When a wall or door is "closed", flaps of "skin" or slurry appear to grow from the door frame and coalesce at the center like a wound rapidly healing. They also utilize "virtual glass" (basically force fields) on some instances.
* Earth: Final Conflict, this can happen whenever a Companion Protector shows up at a crime scene or at a place of interest and starts to pull rank on the local police. In one case, an American cop clashes with the Protector to the UK Companion, who points out that Companion Protectors have worldwide jurisdiction. In some cases, Protectors keep their rank and authority from their previous job, like Agent Ronald Sandoval still being in the FBI, even though his primary loyalty is now to the Taelons, not the United States.
* Earth: Final Conflict to be from a first-degree relative (parent or child) to work. Furthermore, Sandoval considers Liam his enemy while Liam's feelings for his human father are a little more complicated.
* Earth: Final Conflict we discover he uploaded his consciousness to cyberspace.
* Earth: Final Conflict were a minor subversion, in that they were only minimally evil.
* Earth: Final Conflict were a spot-on prediction of smart phones from back in the mid-nineties. Looking at the way the characters use them (like pocket sized laptops), they could easily be iPhones or Droids. They even have a camera function. The only main difference is the video-call function, which was standard on all Globals and used all the time. While iPhone has FaceTime, and most smartphones have Skype, we're still far from reliable video calling while on the go.
* Earth: Final Conflict were frequently used as dropships for human "volunteers" in service of the aliens, and other human agents of the Taelon.
* Earth: Final Conflict were once part of the same race as the Taelons, but they split into two species some 8 million years ago. The two races have been at war ever since, and the Jaridians often speak of glory in battle, and seek honourable deaths in combat.
* Earth: Final Conflict. What the series captured perfectly, but ignored in later seasons, was that humans had only recently come to terms with an alien race as part of their world.
* Earth: Final Conflict, while Boone and Zo'or were clearly shown disintegrating. Thankfully, Zo'or is finally killed off after resurrection. Unfortunately, so is Boone, albeit off-screen. Liam comes back in the series finale without an

explanation.
* Earth: Final Conflict: William Boone's old flame appears after several years of absence and, in spite of Boone's wife recent death, he's unusually inflamed with passion, something extremely out of character for him. It's later revealed that the Boone's memories of their life together are false and were included in his cyberviral implant as a loyalty test by the Companions, and they had recruited an FBI agent to play the part of the former girlfriend.
* Earth: Final Conflict. With only minutes left, the mothership is too large to be moved out of the way so quickly. The collision would've destroyed both ships, but Liam manages to engage the ship's self-destruct, before getting into the stasis pod with Renee, correctly assuming that Ma'el would've programmed it to eject if the ship was threatened. The Roman is killed in the explosion, and the mothership is saved.
* Earth: Final Conflict, Zo'or schemes his way to become leader of the Taelon Synod, but as time goes by he gets more and more out of control, threatens his subordinates, becomes enraged easily, and is willing to sacrifice all of Earth for his own ends. Characters explicitly compare him to Caligula.
* Earth finally uniting as this is the reason why the Cyrollans extend an invitation for humankind to join the Symbiotry of Peaceful Beings in
* EarthForce is well-equipped but generally low tech, still employing firearms for the main gun of their main tank design (one that is being replaced by a gauss cannon-equipped one), gun artillery and even small arms (to be fair, they are far more powerful than small arms energy weapons of most races, and Earth Alliance only recently acquired the ability of producing portable energy weapons of comparable power). Doesn't maintain a dedicated ocean-going fleet anymore, but has special forces capable of operating underwater;
* Earthforce likewise boards the station in what becomes a very bloody struggle between them and station security.
* EarthForce (Soldiers) vs. Minbari Warrior Caste (Warriors, of course). In the Earth-Minbari War, the Minbari won most battles thanks to their superior technology providing greater firepower and making their ships almost impossible to hit, but EarthForce kept them at bay for two years, and even
* Earth Girl, but they are invented and deployed by humans, not precursor aliens. Another major difference is that they have Drop Portals, where you can bootstrap a new portal connection by portalling a tiny spaceship to a new place without having to get the receiving portal there conventionally. The small ships dropped there then assemble the regular receiving portal. They are restricted to a maximum diameter of 4 meters. By the time of the book, humanity relies so much on them that their spacecraft cannot launch into space or land from there, only portal from orbit to the planetary surface and vice versa. The only aircraft still used are survey planes used for cartography and to look for people gone missing.
* Earth Girl by Janet Edwards, lightbulb jokes are a bit of a rediscovered fad among archaeologists ever since one dug up a book of them in an old city.
* Earth Girl can restore legs, arms, 98% of a person's skin and significantly injured internal organs. As long as your brain did not get squashed, you'd probably survive just fine.
* Earth Girl: Jarra, after getting accepted into an archaeology class run by an offworld university, decides to conceal her status as Handicapped (someone who can only survive on Earth) by posing as the child of a Military family. When she eventually decides to look up her birth parents in the records, lo and behold, they are Military personnel.
* Earth Girl occurs, Jarra is alone in charge of three trainees. After evacuating with them, they find that the rest of the class have been evacuated elsewhere. Jarra therefore remains in charge of the terrified trainees, keeping them safe and calm while terrified herself, and making sure they get their medicine when available.
* Earth Girls Are Easy also learn English from watching TV; it helps that they have an ability to exactly mimic the speech of others, and even noises, to begin with.
* Earth Girls Are Easy: An alien asks Valerie if they're in Finland (just having

seen a sexy travel commercial) — she cheerfully replies "No, you're in the Valley — Finland is the capital of Norway!"
* Earth Girls Are Easy: An unnamed man steps into Deca Dance and sees Zeebo dancing with a pretty black woman. He sneers at Zeebo's moves and tells the girl "why dance with a zero when you can dance with a hero?" The girl is happy to dance with whomever. Zeebo, offended at having been cut in on, attempts to dance with her as well, but the new guy is not having it and challenges him. The new guy pulls out his best moves. Zeebo, who has an incredible mimicry ability because he's an alien, watches for a second, matches him move for move, and then completely mops the floor with him with acrobatic moves the new guy can't match.
* Earth Girls Are Easy had the furry human aliens learning English via television — resulting in them imitating Jerry Lewis and James Dean, and asking questions like "Are we limp and hard to manage?"
* Earth Girls Are Easy have been dyed different shades. (The leader of the aliens is played by a swarthy Jewish-American actor, while the other two are a light-skinned African-American and a pale Anglo-Canadian.)
* Earth Girls Are Easy, "I Like 'Em Big and Stupid" was originally shot as a full onscreen musical number, but subsequently was reduced to background music in the opening stretch of the club sequence.
* Earth Girls Are Easy - Julie Brown, singing "'Cause I'm a Blonde" in a beach movie setting, snatches a tiara off a "Blonde of the Month" beauty contest winner along with her blonde wig, revealing her as a - horrors - brunette.
* Earth Girls Are Easy - manicurist Valerie is willing to patch things up with her cheating fiance, but has to put her foot down:
* Earth Girls Are Easy — the latter confronting her with her romantic dilemma: Should she go with Mac to his home world, since he's leaving as soon as his ship is fixed? She then looks outside to find that the familiar faces of her neighborhood are all aliens of various sorts, and as she runs through her house in a panic there are even more creatures and robots running amok. She tries to turn to her Earthly (and unfaithful) fiance Ted for help, only to see him start attacking pre-makeover Mac as the dream dissolves.
* Earth Girls Are Easy - Valerie throws her doctor fiance out of the house when he catches him cheating on her. Next morning she sits depressed in the kitchen, watching a soap opera of a doctor fooling around with a nurse on top of his comatose fiancee.
* Earth Girls Are Easy varies the trope a little. Valerie (Geena Davis) tosses Ted (Charles Rocket) out of the house clad only in his underwear. And then, while singing a song about how much his cheating has hurt her, Valerie systematically destroys all of Ted's favourite belongings in the fireplace, the microwave, and randomly tossing them. Close enough for horseshoes. Extra points to Valerie for rolling a bowling ball down his skis into the monitor of his computer.
* Earth Girl. They don't get to vote in sector parliament elections, but get a lifelong Unconditional Basic Income as a consolation for being stuck on Earth for life.
* Earth got lucky in that they met the Centauri in their Second Republic, long after they abandoned their ancient expansionistic ways for the most part. Others met them in their First Republic and got invaded, with the Narn being invaded even if they met them around the same time as Earth due a combination of them being contacted by a different Centauri House, the Centauri needing the minerary resources, and the Narn being technologically much more primitive at the time.
* EarthGov is more of a national alliance than the traditional One World Order, but it's the only representative of the entire human race to the other races. Although a large part of the story arc is that it becomes this trope when
* Earth group is Sanguine (self-centered, objective orientated); includes the Tiger, Wolf, Monkey, and Koala.
* Earth has at least one truly disastrous first contact in its back story: The first contact of humans and Minbari happened between two squadrons of warships. Recognizing the strangers as fellow warriors, the Minbari kept their stealth at minimum and

* Earth Humans specifically, commonly referred to as the Tau'ri, are particularly special. In the Milky Way galaxy, almost every planet is hindered in advancement by the Goa'uld except for Earth and a few others, which got a chance to develop freely. Other unhindered worlds are often beyond Earth standards technologically, but the Tau'ri are notable for their determination. The situation with the Wraith in the Pegasus galaxy is similar, where their feeding on humans limits the population growth of most societies. So, in the end it's not so much "humans are special" but "Earthlings are special".
* Earth humor. She occasionally does tell Tamaranian jokes (which the other Titans are polite enough to laugh at).
* Earthican) alien after his middle name is discovered to be "Zaxxar."
* Earth II fame. The plot involved efforts to stop a nuclear weapon launched by the Chinese from reaching the station.
* Earth II, the trope is then played straight (with a bit more thought given to trajectory).
* Earth intelligence agent Kowalski has proven himself to be a ruthless stone-cold killer, but at one point when he says some inconvenient would-be bystanders "
* Earth in the Universal Century may be a more subtle example, as while it doesn't have cyberpunk-esque ruined ecosystems, its been a successful target of
* Earth is about to be invaded by rabbits from the Moon, the men in white coats start to put him in a box marked: TO THE FUNNY FARM - THIS WAY UP.
* Earth is also stated to have one such defensive network. While far less efficient than Xerba's, it
* Earth is arguably an ocean planet, just one with a lot of tectonic activity to create islands and continents (and even so, the average elevation of the Earth's surface is still well below sea level). This was even more true 500 million years ago, when the only life that existed was in the sea, and there was much less land above water than there mountains
* Earth is being invaded by the almost unkillable metal-devouring robot R.E.G.I.S. Mk 5, which had been scheduled to be thrown into a black hole until
* Earth is rarely seen or described in the TV series, but it doesn't appear to be quite as far gone as in the novels. However, it is still said to have a giant artificial "toupee" hanging over it to cover the hole in the ozone layer.
* Earth Is the Center of the Universe: A lot of cosmically significant events or other unusual activity happening on Earth.
* Earth is the densest of the four inner planets (Mercury, Venus, Earth & Mars) of the solar system, so it's a plausible choice of targets if aliens are looking to collect a
* Earth is the domain of the highly destructive Red mages; thus, there are many spells that fall under this, such as
* Earth is too hot or too cold in a few places. But the total area on Plateau where humans can live is only about the size of California, and We Made It was settled because the probe checked during one of the seasons it doesn't have constant three hundred mile per hour winds.
* Earth Is Young: Present-day Earth turns out to be young on a cosmic scale.
* Earth Is Young: The work is set on Earth in the twentieth or twenty-first century or possibly slightly later, but Earth is portrayed as being only thousands of years old, not billions as it really is.
* Earth Is Young: Though events take place on Earth during the recorded period of human history, the age of the planet is merely thousands rather than billions of years.
* Earth itself is also suggested to be the lock on any number of cosmic prisons, including Chthon's.
* Earth itself was like this for some time before the first reboot of the
* Earth itself, which could be loosely described as a burned-out, ecologically wasted hell zone occupied almost exclusively by carnivorous nanobots, death traps, Exsurgent strains, and killing machines that exist solely to rip off heads and upload the ego contained therein for unknown reasons. A few others have been found through the Pandora gates, not counting the many with unbreatheable atmospheres

they include:
* Earth keeps trying to befriend her hostile neighbors no matter how harshly they act towards her, and instead of being wary at the clear signs that there's something
* Earthlight, an Earth passenger ship en-route to Mars is unable to turn around when war breaks out between the two planets. They have only enough fuel to slow down when they get to Mars.
* Earthlight, the lunar observatory's secret weapon fires a bolt of white-hot molten iron at its attackers. Damage is done not from heat, but simply from the force of the impact.
* Earthlike planets cannot support life without liquid water on its surface. If its parent star starts to leave the main-sequence stage, said planet's temperature will exceed that of the boiling point of water, and the results will be self-explanatory. Also, plate tectonics cannot exist without liquid oceans. Guess what happens in about 1 billion years!
* Earthling: A term for non-unicorn and non-pegasus ponies (AKA, "normal" ponies). It's been displaced with "earth pony" since G3.
* Earthling Cinema, in which Garryx Wurmuloid analyzes a piece of ancient Earthling cinema.
* Earthlings are also puny in a literal sense; with the exception of the Grunts (who can grow as short as 4'6"), every other race in the Haloverse are much bigger than humans, with even the lightly-built Jackals averaging well over 6 feet tall, while Elites, Brutes, and Hunters completely dwarf even the 7-foot SPARTANs. And even Grunts have enough strength to disembowel humans.
* "Earthlings" of a metal bar flung at her by the weakest member of the cast.
* Earthlock: Festival of Magic where characters run a similar risk of freezing to death. The planet was not always like this—it's one of the big mysteries of the game as to what happened, though it's been tidally locked for long enough for everyone alive during the events of the game to take it for granted and not even question it.
* Earthlock: Olia Alagbato is darker-skinned than the other human characters, and the -gb- in her name is often found in West African names (e.g. the politician Laurent Gbagbo). On the other hand, she's a very light brown, and her hair is bright red.
* Earthlock Party members generate "Battle Bond" by fighting in pairs. Levelling up the bond unlocks passive benefits, which are different for each pairing of the six characters.
* Earthly demon Sai Taisui wields a similarly-named axe called "Flower-spreading Axe" as his main weapon, though when Sun Wukong pushes him in a corner he uses his magical fire-and-sand-summoning bells.
* Earth Maiden Arjuna is shown to be exactly as harmful and dangerous as would logically be expected.
* Earthman Come Home. In-universe, named after the captain of the colony ship Simon Murphy.
* Earth-Minbari War. After the Minbari's unexpected surrender, many of the surviving personnel enrolled during the war was kept in service, just with additional training.
* Earth Mother: A goddess or female figure associated with fertility, life, nature and the Earth.
* Earth of Corinth, which projects blue skies onto the underside of the dome, the world is covered with a yellow filter to suggest yellow toxic clouds, high radiation levels, and storms of dust.
* (Earth-One) Professor Menace claims to have captured Wonder Woman and dramatically sweeps back a curtain on a stage before his fellow gangsters and waits until they've all tried shooting at her and having their bullets repelled to declare that she's actually a robot which they can use to destroy the real thing. He somehow manages to be even more dramatic than his Golden Age predecessor, possibly because he controls his robots with his mind rather than having to sit at a console like Elektro.

* Earth Orb. Thief is charged with removing the soul from the orb and placing it back into Lich. While Thief is plotting how to do this, he notes that he has stolen non-existent items and the soul is neither nailed down or on fire. Thief successfully returns Lich's soul by suing Lich for polluting public property (The Earth Orb) when Lich placed his soul in it.
* Earth or other stuff). This is the "element" corresponding to the solid state.
* Earth other inhabited planets out there, since God wouldn't go out of their (the trinity) way to plow out a universe this big only to plant a single flower in it, B) That God makes themself known to all of the universe's inhabitants, and C) That God will redeem a given fallen world in some way, shape, or form. Perhaps by doing what they did here, or perhaps by doing something quite different. Whatever is appropriate.
* Earth ponies as a whole embody this. Their innate magic is a connection with nature, along with higher physical strength and stamina than the other two races. Not flashy like a unicorn's magic or a pegasus' flight, but the series has made it very clear that said connection with nature is the most important trait in a world where the
* Earth Ponies being stronger than the other two tribes was a piece of fanon so common that it was near-universally accepted. There had always been things such as
* Earth ponies like the Apples are at least naturally stronger and more resilient than other ponies. Rainbow Dash however is the resident
* Earth-Prime is the corner of the multiverse standing in for the real world, where superheroes are fiction.
* Earthquake and Gen-An Shiranui. Granted, Gen-An has two or three hairs, but he's still an overall baldie.
* Earthquake (Earthquake Warning - EQW, real life - from Japan's EWS for the Tohoku 2011 earthquake)
* Earthquake of the destruction to Los Angeles's outlying areas, leaving nearly all the city's landmarks fundamentally untouched.
* earthquake, severe enough to send the Bank's clients and employees scrambling for the exits. Not a safe bet to say nobody got trampled during the evacuation, especially since the "quake" lasted longer and was more intense than they'd initially intended.
* Earthquake: The Big One attraction first has the riders experiencing a "slight tremor" with a intercom voice telling everyone to remain calm...just before a big earthquake follows.
* Earthquake: The Big One attraction, when a propane truck crashed down and hit a subway column.
* Earthquake: The Big One had its finale involving the guests riding on a subway train when a giant earthquake hits.
* Earthquake: The Big One, had its subway setting purposely designed to evoke a sense of dread long before the earthquake portion comes in.
* Earthquake Weather, the main characters use a pendulum over a calendar to determine the day they should perform a ceremony that will revive a dead king.
* Earthrise, choosing between Needlenose (again), Gnaw, Shrapnel or Runamuck. Runamuck won.
* Earth Rising, with the once-blue planet appearing blood-red in the lunar sky and radiating waves of energy.
* Earth's Alien History, a look at Klingon culture shows that, unless they work directly for the military, Klingon scientists and any others who aren't warriors (farmers, artists, industrial workers, etc.) are marginalized and forced to accept lower standards of living.
* Earth's Alien History and their allies start using them to send misdirecting information to the Reapers.
* Earth's Alien History becomes the hegemon of the Alpha Quadrant after the Mekon War, due to the Citadel Council's members being severely weakened by the war, with the only other potential rivals being the Klingons and Romulans. And TeTO's power only grows over time, with the Council continuing to decline, the Klingons becoming friendly rivals, and the Romulans having to create their own bloc (the Pact of the

Raptor) just to keep up. Following the Reaper War, there's also the formation of the Shield Alliance, which quickly rises in diplomatic prowess to become a significant rival to both TeTO and the Pact.
* Earth's Alien History charter recognizes the right of accused criminals to have this in place of trial by jury, if it's a legally ordained practice in their home member-state.
* Earth's Alien History chronicles these colonists' adventures once they reach their new home.
* Earth's Alien History eye beams, which cause enough nerve damage that it permanently paralyzes her.
* Earth's Alien History for the purpose of making humanity into the perfect soldiers to face them in the Time War.
* Earth's Alien History has numerous examples of the intermingling of a great many different species causing alterations and changes in preexisting religions:
* Earth's Alien History has the Asari's Lightning Army. Formed during the Reaper War, its leadership is composed primarily of more progressive officers who break from the stagnant clinging to traditional tactics displayed by other Asari military leaders. This makes them more fluid and unpredictable, and therefore more effective.
* Earth's Alien History, human philosophies like free capitalism and Marxism become very popular among the working classes of the Klingon Empire as social tensions rise in the 23rd century.
* Earth's Alien History known as the Last-of-all-Cities, who is an utter psychopath who rules with an iron fist and lashes out violently at anyone who disagrees with her. When a rival faction seems close to overthrowing her, she's perfectly willing to use a weapon that might destroy the whole planetoid her people are on to defeat them, seeing it as preferable to letting them win.
* Earth's Alien History sent to Andromeda just to get her out of their hair.
* Earth's Alien History sent to the Andromeda galaxy as continuity of species just in case the Reapers succeed in wiping out all life.
* Earth's Alien History sent to the Andromeda galaxy has begun as well.
* Earth's Alien History: The Cardassians and the Breen become this to the rest of the Pact of the Raptor after their failed invasion of Klingon space during the Praxis War ruins the Romulans' attempt to install a Pact-friendly Klingon government. They just barely avoid being kicked out of the Pact, are forced into debt to the Romulans when they pay off their reparations to the Klingons for them, are made to accept demilitarized zones in their territories, and are made to surrender colonies to the Shield Alliance.
* Earth's Alien History, the reason Drax can't bring himself to act on his newfound feelings for Takara is that he's still mourning his family.
* Earth's Alien History: The reason that the Terra Venture and later the Arks are sent to Andromeda is to ensure continuity of species for all the civilizations of the Milky Way (or at least the Alpha and Beta Quadrants) in case they fail to stop the Reapers.
* Earth's Alien History. They then use it as a staging point to invade and conquer most of Citadel Council space.
* Earth's Alien History to get the two species fighting each other. When this is exposed, however, it just leads to both entering the war on the side of, and later formally joining, TeTO.
* Earth's Alien History War, lasts 75 hours from opening hostilities to the Fithp's official surrender to the Earth forces.
* Earth's Alien History with just two sides (Azetbur's legitimate government and the rebels led by House Duras), only for the Cardassians and Breen to try and take advantage of the situation by invading Klingon space and attacking both sides. And since the rebels are too stubborn to call a truce (unlike the more pragmatic Azetbur), it stays a three-way conflict.
* Earth's been visited by aliens for ages, we just never realized it.
* Earth's Children after she's cursed with death by Broud. As a result, he vows to protect and help raise her son.

* Earth's Children. Also Ayla herself at age 5 wandered the earth not knowing what to do or even what to eat until she was picked up half-dead by the Clan.
* Earth's Children. Although they loved each other, they amicably ended things because they couldn't reconcile their differences. Though it's never explictly mentioned what went wrong, it's implied she found him overbearing, whilst he felt she didn't really need him around. They've since moved on with other partners they are better suited to, although some people still tell stories of their 'tragic love', which Marthona finds embarrassing.
* Earth's Children, Ayla occasionally rides on the back of Baby, her pet cave lion whom she raised from a cub, although she cannot control his movements as she does with her horse.
* Earth's Children: Ayla prefers the look of Neanderthals to the look of humans, having been raised by the former.
* Earth's Children books, Ayla is asked about the leader of the Mamutoi tribe which she tells them she has been adopted into, but she knows the fake name (Lutie) for what it is and gives the correct information ("Tulie").
* Earth's Children franchise, supporting character Joplaya is very much in love with her half-brother, Jondalar, with whom she shares a father. It can be partially forgiven since in her prehistoric society, people are unaware of how paternity works (or even basic conception), people are only considered "siblings" if they share a mother. She abandons her designs on Jondalar because of a cultural taboo on "hearth-mates" (ie: children raised in the family circle of the same man) marrying and because she knows that Jondalar is in love with Ayla.
* Earth's Children has Ayla's chief antagonist defending the Clan against gangs of Others who paint themselves white and kill "flatheads" for kicks. At the climax, the leader of the "chalk-faces" viciously stabs Broud in the abdomen at the same moment Broud breaks his neck. Broud drops to the ground and everything looks like a beautiful death scene. End of chapter. The next chapter opens with a Clan funeral ceremony... turns out it's for Broud's mom Ebra. Broud will take time to recover but is fine.
* Earth's Children in that to the Clan, what Ayla does and is able to do is literally inconceivable.
* Earth's Children. It's all but stated that Ayla dreamt of Jondalar before meeting him; during her time in the Valley of Horses in the second book she dreams of a man of the Others (what Neanderthals call Cro-Magnon), whose features she can't distinguish save for the fact he has "yellow" hair (Jondalar is Cro-Magnon like her and has blond hair).
* Earth's Children jaw was fished out of the North Sea, and dated right to the time setting of the book.
* Earth's Children novels are fairly blase about who's getting it on with whom, mostly because neither society is clear on the concept that sex leads to pregnancy.
* Earth's Children series by Jean M. Auel. The people of the Clan of the Cave Bear (Neanderthals) rely heavily on genetic memory. They don't learn skills by instruction, they literally remember how to do things because their ancestors knew how to do them. As useful as this ability is, the books make it clear that this impressive memory comes at the cost of the Clan being almost incapable of imagination or innovation. Simply put, they can't learn what they don't already know.
* Earth's Children series falls into the category of World Class Beauty, but borders on Divine Level Beauty. However, because she was raised by Neanderthals (who have a very different idea of beauty than modern humans) she tends to see herself as being somewhere between Ugly Cute and Super Ugly.
* Earth's Children series formal introductions are done by providing a person's name and ties, to show their status. Ayla in particular has a very long list of ties since she's a Zelandoni, a Mamut, a Clan member, has the Cave Lion as her totem, and is friend to three horses and a wolf.
* Earth's Children series is a massive exploration of early human civilization, culture clash, survival, and romance. There's also a lot of explicit sex. To its detractors, it's just Ayla and "Dongalar" screwing their way across prehistoric

Europe.
* Earth's Children series, the following naming conventions can be seen:
* Earth's Children series, the protagonist Ayla was solely responsible (with a little help from Jondalar) for many of the most important technological discoveries of her prehistoric era, including domestication of horses and dogs, suturing wounds, starting fires using flint, the travois, and the atlatl.
* Earth's Children (speculative/historical fiction that heavily includes romance from the second book onwards)
* Earth's Children, the Clan believe their totems give them signs, often in the form of unusual objects, to indicate if they're on the right track. They keep these signs inside their amulets (for the Clan, amulets are drawstring pouches worn around their necks, given to infants when they receive their name and totem). Ayla finds an ammonite fossil shortly after picking up a discarded sling and believes it to be a sign her Cave Lion totem wants her to learn to hunt. Later, when she's begging her Cave Lion to give her guidance when her clan's leaders ae debating what to do with her supposedly deformed baby son, she finds a piece of quartz crystal and takes this as a sign Durc will live.
* Earth's Children: The Neanderthals series are, of course, destined for extinction, although it's hinted that at least some of their hybrid offspring may interbreed with modern humans and so have descendants.
* Earth's Children: The story takes place entirely in Europe, and the characters generally have modern European coloration. Two exceptions:
* Earth's Children, thinking after this happens women will just only have girls).
* Earth's Children turned out (partly because she was completely left of the film's production despite previously being promised she'd be consulted). As a result, she never sold the movie rights again, although she stated in a 2011 interview that her children were free to sell the rights after she'd died. She also gave permission for a television series based on the first book to be made in 2014, though it ultimately didn't go ahead.
* Earth's Children, when the lion Ayla raised from a cub comes back to visit her in the human village she has moved to. She manages to stop the hunters before they harm the lion.
* Earth's Defense Family, Seiko was born on July 7, the same day as the Japanese festival Tanabata. She notes the irony of being born on a romantic holiday while she's currently in a failing marriage, and spends the day with her not-quite-lover, Hayakawa.
* Earth's Dragon has his own moment in the same arc. When the heroes wished back everyone killed by Frieza and his men, they saved almost the entire Namekian species — except for the village Vegeta slaughtered to get their Dragon Ball. Since he had gone rogue from Frieza's army by that point, he wasn't one of Frieza's men, thus those deaths were outside the parameters of the wish. Vegeta finds this amusing, everyone else shoots him a
* Earthsea, Duny (who later becomes Sparrowhawk) uses a fog control/illusion spell to confuse invaders and save his village.
* Earthsea, Ged has an otak — a small, rodentlike creature similar in size and disposition to a weasel. He tames it in the wild using the Old Speech, and it follows him around everywhere after that, usually riding on his shoulder or resting in his hood.
* Earthsea he's a minor character, with Alder as the protagonist, Irian as the deuteragonist, and Tenar as the tritagonist.
* Earthsea miniseries has Ged force a dragon, Orm Embar, to submit and give him information by speaking its true name. The dragon first tricks him into giving up one of his three questions by telling him he only gets two and then answers Ged's question about the Amulet of Peace with a riddle.
* Earthsea novels are very popular despite the fact that most of the characters are dark-skinned (black or brown in color) and white people are a minority, however the author acknowledged that, due to this prejudice did not describe the skin color of Ged, the protagonist, until the first novel was well advanced, so that the reader could identify with him.

* Earthsea on the island moves and it's the main dragon... the BBC Audio adaption even gives Ged the line "you are right, my friend, that is no tower..."
* Earthsearch, and the 'Earth' that the protagonists are searching for was just a previous homeworld of humanity with the same name.
* Earthsearch force the humans off the planet Paradise and back onto their spaceship by using its terraforming technology (the spaceship was originally designed to find a new planet for humanity to settle on) to melt the icecaps, causing massive flooding.
* Earthsearch. Instead they cut the tractor beams holding it in orbit.
* Earthsearch makes a musical sound, but this is handwaved as being caused by harmonic resonances created when the beam strikes the ship.
* Earthsearch once they run out of fuel. When they've finished Darv suggests they lie down to preserve oxygen, only to be reminded that they threw out the beds as well.
* Earthsearch. This happens to Kraken when he's cut off from the Angels, causing him to go insane and take control of the ship from the Angels. It would be poetic justice if not for the fact that the human protagonists have to clean up their mess.
* Earthsearch threatening to carve up the entire planet with the asteroid defense lasers unless the captives are returned. Thorden quickly puts the ventilation fans in reserve and rushes in a medical team to revive them. Fortunately the heavier-than-air gas had not yet risen above floor level.
* Earthsearch unless its demands are met. The commander is then killed by a welding android controlled by Solaris.
* Earthsearch, where the crew over the generations broke into two warring societies, with one refusing to believe that the outside universe exists and regarding Earth as their equivalent of Heaven.
* Earthsearch who are shooting at them. Suddenly George goes into reverse, nearly crushing them.
* Earthsea setting was created simply to avert many heroic fantasy tropes, with the aforementioned pale barbarians and darker-skinned advanced races, but in doing so helped cement this trope.
* Earthsea south. In fact, the whole planet is ocean, aside from a dense scattering of islands.
* Earthsea: The dragons are of the deadly Tolkien variety and are obsessed with hoarding treasure.
* Earth serves as the Federation capital, though oddly enough is unprotected in many movies. Mars is best known for the Utopia Planitia Shipyards, though it has a
* Earth's fairies, especially Morgana and the Major Fairies (Diana, Nebula, Aurora, and Sybilla) count as fanfic magnets because they were pretty much set aside by the canon after season four. Similar to Daphne, they can be uses as devices to explain the series' deficient worldbuilding in regards to how Earth lose its magic or when exactly the Fairy Hunters started their genocidal hunt.
* Earth's "Final War" many centuries before the current timeline, where the planet was nearly rendered completely uninhabitable until several colonies sent aid to repair the damage.
* Earth's first contact with aliens was made with the Centauri... Who, seeing that humans looked like them, promptly claimed Earth was a
* "Earth's future in stories by the famous author-scientist who writes of possibilities that might become hair-raising probabilities..." from the
* Earthshaker! In addition, the player character works for the "Earthquake Institute", traveling up and down fault lines in California to gather data—that should be the work of the U.S. Geological Survey.
* Earthshaker Missiles. Exactly what it says on the tin. To distract you from the five homing bomblets it spawns, each as lethal as the first game's Mega Missile.
* Earthshaker! shows a yuppie being ejected out of his car; "YUP E" is written on his tie.
* Earthshaker!: When putting a ball into play, the ball enters a spiral located in the upper left corner of the playfield. The spiral contains exits for 10K, 25K,

50K, and 100K points. A strong shot from the plunger causes an "overpass", which awards 25K points and 1 mile. The overpass directs the ball to the lower left flipper which allows the player a shot at the center ramp before the 50K timer expires.
* Earth-Shattering Kaboom: An explosion so big the entire planet is destroyed.
* Earth-Shattering Kaboom at the end of the movie. Not particularly important if it was scientifically inaccurate; it was freakin' cool, and you know it.
* Earth-Shattering Kaboom: Destroying an entire planet is a major line-crossing.
* Earth-Shattering Kaboom for 100 years) finds out about this, he wonders why humans would be crazy enough to put barely-contained supernovae near their worlds. He's answered by a simple "they let you go faster".
* Earth-Shattering Kaboom for the planet, which was overrun by a Zerg infestation.
* Earth-Shattering Kaboom may well wish nothing less than to destroy the entire universe or multiverse.
* Earth-Shattering Kaboom-scale weaponry used in the wars, which is considered by other races to be extremely tactless of us.
* Earth-Shattering Kaboom thirty seconds later. Perhaps Mr. Weight would be a more likely example.
* Earthshock in particular, the Cyber Leader takes a curiously gloating pleasure in Tegan's pain at the possibility of her planet's entire destruction for a supposedly 'emotionless' being.
* "Earthshock": The expedition base camp has a scanner that shows life-signs moving around in the cave system the expedition is exploring. Over the course of the episode we get dots suddenly disappearing (expedition members being killed), a dot that fades in and out (the thing that's killing them, which is alien enough to confuse the scanner), and dots suddenly appearing (the Doctor and friends arriving, just in time to be accused of the murders).
* Earthshock, the person who finds the Doctor and Adric is an agent of the Cybermen and has been ordered to use them as a scapegoat.
* "Earthshock" when they try to crash a massive transport ship into future Earth to stop an anti-Cybermen conference. They succeed... sort of. Adric inadvertently saves the planet by fiddling with the controls so the thing goes back in time, to become the asteroid that killed the dinosaurs.
* EarthSiege and less maneuverable than teams of power-armored soldiers with built-in jetpacks. Plus, technology had advanced to the point that less complex vehicles, like aircraft and tanks, could be assembled in just a few seconds with a special vehicle pad/assembler. Another benefit is being able to leave behind cheaply made vehicles when they get too damaged, instead of hauling back an expensive HERC for repairs.
* Earthsiege series portrays the Cybrid onslaught as nearly unstoppable, with the heroes' efforts to stop them being as much about luck as anything else.
* Earthsiege/Starsiege pods, drop pods containing one mecha each. Of course, considering the fact that you can only play as a Cybrid in Starsiege, they are mostly just used in the first two games as a way to put enemies on the map from out of nowhere.
* Earth's later surprise is the military of Stahlburg, small but very technologically advanced-
* Earth's moon, Luna, is also colonized in Niven's stories. The people who grow up there, "Lunies," average around eight feet tall and are said to look like fantasy elves.
* Earth's offworld allies the Tok'ra, the Tollan, and the Asgard are somewhat unclear. They're all ruled by some form of a high council and do generally seem to have laws they follow, in contrast to the System Lords' my-word-is-law attitude. However, there's no word on how the leaders of these councils are selected.
* Earthsong all of the planets have spirits, and can sometimes manifest in humanoid, ghostly forms. Many of the planets are said to be "asleep" and rarely venture in their spirit form, but the eponymous planet is an active part of the story.
* Earthsong: a series of diary entries by Willow covering about a month.

* Earthsong before she showed up, but part of the background is that it has been there a good, long time.
* Earthsong has a bit of timey-wimey-ball action, since character are pulled together to one time, and then returned back to the moment they left after an indeterminate amount of time.
* Earthsong has gone on a number of hiatuses in the past. The author getting married and going on honeymoon caused one of them.
* Earthsong justifies this one fairly well - all the aliens encountered are from Earthlike planets for the simple reason that planets must make themselves Earthlike before they are given the secret of supporting life.
* Earthsong, mythical creatures in all worlds are based on the brief memory fragment that people keep of their time on the eponymous planet.
* Earthsong plays with this when Beluosus invades Haven during a ball. Nanashi simply detaches her long skirt to reveal trousers beneath—she had stipulated that in the design, just in case.
* Earthsong provides a psychic translator microbe field which allows anyone on the planet to understand anyone else, speaking or writing. Writing remains in the original language however, and once noone's left who understands the language concerned, it reverts to incomprehensibility until it can be laboriously deciphered.
* Earthsong where it's the people who make up the myths that have been traveling elsewhere, but have only faint memories of their alien companions once they snap back to their own place and time.
* Earthsong: Willow learns that She's is Earthsong's "Eve" - the first example and eventual mother of the native race of Earthsong's planet.
* Earth's original Dragon Balls, created by Kami, had the rule that you could only have a given wish granted once, so anyone who died a second time would be dead for good. Namekian Dragon Balls threw this limitation out the window, and had no such limitation on the number of times one could be brought back.
* Earths Shadow, Earth has long ago been mostly abandoned due to the discovery of interstellar portal technology. Entire cities have been moved to other planets, leaving a planet full of giant holes in the ground. Only the poorest countries couldn't afford to move. The remaining powers in the world are the Central-European Republic of Ukraine and a state in South America, populated mostly by the escaped Russian population of Ukraine. During the final days of the exodus, the warring factions activate a jamming device, blocking portal travel to and from the planet.
* Earth's sky looks pretty normal... until the night falls and instead of the Moon you see only
* Earth's space ships don't have water showers even in the command quarters; when Captain Sheridan was transferred to Babylon 5, he was seriously happy when he learned his quarters included "a real live honest-to-god shower with running water".
* Earth Star Voyager is about teenagers chosen for a twelve-year space journey to the planet where, together, they will restart the human race.
* Earth Star Voyager to find a new home for the human race. Even though the series was never picked up, the miniseries was actually nominated for two primetime Emmys for sound editing and sound mixing.
* Earth Strike), then alert each other with ultrasound when they find some.
* Earth That Used to Be Better: Earth used to be well-regarded, but it is now seen as lesser by those who have left it.
* Earth That Was: Earth has been destroyed or is otherwise uninhabitable, contributing to the plot/setting.
* Earth That Was. The discovery of a fuel from AHEAD allows for further development.
* Earth (The Book). At first, the book goes into the details of how a human male proposes to a human female (usually on a big screen during a major sporting event), then it mentions that, in a rare case of a woman proposing to a man, she pees on a stick and shows it to him.
* Earth (The Book) describes Uranus as "the funniest planet by far," although any

aliens would "have to spend about ten years learning idiomatic English to learn why." Lake Titicaca is also identified as "The 'Uranus' of Lakes."
* Earth (The Book) ends with a survey for the reader to fill out as an "Application for Genetic Reconstitution by Aliens." One of the questions is "How many kilowatts would you say your brain produces hourly?"
* Earth (The Book) includes in the chapter on Science a "Periodic Table of the Synthetic."
* Earth (The Book) mentions Anal Probing in the Foreword as one thing humans who believe aliens have already visited Earth think extra-terrestrials came here to perform. It then refers to the anus as "the orifice least likely to yield useful pedagogical results." Mykonos, Greece is described as the one place that would have been the most receptive to Anal Probing.
* Earth (The Book). The end of each chapter has a scavenger hunt with 5 items in Easy, Medium, and Hard, which are worth 10, 20 and 30 points each, respectively. Below that are the six Super Hard items worth 1,000 points each. The catch, of course, is that it's impossible to obtain any of them; they're either intangible ("the innocence of youth"), no longer existing ("the Colossus at Rhodes"), or completely fictitious ("Soylent Green Eggs and Ham").
* Earth: Three-eyed raven is connected directly to Earth (literally, vines go through his body) and this allows him to see past and future and knowing what happens in any part of Westeros spreading his consciousness through the weirwood.
* Earth to Echo features a tiny mechanical alien who has been blinded and needs assistance to get back home.
* Earth too, it's practically his catchphrase. Considering his Origin is also someone who can't interact with people normally...
* Earth-Two against her, and manages to convince an Officer of the Court to leave her alone and unsupervised to go get her some cigarettes.
* (Earth-Two) Elektro claims to have captured Wonder Woman and dramatically sweeps back a curtain on a stage before his fellow gangsters and waits until they've all tried shooting at her and having their bullets repelled to declare that she's actually a robot which they can use to destroy the real thing.
* Earth Unaware as a purely human invention rather than technology learned from the Buggers.
* Earth Unaware but proving extremely effective against Bugger/Formic ships. It works by firing a focused gravity beam that breaks apart targets into atoms. It's heavily implied that the glaser is the ancestor of the Little Doctor.
* Earth Unaware feature a precursor to the Little Doctor called a "gravity laser" or "glaser", developed as an asteroid mining tool. One of the test shots almost destroys the firing vessel as the field expands kilometers beyond what they had expected, and when used as a weapon against the Formics they mount it on expendable drones.
* Earth Unaware larger, although the Formics are busy cannibalizing it to build an armada while on approach to the Solar System.
* Earth Unaware who first spot the Bugger ship and see the creatures face-to-"face" label them "Hormigas" ("ants" in Spanish). When they transmit the data to a corporate mining ship, the first scientist to see it immediately rejects the name, as it uses a living language. She immediately reclassifies them as "Formics" (the same thing but in Latin).
* Earth universe. A-list characters are relegated to guest star appearances, while C- and D-list heroes, and even more so villains, are given the spotlight.
* Earth vs. the Flying Saucers (1956). Of course it was a lot easier when people just listened to the radio for their news...
* Earth vs. the Flying Saucers... and yet the White House is left standing.
* Earth vs. the Flying Saucers, but dump them from high altitude in retaliation after one of their own has been killed.
* Earth vs. the Flying Saucers, but that's black and white film for you).
* Earth vs. the Flying Saucers is THE flying saucer movie. The saucers, depicted by stop-motion animation, have rotating sections on the tops and bottoms that move in opposite directions, massive ray-guns, force-fields, translator devices inside, and

nearly impenetrable armor.
* Earth vs. the Flying Saucers, the aliens try to intimidate mankind with increasing demonstrations of force.
* Earth vs. the Flying Saucers. The beams emitted from the hands of the invader's armor suits and (sometimes) the devices in the bottom of the invaders' ships.
* Earth vs. the Flying Saucers: The final battle takes place in Washington D.C.
* Earth vs. the Flying Saucers the invading aliens damage the Capitol building and the Supreme Court building.
* Earth vs. the Flying Saucers transmutes a destroyer into an exploding World War 2 battleship.
* Earth vs. The Radiators (as well as the associated concert film) has a flying saucer approaching Earth...sporting a bumper sticker for the band.
* Earth vs. the Spider featured a blown-up tarantula. It lived in a cave and was suggested to be the result of nuclear radiation.
* Earth vs. the Spider, Quentin does this to a burglar he finds in his apartment block after injecting himself with spider DNA. Played (surprisingly) realistically in that the impact involved breaks the neck of the punchee.
* Earth vs. the Spider was about a giant mutant spider that invaded a nearby city.
* (Earth was in an ice age, for frak's sake!), possibly hostile natives, and unknown indigenous flora and fauna.
* Earth was settled over 50,000 years ago after a mutiny rendered a picket starship inoperable and armed mutineers took everything high-tech away from loyalists. The 1st novel,
* Earth was supposed to be this for the Votan fleet. It's not clear if they knew it was inhabited ahead of time, and they may simply have had no other choice.
* Earthweb an arcade game simulating the fight against the planet-bombing Shivas to find new minds fit to lead the real thing.
* Earth, Wind & Fire used a lot of Egyptian themeology in their album covers, stage sets and stage costumes.
* Earth, Wind & Fire was usually indistinguishable from the female backing singers that the band hired when singing in his trademark falsetto.
* Earthworks, or land art, is essentially a form of this concept in an art movement, using modern machinery and other technology to sculpt giant sculptures into the land that not only look primitive but are meant to be temporary and naturally erode away.
* Earthworm Jim 3D had a scene where Jim was walking a dog, only for the dog to pee on his leg.
* Earthworm Jim and changes gameplay three different times (starting with a maze, then a game show, then a game of Simon with pinball bumpers).
* Earthworm Jim, and then outright scolds the audience for their apparent stupidity.
* Earthworm Jim animated series. Jim is helpless against the substance known as Wormtonite (which Peter Puppy claims they found at the back of the fridge, and might once have been cheese). Bizarrely, its effects include turning Jim into a bowl of candied corn.
* Earthworm Jim, as part of Peter Puppy's origin, he tried to stand up against a vacuum cleaner, only to get sucked up and find himself in Planet Heck, home of Evil the Cat.
* Earthworm Jim.) A third idle animation splits the difference — after Jim tosses the gun in the air, it lands on his head, but doesn't go off.
* Earthworm Jim attacks by belching fish at Jim as a rain of projectiles, although it's also possible he's vomiting them up instead.
* Earthworm Jim at the same time. No, really. Her upper half is depicted as wizened and crone-like, but that comprises a miniscule percentage of her overall size. The rest of her is an enormous, obese grub-like thing, and is so huge she can't even move properly under her own power. Somehow, she intended to wear Jim's Super Suit to conquer the galaxy. How she intended to fit inside it is anyone's guess.
* Earthworm Jim at times and is usually more serious and sensitive than Jim.
* Earthworm Jim between levels by winning against Psy-Crow), but that this game

does (which is true).
* Earthworm Jim build another suit, but since the power source literally came from the Gods, and they ain't eager to give him another one, any suit he builds would be pretty weak.
* Earthworm Jim but died victim of an Avalanche before the release of the second game. The credits of the second game was dedicated to him.
* Earthworm Jim by Modest Mussorgsky, but halfway through is suddenly interrupted by a loud needle scratch and switches to what can only be described as elevator music with the occasional blood-curdling scream.
* Earthworm Jim cartoon depicts the birth of Queen Slug-for-a-butt and her twin sister, Princess Whats-her-name. Even though the Princess is obviously the more beautiful of the two, the rest of the royals regard her appearance with horror and shock but praise the hideous Queen's stunning good looks. The narrator quickly explains that the beauty standards of slug creatures are quite different than our own.
* Earthworm Jim cartoon episode "Hyper Psy Crow" the title supervillain, powered by coffee, is theorised to be destroyable by "overloading him with coffee until he explodes in a fantastic explosion of nervous energy!" Instead, he becomes even more powerful as Hyper Hyper Psy Crow.
* Earthworm Jim cartoon, Evil the Cat aspires to destroy the universe.
* Earthworm Jim cartoon for one episode where Jim, attempting to get superpowers to replace the weak super suit copy he was stuck with, used comic book methods. His efforts include getting trapped in a nuclear reactor, which gives him a glow-in-the-dark rash, and being bitten by a radioactive flea, which causes him to gain out-of-control leaping powers and grow flea legs from his head.
* Earthworm Jim cartoon - "Gosh-darn them! Gosh darn them all to heck!".
* Earthworm Jim cartoon had Psy-crow call Jim a "spineless worm." Jim had to stop and think about that for a moment, asking if that was supposed to be an insult.
* Earthworm Jim does this as a gag in one of the animated series episodes.
* Earthworm Jim episode Conqueror Worm, Jim eats an entire cup of frozen yogurt in one gulp, which soon causes 'epic' brain freeze. He runs around shrieking so frantically, the camera skips the intermediate steps and immediately zooms out to planet level to show the entire Earth violently shaking.
* Earthworm Jim episode "Sword of Righteousness", Jim kicks off the episode's plot by bringing Peter some pre-made vending machine sandwiches. Peter notes the expiration date on the sandwiches was 2006 B.C.
* Earthworm Jim. Evil the Cat claims he "existed before the dawn of time and will continue to exist past its end!" Jim and Peter escape from him as he tries to explain the logic.
* Earthworm Jim gets his supersuit cleaned, he comments that it's as clean and fresh as a country road. Peter Puppy replies, "Evidently, you've never been to the country. Does the term "Horse apples" mean anything to you?
* Earthworm Jim gets one after being subject to Professor Monkey-For-A-Head's Fatomic Ray Gun.
* Earthworm Jim graphic novel, Evil the Cat freaks out when Jim starts singing "God Bless America". Not because of the first two words, but the last. Just to drive the point in, a Hammer and Sickle appears behind him.
* Earthworm Jim had a LOT of fun with lawyer jokes. Notably, they're reoccurring enemies in "What the Heck?" in the first game.
* Earthworm Jim has its A.I. interact with the wearer's brain in an entirely symbiotic relationship. When it fell into the planet Earth it landed straight on the humblest of creatures, a common earthworm that like all earthworms spent its life crawling deep in the soil and avoiding birds of prey. As it didn't find much of a brain to begin with, some of its energy waves were passed on to the worm, leading to its body growing larger and it developing human-sized eyes, a mouth and a (basic) brain. Thus Jim the champion of annelids was born.
* Earthworm Jim has the titular Jim protecting Peter Puppy from danger, mostly by whipping him over obstacles. If Peter ever gets hit, it causes him to mutate into a horrifying monster which proceeds to beat the crud out of Jim for his failure and

drag him backwards through the stage.
* Earthworm Jim He may also replace 'dirt' with something else if he's using a weapon other than his standard blaster gun.
* Earthworm Jim: In "Bring Me the Head of Earthworm Jim", after his suit gets swapped with a powerless version, Jim tries different ways to repower himself he found in a pile of "reference materials", which Peter quickly points are his comic books.
* Earthworm Jim: In "Darwin's Nightmare", Jim receives a message (which happens to be the script for the episode) that says that Bob the Killer Goldfish is taking over the galaxy again.
* Earthworm Jim, inflating your head like a balloon while a demonic cat shoots darts at you, and an entire level made out of meat are just the icing on the cake.
* Earthworm Jim in one episode where it's revealed that one of the town's residents used to work for NASA, and spray painted "Hey aliens! I dare you to attack Terlawk!" on a satellite.
* Earthworm Jim in the animated series, with Peter Puppy being unable to stop laughing.
* Earthworm Jim: In the sequel, Jim carries a tiny, elfin Elvis in his back pocket. He produces and discards it in one of the idle animations.
* Earthworm Jim: In the teaser for "Assault and Battery", Jim and Peter Puppy are bound to an enormous boulder by Professor Monkey-For-A-Head, who is about to blast them with an enormous laser cannon. Jim tries to use his super-strength to break free, but instead yanks the rock out of the ground and squashes the Professor with it.
* Earthworm Jim is a foot-tall worm piloting an indestructible supersuit. A few scenes boot Jim out of his suit and he has to chase it down/endure the boss until he can reclaim it.
* Earthworm Jim is Professor Monkeyforahead, a mad scientist who shares his head with an upside-down monkey. The monkey's name is Monkey Professorforahead.
* Earthworm Jim is that one of the cliffhanger questions is about something completely inconsequential, like Peter getting a winning hand in a poker game going on at the same time.
* Earthworm Jim, Jim and his gang successfully enter the Hall of the Gods by giving the gatekeeper a $1 bribe.
* Earthworm Jim. Jim has lost his super suit, and tries to gain super powers in order to fight evil, using ideas from comic books. One of his attempts involves flying into a cosmic storm, but according to Peter Puppy that's actually how the hero met his untimely end. Luckily, Jim and Peter not only survive, but become Wonder Worm and the Dog of Destiny.
* Earthworm Jim, Jim just spent the entire game exploring his four worm brains repairing his sanity, defeating the villains affecting his mind, collecting marbles to rebuild his IQ, and defeat his suppressed feminine side trying to take over his mind and body. Jim's reflection on the whole ordeal:
* Earthworm Jim, Jim must launch a cow into the air in order to make progress. Over the course of the game, the cow will occasionally pass by in the background. Finally, after beating the final boss, Jim meets Princess What's-Her-Name and witnesses the cow come crashing down upon her.
* Earthworm Jim, Jim, Peter Puppy, and their next-door neighbor flew straight through the sun, surviving only by using SPF 1 Million.
* Earthworm Jim," Jim, trying to get reservations at a fancy restaurant, claims to be the king of Spain and says some Spanish as proof.
* Earthworm Jim level "Udderly Abducted", you need to carry cows to a milking facility to open gates. You are hindered in this task by a ship that comes steal your cows as soon as you drop them on the way, which happens every time you have a cliff to scale.
* Earthworm Jim (like banging your shins on table corners and going to the DMV office) upon The Darned.
* Earthworm Jim of the game, Queen Slug-For-A-Butt, is almost equally pathetic. She does have an attack — summoning insects with her scepter to attack Jim

— but the casting animation is long, and attacking her in the middle of it interrupts her. If you shoot the Queen at any time you can, it is not particularly hard to keep her locked down completely, killing her without even letting her fire off one attack.
* Earthworm Jim: Parodied in an episode where, after his super-suit gets stolen, Jim tries various generic ways of gaining super powers (including space radiation and radioactive arachnid bites). One of his attempts is to plead to the audience where he tells the viewer he will get powers if the audience were to "Believe! Believe and clap very hard!" prompting:
* Earthworm Jim: Princess Whatshername is crushed by a cow at the end of the game. And turns into a cow in the sequel.
* Earthworm Jim: Psycrow's fishbowl-like helmet is perfectly transparent.
* Earthworm JimPsy-Crow. To defeat him, Jim uses aromatherapy to become Super Mellow Jim, and the resulting collision between the forces of nervous energy and relaxation energy causes the destruction of the universe.
* Earthworm Jim sword mutters, uncharacteristically quietly, "I dunno, they just... needed to be done, I wasn't going to do it."
* Earthworm Jim that accompanies it. This goes on repeatedly until Evil the Cat gets sick of it and hits the henchman who had been playing the guitar off-screen.
* Earthworm Jim, the action figures wallowed in obscurity and are largely forgotten.
* Earthworm Jim, the ammo will slowly refill, but only up to 100 shots, which translates to about a second or 2 of rapid fire, the only possible firing mode.
* Earthworm Jim, the hideous Queen Pulsating, Bloated, Festering, Sweaty, Pus-Filled, Malformed Slug-For-A-Butt. However, the Princess was born horribly deformed, with a slender body, pink skin, long red hair, and large eyes. Yeah, that's right: Everything that makes her an over-the-top cartoon hottie to humans makes her hideous to Insecticans. The Narrator even lampshades this.
* Earthworm Jim. The Professor explains that while he could, without the first suit's power source, the Battery of the Gods, another suit would be "Pretty weak."
* Earthworm Jim, the universe is inside a giant snow globe, which is owned by a child as a souvenir.
* Earthworm Jim. Unfortunately for him, she has to leave for another universe when she gets offered a star role in her own TV show.
* Earthworm Jim, was already in the cast (and in that very scene no less, voicing Cave Guy!).
* Earthworm Jim whenever Jim accidentally hurts Peter Puppy causing him to hulk out and maul him.
* Earthworm Jim, where at one point when you're hanging from a pully, the only way to move forward is to shoot in the opposite direction.
* Earthworm Jim where every time Jim got into a fight, Peter would grab a bag of popcorn, sit down and watch it, claiming that it was "better than pro wrestling".
* Earthworm Jim, where Jim makes his triumphant return and announces he's "as strong as a...a really big thing." After seizing victory, he says "HORSE! Strong as a HORSE! That's what I should have said!"
* Earthworm Jim, where one of these foils 'The thing that dares not speak its name''s plan to destroy the universe by making it fill out paperwork first. Paperwork so long that it would take a billion years to fill out. And after that, it turns out it was given the wrong paperwork!
* Earthworm Jim, which polished up the visuals, featured the CD-quality music from PC version, along with other additions thrown into the game. The first and second games was also re-released on MS-DOS with updated graphics and redbook audio music.
* Earthworm Jim, which was actually the fourth (and last) game in the series, and the only one to be officially released for the Game Boy.
* Earthworm Jim which would feature Jim's many "adventures" before the suit came about.
* Earthworm Jim) who's bored and is looking for a book to read. Jim is moved to tears by his story.
* Earthworm Jim who seeks to free her people from the tyrannical rule of her

sister, an ugly monster with a giant pus-filled slug for a back side....except by the standards of her species, the queen is the beautiful one while the princess is hideously malformed.
* Earthworm Jim with a pair so bad that their music could, quite literally, destroy the universe if omthey were only a little louder.
* Earth would be called "Sol-3" if we didn't live on it. Officially, we could also call it Sol b since it's the first planet
* Earth X: Bruce Banner (separated from the Hulk) appears to be telling Hulk to be careful with Dr. Strange's walls. But he tells Hulk "We don't need to use a door here", apparently a typo for "We need to use a door" or "We don't need to make a door". Hulk use door anyway.
* Earth X, he screams his loudest scream yet, but does not use it for purposes of destruction...
* Earth X Hyperion makes fun of the Kree soldiers shooting him because not only was he immune to bullets in life, all of them are dead and in an afterlife dimension (where even massive injuries can only briefly incapacitate anyone).
* Earth X in an illusory world in which, among other things, he is married to Gwen Stacy and has a son (rather than his real-world daughter, who is this reality's Venom - and who enters this world and snaps her dad out of it).
* Earth X is transformed into one when he eats one of his own doubles to survive. He doesn't lose his self-duplication powers.
* Earth-X Quentin Lance also appears to be sentimental when he sees Earth-1 Sara, the doppelganger of his late daughter. He asks why someone like her was being held captive, to which Sara explains she likes both men and women. Lance mentions how Sara was just like his daughter and adds that he expunged said filth from his bloodline, having shunned her for being bisexual.
* Earth X revolves around finding a replacement Death, then dealing with the chaos when Jude doesn't restrict himself to people who are supposed to have died.
* Earth X the "Gods" in the Marvel U (the Asgardians, Olympians, Egyptians, etc.) are examples who were shaped into their current forms by humans' beliefs.
* Earth X, they do indeed gain abilities from things that would kill people without it.
* EarthX time is presented as a circle. One day, humanity's mutation will run its course and we will lose our identities to become whatever people think we are or need us to be, then go back in time and become the Asgardians.
* Earth X trilogy (Earth X, Universe X, Paradise X), all the gods are sufficiently advanced aliens (evolution wise), it's a long story.
* Earth X versions of the same — their energy bodies need Humongous Mecha to give them shape.
* Earth X what he wants, though, and in one case he uses Iron Maiden's power to shut her up rather than just willing her to stop. Might just have been his sadism, however. Many fights involved begging for help or admonitions to "Dish it out, I can take it".
* Earth X. When Daredevil drops into the Realm of the Dead, he leaves his judge's cassock on a clothesline and lands in his old yellow-and-red costume.
* Earth X, which eventually resulted in her leaving him. There were probably other factors in their relationship breaking down however, such as the death of Professor X and Jean losing her telepathy which, given Scott’s poor social skills, would have severely hampered their ability to communicate. If you want to be shallow about it, the Phoenix Force takes the form of Jean as a gorgeous, physically perfect twenty-something while the actual Jean is middle aged and has put on a lot of weight.
* Earth X, whose mutations are so freakish they're pariahs even in a world full of their own kind.
* Earthy Barefoot Character: A character wears no shoes to show their connection to nature.
* Earthy Barefoot Character: Character who is close to nature wears no shoes.
* Earth: Year 2066, Jim Sterling posted evidence of the game developer that tried to remove anything negative that was posted about the game, including his own

replies to criticisms, in the Steam community hub. Sterling pointed out that such actions would only cause people to post their impressions of the early access game elsewhere for all to see. Not surprisingly, this sort of thing happens quite often for many games.
* ear while he slept, and resulted in the most agonizing death throes, as well as hideous sores popping out all over his body.
* Earwig and the Witch, Erica was born with the name "Earwig", her mother having named her after her band. When she leaves her at the orphanage, the Foster Mother changes it to "Erica Wigg" under the assumption that she was named after the bug.
* Earwig and the Witch is the studio's first CGI movie (directed by Miyazaki's son Goro) and also their second made-for-TV movie. It was not well received, both for the graphics' quality and a story considered flat and unengaging.
* Earwigs, as well as spiders and other creepy crawlies, actually do prefer small, tube-like spaces, and will occasionally find their way into someone's ear canal. They'll usually just leave as soon as they discover it's coated with slippery and unpalatable earwax.Supposedly this is why your ears and nose are so susceptible to itching.
* Earwigs. They have wings, and they can fly quite well. They spend such little time in the air that most people don't even know this. When threatened they prefer to brandish their pincers or run away, and when getting from point A to point B they prefer to keep close to a flat surface.
* Ear Worm are heard by the protagonist in his mind at several points, and he eventually accepts his damnation to the clock tower on the grounds that he'll get to hear them in person forever.
* Easan the Mad, the Darklord of Vechor, not only has an Evil Laugh, but when he desires to seal the borders of his domain (a power that most darklords have) anyone who tries to leave Vechor against his wishes is struck by hideous, demonic laughter that only the victim that hear, which eventually drives the victim insane (in game terms, it causes Wisdom damage) unless he stops trying to leave Vechor.
* EA's could have the players occasionally get into fights. Since this is a simulation series, though, a fight results in both players being given a five-minute major penalty as it would in real life. Later games in the series allow the player to not "drop the gloves", which means they only get a two-minute minor penalty for roughing (again as it would in real life, although without the baggage for effectively refusing a fight).
* ease of logistics when operating somewhere where delivering supplies would be difficult) and because they came out of their Creation Forges classed as fighter 2. PC classes represent an enormous potential in this setting, so for many jobs they were indeed The Only Ones capable of doing them. After the war, they also were The Only Ones capable of handling jobs like salvaging sunken ships or working in other hazardous conditions.
* easier because Surf can hit both of their mons at once, making it entirely possible to win the battle with one attack.
* easier (it's kind of a thing with him), and messier by the bullet Hank used to put him down: a hollow-point.
* Easier Than Easy (usually old ladies that actually think they're teaching you something useful).
* Easier than it sounds in some parts of the world, Indo-European. Romance languages like French, Spanish and Italian are all descended from Latin, for example. If you're fluent in one language from a particular group of sub-group, achieving a passable familiarity with one or two of the others is relatively easy.
* easier than Tactics Ogre, in that, if a character dies, it's gone for good unless you have a Revivify spell ready for use before the end of the battle (And such a spell isn't available in the original until at least 70% of Chapter 2 in either route) or a Blessing Stone equipped to revive the victim on the spot.
* Easier to list people who got reward for his/her/they/whatever achievements than who isn't. Lord Vetinari, Patrician of Ankh-Morpok is listed in
* easier with the RAPIER hybrid jet/rocket engine (a direct reference to Skylon's SABRE engine); however, subsequent updates made the game's aerodynamic model more

detailed and re-entry heating more realistic, raising the difficulty again...
* Easily applicable to those people on group projects for school or work who don't contribute anything. Sometimes, they might not even know a single thing about the task at hand.
* Easily Condemned: It's easy to convince everyone that the hero who did nothing but help everyone who needed it has now gone bad.
* Easily Conquered World: A world that is very easily taken over by the bad guys.
* easily control flame, never ages, and possesses immortality. Unfortunately, he's been assigned a job that he hates — dealing with dead people all day — while the other gods get to spend their days on the sunny Mount Olympus. Because of the nature of the job (there's always someone new dying), he's stuck in the Underworld and never gets a break.
* easily create the revival fluid that can undo petrification. Flashbacks show that Byakuya spent his last decades gathering anything and everything he could that might be of help to Senku when the time came.
* easily crushes to defeat him, which he had absolutely no way of planning for.
* easily decimate every last one of them but neither Japan nor China would tolerate such a massacre and their village only exists because they're not worth the trouble to conquer.
* Easily Detachable Robot Parts: A robot having parts of its body removed has no negative effect.
* Easily Detachable Robot Parts: Robot parts that easily come off and back on again.
* easily distracted by the gay male activity that keeps happening around her,
* Easily Distracted Referee long enough for a rule-breaking wrestler to use a foreign object to hit his opponent, knock him unconscious and get a win. During tag-team matches, one of the partners of the face team will try to get the referee to notice illegal double-teaming of his partner by the heel team, but the referee is preoccupied with trying to escort him — the non-legal face wrestler — out of the ring.
* Easily Distracted Referee to cheat in order to garner boos and further the drama in a match.
* easily-distracted thought processes, combined with her extreme self-consciousness and social awkwardness, point to some disorder.
* easily escaped. If you fail to him three times, he gives you the option to skip the fight.
* easily farmed (and it requires no boss souls, meaning you still have a shot for the Chaos Ring). The final soul, which is in the Pinnacle, can be farmed almost comically, because the bugbears needed come neatly lined up in a row for you to kill. And once you've forged it, the normal attack hits twice and has a long reach, and the charge attack goes all the way across the screen. That's right, its attack reach is even LONGER than the gun. The only thing stopping it is off-screen damage.
* Easily Forgiven: A character does something bad and others forgive him without any repercussions vs. a character who is reformed, but others refuse to believe it.
* Easily Forgiven by Jon and Sansa after they too are snubbed by most of these lords when Jon and Sansa seek to take back their home, Winterfell, from the Boltons. Jon, aside from housing Stannis and his troops for a time at Castle Black, doesn't show much gratitude to Stannis for saving the Night's Watch from Mance.
* Easily Forgiven. For example, in "Lisa", the girl may have gotten saved and may no longer be suffering abuse, but she also has herpes now and no shortage of trauma associated with this.
* Easily Forgiven: In spite of what the other person did to them, this person has no problem at all in letting bygones be bygones.
* Easily Forgiven: In spite of what this character has done, the people they have wronged are all too eager to let bygones be bygones.
* Easily Forgiven or rewarded rather than punished for the bad things she does, he never does.
* Easily Forgiven: Sometimes, acts that seem unforgivable are shrugged off in-universe.

* Easily Forgiven (specifically the aversion of it) is also brought up regarding Chloe's problem with both her father and Goh. Atticus tells her that forgiveness can be like a precious gem, and it shouldn't be handed out easily without assurance that you can trust the person. This allows Chloe to firmly tell Goh that she has no desire to forgive him for leaving her behind in his pursuit for Mew.
* Easily Forgiven: The character is forgiven for their heinous crimes rather too easily.
* Easily Forgiven: They've made my life a living hell, but I forgive them anyways.
* Easily Impressed (A character who is impressed by anything, no matter how unimpressive it really is)
* Easily Impressed: Stupid, naive characters are impressed by literally anything, no matter how unimpressive it really is.
* Easily possible in any game including romantic subplots that allows you to design your own character's appearance.
* easily superior to Iraq's Soviet-supplied T-55s and indigenous T-72 knock-offs.
* Easily Swayed Population: A group that instantly believes something without bothering to think it over.
* Easily Swayed Population: A large group of people being unable to think for themselves, often because of their own stupidity.
* Easily Swayed Population: These people are stupid enough that you can just tell them something and they'll believe it.
* Easily the most common excuse for filler sequences are manga time skips where characters train and prepare for an upcoming battle. It would be used in
* Easily the most common of all gimmick matches, tag teams are hardly even considered a gimmick any more, and for a while it was common for promotions to establish tag team titles before any other kinds of belts or divisions(such as Super World Of Sports, X-LAW,
* Easily the most famous is the Black House; the charred ruin of a two-story suburban home, demolition crews are too scared to pull it down, and local teenagers regularly dare one another to spend the entire night in the house - and in the last thirty years, nobody's been able to go the distance without chickening out. Anyone attempting to enter by the front door is immediately flung twenty feet in the opposite direction; those who get inside are greeted by ghostly shapes, bleeding walls, tortured wailing, and the house itself trying to kill them.
* easily. Though brunette Peter Quill can also count is a gadget and starship flying genius.
* Easily Thwarted Alien Invasion: Alien invaders are easily defeated by the humans fighting against the invasion.
* Easily Thwarted Alien Invasion: Humans can easily defeat invading aliens.
* Easily Thwarted Alien Invasion, using the "planet takes care of the invaders by itself" variant.
* Easing into the Adventure: A prologue that covers the protagonist's ordinary life before going on the adventure.
* Easing into the AdventureBefore you start the adventure properly, you'll be shown cavorting around your tiny home town.
* Easing into the Adventure where Kenshin is much stronger than all of the early villains. Later, the series becomes more serious and darker with villains that pose much more of a threat. Even so, Kenshin almost never actually loses a fight to any of them.
* EA Sports MMA was banned due to the ring containg ads for energy drinks all over the place, as it's illegal to advertise energy drinks through
* EA Sports' of many jokes amongst comedians, including one such joke, "Three things are certain in life: death, taxes, and Chelsea keeps building up only to disappoint."
* EAS respectively both end with what is presumed to be the same killer going after the protagonists... but while in the latter the narrator states he went unconscious afterwards the former's ending is up in the air.
* East and West Germany, with the most visible part being the Berlin Wall. This was taken to such an extreme that when the Berlin U-Bahn was divided, a couple of

ghost stations existed where the trains passed through on the wrong side of the wall.
* East And West lampshaded this trope by commenting that a disconcertingly large number of critics described his stories as "competent."
* East Asian languages aren't gender-based, but are still guilty of using words for males for humans in general, or female-specific words.
* East Blue Saga: We see Luffy's origin story and him gathering his first crew members, while the first parts of the
* Eastbound & Down insisted on a fourth season, Kenny ended up resurfacing in public, even having to go to jail for tax fraud.
* Eastbound & Down, Kenny Powers moves to Mexico and is in the cockfighting business until his cock "Big Red" dies.
* Eastbound & Down protagonist Kenny Powers is obsessed with the ample breasts of ex-girlfriend April; in her first scene the camera zooms in on her cleavage as Kenny stares. In Season 2 he dates the gorgeous but less bosomy Vida, only to decide that he's "a breast man" and go back to April.
* Eastbound & Down: The ongoing relationship between Kenny and Stevie is a terrific parody of a romantic relationship, Kenny being the (over)dominant personality and Stevie being the emotionally sensitive one.
* East Carolina, 1991. Under future Pro Bowl quarterback Jeff Blake, the Pirates lost their first game but then rattled off 11 consecutive wins, finishing #9 in the final AP poll. No final poll appearances since.
* East coast Rapper Masta Ace was believed to be a Stealth Parody of west coast gangsta rap. His group's (Masta Ace, Inc.) song "Slaughtahouse" is less stealthy, "performed" by MC Negro and Ignant MC.
* EastEnders announced a similar plotline where Kat Slater (who was already established to have been raped by her uncle when she was 13) is asked to come forward in relation to allegations made against him by other victims after his death.
* EastEnders Billy Mitchell was hazed on the day before his wedding and found himself wearing nothing but his boxers. He tries to ask a woman for some spare clothes, but then her dog tears off his boxers and she calls the police (even though she could clearly see the dog did it).
* EastEnders by his wife Pam, and when it gets out, several residents (most notably Billy Mitchell) turn against him. A major part of their story arc was Pam learning to accept Christine, which she eventually did.
* EastEnders chills out at the playground to sulk until they're found.
* Eastenders, complications arose when he needed to get a divorce to marry someone else.
* EastEnders: Dr. May Wright (known to the media as Mad May) develops this desire for her husband Rob's daughter Summer with his mistress Dawn Swann. Unable to have children herself, May goes out of her way to push herself into Dawn's life, claimed to be the infant's mother during the pregnancy, and after threatening to take the child from the womb tried to steal a newborn Summer from the hospital (though Dawn woke up and managed to retrieve her). Things took a turn when May attacked Dawn and her brother Mickey to kidnap Summer yet again, only to fail and die soon after.
* EastEnders, during argument with Stacey, Becca launched Bradley's urn across the room. His ashes, which were going to be scattered soon, landed all over Stacey (who was effectively responsible for his death) and the aftermath of it all is for Stacey to have a bath.
* EastEnders example is Dev Alahan's twin children Aadi and Asha, who were born on-screen in 2006 but at some point had their ages fudged to skip a year, as they turned ten in 2015.
* EastEnders following a group of teenagers outside of the main cast. Some were later promoted to the main series.
* EastEnders has also had a few instances, such as Peggy Mitchell returning for daughter Sam's wedding to Andy, and Pegg's sister "Aunt Sal" usually appears at all Mitchell family occasions.
* EastEnders has made this its main strategy for driving ratings over the past 10

years (or even longer). Examples:
* Eastenders. He's referred to as Barry constantly by the other characters, and he's even called that in the credits.
* Eastenders in which Dot is learning to drive, she turns on the windscreen wipers by mistake while trying to use the indicator.
* EastEnders, is a particularly extreme example. After leaving the soap, she failed to return for her father's funeral, her brother's wedding, her other brother's wedding, the first brother's funeral, her mother's wedding and her mother's funeral. That her mother Pauline kept going on about her "fammm-lee" made this more notable.
* EastEnders, Janine's car stalls as she is going over a level crossing. Of course, the train shows up at that moment, resulting in a very tense, panicky scene.
* EastEnders, Kareena Ferreira dated family friend Tariq, later making the relationship incestuous when it's revealed Tariq is her half-brother; the family's father had an affair with Tariq's mother. Tariq knew the truth, but thought that he could get closer to the family by dating Kareena, taking care to ensure the relationship never became sexual.
* EastEnders leaked a week early, spoiling plot points and character arcs before they had been properly set up in the show.
* EastEnders of, the show's producer) or the Ferreiras in the early 2000s (extremely unpopular and eventually had to be written out).
* EastEnders one night and then spend several months trying to work it into a script.
* EastEnders ran a storyline nicknamed "Sharongate", whereby Sharon confessed to cheating on one of the infamous Mitchell brothers with the other brother.
* EastEnders, Roxy and Syed are not fans of each other at all, much to Christian's dismay.
* EastEnders was an early pioneer of this format and still uses it today.
* EastEnders was perhaps the longest gap between killed and brought back, 14 years passed.
* EastEnders where the credited writer is the fictitious Julia Honour. The name is used whenever a script from an outside writer is deemed to be totally unusable and has to be rewritten from scratch by a member of the show's editorial team. The name is taken from series co-creator Julia Smith, the idea being that they were protecting "Julia's honour" by rewriting the unsalvageable script.
* Easter Bunny is hilariously one-sided with Genghis simply laughing off his first verse.
* Easter Bunny, Kill! Kill! involves a developmentally-challenged teen who's bullied by his stepfather the night before Easter.
* Easter Bunny, Kill! Kill! wears a rather demented-looking Easter Bunny mask.
* E. Aster Bunnymund and the Warrior Eggs at the Earth's Core!, North and E. Aster Bunnymund get into one when North complains that Bunnymund talks too much about eggs. The book describes the child Katherine's opinion that they're both behaving like a pair of brats despite being respectively the oldest and wisest creature on Earth & the greatest warrior-wizard of the age. As the argument continues into the next page, she decides to tune them out.
* Easter Egg (1978) also had a code to display their programmer's last name (Reid-Selth, for Brad Reid-Selth) on the screen.
* Easter Egg. Adequately, four of those were playing Ranger parents, and Billy was a teacher.
* Easter Egg commentary to an episode he wrote. This was in lieu of an appearance on the 'main' commentary.
* Easter Egg. During a cutscene towards the end of the level, Starscream gets thrown into a wall and knocked out by Grimlock before player control switches to Grimlock; if Starscream is still wearing the crown at this point, it gets knocked off by Grimlock's throw and accidentally crushed when Grimlock walks past.
* Easter Egg DVD activated commentaries by Al for the two music videos included ("All About the Pentiums" and "The Saga Begins") — they're more entertaining and informative than some full-length tracks.

* Easter Egg features a "Gaider" (i. e. David Gaider, the lead writer for the series) fleeing from a crew of bratty kids yelling at him about what they want to hear in a story (including "zombie kittens!"). (Oddly, he's not voiced by Gaider, making it sort of a half-cameo.)
* Easter Egg (heh) in the Season 2 DVD shows the tail section survivors struggling to capture a hen, and it's fairly hilarious.
* Easter Egg in "50 emails", Old-Timey Strong Bad receives a telegram from Sir Elsington Hallsdingdingsworth.
* Easter Egg in computer games, as is recounted very neatly in that page.
* Easter Egg, in which Moblins hop in pain crying when you stab them in the butt.
* Easter Egg, in which Nappa (having no hair to speak of) wonders if his goatee would grow if he went Super Saiyan.
* Easter Egg! It literally has no attacks, and can be attacked by the other players.
* Easter Egg on their ship, with various skulls, including a xenomorph's.
* Easter Egg or these, hints to in-game secrets that didn't actually exist. (Two of his conversation topics are legitimate in-game secrets, but you'd be forgiven for dismissing them as more lies given all his other blatant lies.)
* Easter Egg regional office: one of the desks in the interrogation area is smeared with blood and has a skeletal forearm and a pair of handcuffs on it.
* Easter eggs, a krogan's head can be seen in the room of hunting trophies at Halamshiral Palace; apparently a krogan ended up on Thedas at some point and was killed and taxidermied.
* Easter Eggs as all the characters appear with the knowledge that they are animated characters in movies and shows, i.e. like in-universe celebrities.
* Easter Egg shows that it is dedicated to Joe Joos Jr, who made several interesting pinball toys.
* Easter Eggs; in the pilot episode one may spot Nibbler's eye and shadow around the table Fry was sitting on, while Leela's one-eyed parents may be spotted among the sewer mutants in a background shot.
* Easter Eggs of everyone else who's always right (from the producer to "the guy with the green broom"); the fourth is that the writer is always wrong; and the final one is that there's no such thing as net profits, but don't tell the writers that.
* Easter Egg: Some of the work's content can only be revealed by the right real-life circumstance or audience interaction.
* Easter Eggs that can be found by repeatedly doing things that most people would stop doing when nothing happened initially.
* Easter Eggs the Prince was magically cursed into looking like a Beast, which would be hard to reconcile.
* Easter Eggs, they're still at it. Strong Sad asks, "Should we stop?" Strong Mad nixes him: "KEEP IT ROLLING!"
* Easter Egg: "The Cheatcakes: Only liars and thieves eat Grumblecakes, and those people go to prison! Just ask The Cheat!"
* Easter Egg," the fan nickname for Roxy/Jane which is based on their pink and light blue chat colors.
* Easter Egg. (The "prank" in this prank call is half the subversion of the joke, and half the fact that you're a visitor to the Underground and don't own a refrigerator in the first place.)
* Easter Egg: The programmers hid some sort of secret in a video game.
* Easter Egg. These include "The best show you're watching right now."
* Easter Egg: The subject of many video game Creepypastas are about material hidden in the game that has some disturbing secret.
* Easter Egg, the world seed used to generate the world must be 05162020: referencing the date May 16th, 2020- the release date of Terraria's 1.4 update.
* Easter Egg was full of paper airplanes and other bizarrities, and the final boss was a Slot Machine. And then you are stuck flying and shooting at the credits and thus, you must reset the game.
* Easter Egg where Ardus points out it's rude of him to go barging into a room he

doesn't know is his.
* Easter Egg, where forum members familiar to the devs were eulogized.
* Easter Egg where if you press the special attack button during certain parts of the cutscenes, you get an outtake of that part.
* Easter Egg with the Wayland-Yutani logo on the UI for a piece of advanced military artillery
* Easter Egg, you come across three splicers talking about what happened to the protagonist of the first game and two of them suggest that he took either the good ending or the bad ending. The one who states that Jack took the bad ending that "heck, and if anyone messes with him, he's got a nuke".
* Easter Episode was written where Steve goes on an easter egg hunt, by going to the library and hunting down Easter Egg; creator Joseph Scarbrough scrapped the idea on the grounds that it somewhat defeated the purpose of Easter Egg as a character, and figuring that any local library would probably not give him permission to film the entry.
* Easter Fever, the villain Madame Egg was voiced by Jeri Craden, however her singing voice was provided by a man singing in falsetto.
* Easter Lambs and their moulds are marketed to Christian consumers who wish to avoid pagan symbolism and associate the season with the death and resurrection of Jesus Christ. They are a reference to Jesus being known as the Lamb of God.
* Easter mage Ahrimadz once came to Duckburg to unleash a demonic invasion from another dimension in retaliation for the expansion of the Western culture wiping out the culture of his home country and turning him from the respected figure he had been raised to be into a relic of the past. While Paperinik is equipped with far more powerful weapons than usual and supported by an AI commanding a battle drone, Ahrimadz manages to overcome him (partly thanks to having diffused a mist that slowed them down), and is only stopped when the monks of Dhasam-Bul intervene.
* Eastern Bloc or otherwise difficult people back home as diplomat mail.
* Eastern Catholic priests (the one in communion with Rome) are a double subversion—they can be married men, as long as marriage is done prior to ordination. In both Eastern and Western (read: Roman) Rites, once you are ordained, you can no longer marry.
* Eastern Championship Wrestling, so hardcore violence ended up being ECW's legacy.
* Eastern Condors at first seemed like a comic relief villain (mostly due to his weird laugh) but turned out to be an incredibly intense martial artist at the end of the movie.
* Eastern Condors: dropping into the back of an army truck with two grenades in his hands, then pulling both pins out with his teeth and using them to hold the soldiers in the back of the truck hostage.
* Eastern Condors: During one of the fight scenes, a Vietnamese soldier has a live grenade shoved into his mouth and the pin pulled: with predictable results.
* Eastern Condors in a jungle, where he distracts said mook by kicking a coconut at him, and when the mook catches the coconut, Yuen Biao lands a flying kick that knocks out the mook.
* Eastern Condors is dropped behind enemy lines in Vietnam to provide a distraction while an elite special ops team infilrates and destroys a weapons cache. However, the plane carrying the special ops team is shot down: a fact the Condors don't learn until after they jumped. Now their only hope for extraction is to complete the original mission.
* Eastern Condors join up with a band of Cambodian guerillas who are fighting the Vietnamese army. The two groups combine forces to complete the mission of locating and destroying the bunker.
* Eastern Condors: The Vietnam scenes weere shot in the Philippines, while the American scenes were shot in Canada.
* Eastern Condors to effortlessly mow down dozens of enemies in seconds.
* Eastern Condors, two of the team cling to the underside of the army truck, dropping off as it reaches the bridge to take out the machine gun nest.
* Eastern Condors were supposed to act as a distraction while an elite special ops unit went into to destroy the weapons stockpile. However, the plane carrying the

special ops troops is shot down before it reaches the drop zone, leaving Sammo and his team to attempt the main mission.
* Eastern dragons are capable of interbreeding with ponies to create a chimeric species called the long-ma. The draconequi were long-ma who migrated west. The original long-ma followed a different evolutionary path and are still around today, and deny being draconequui at all, but Discord still considers them basically the same species.
* Eastern dragons are sometimes presented as having as many wings as they do legs - pairs of both running all along both sides of their long serpentine bodies.
* Eastern European communist regimes to quite the same extremes as the Stasi).
* Eastern European features are currently highly-coveted in the fashion industry. See, for example,
* Eastern European police procedurals tend to focus more on corruption within the police force. Examples include:
* Eastern Europe has its fair share of gangsters involved in human trafficking and other criminal operations. If you encounter them, you better speak
* Eastern Europe's non-communist undergrounds left over from WWII certainly count. Many of these organizations had been fighting for nearly half a decade or more when WWII ended, and many continued the fight after the Soviets marched in and set up their clients. In many cases they were conducting guerilla warfare until the eighties. The last Polish group of freedom fighters was captured in 1965. Allegedly some of the groups were blowing up support trains for Germans on the Eastern Front. Many of them included former soldiers of the Waffen-SS Legion (often, locals who had joined the SS believing at the time that the Nazis were better than the Soviets).
* Eastern Kingdom of Mikado. He rationalizes his actions as a Samurai as for the betterment of his country and optimistically believes the best of the current rulers while choosing to turn a blind eye to the social problems that threaten to destroy it.
* Eastern Kingdoms: Excluding the Lordaeron sub-continent, you have the Stranglethorn Vale jungle and Blasted Lands desert in the south with the snowy mountains of Dun Morogh in the north.
* Eastern Orthodox version of this trope, aiming to drive out both the Nazis and Communists so they can reunite Russia under God's banner.
* Eastern Promises, a barber asks his nephew to shave a customer. Turns out it's code for slicing his throat open.
* Eastern Promises, Nikolai cuts a corpse's fingertips off quite candidly to prevent identification.
* Eastern Promises Nikolai puts out a cigarette on his own tongue. It doesn't faze him at all, but it was traumatic enough to show up on the Parents Guide on IMDB.
* Eastern Promises. Viggo Mortensen spent some time unaccompanied in the rural region of Russia his character is meant to originate from to not only absorb the dialect, but the regional culture as well. His costars did not however go to such lengths.
* Eastern regions like Kanto tend to have more rigid divides between Pokemon and humans, compared to Alola and even other regions in the east. Kukui repeatedly notes how much Ash defies the Kanto stereotype by being extremely close to his Pokemon. When the issue of Pikachu's Pokeball comes up, Ash notes that he usually has to explain it early on, but the Alolans don't notice anything odd about it.
* Eastern Roman Empire of Christians against pagans in Eastern Europe.
* Eastern RPG cliches never actually existed. But it certainly feels like they did.
* Eastern RPG, demons have taken over the Earth since humanity became extinct.
* Eastern RPG ended becoming the bestselling installment in its franchise and had a direct sequel announced in a Nintendo Direct in 2020.
* Eastern RPG, they're also a battle item that can be used to heal allies or damage enemies.
* "Eastern" Spirituality in so many of its glorious forms is really a Western imagination of something deemed excitingly exotic, peaceful and, well, "spiritual", and most of all, full of opportunities to escape one's dull life.

* Eastern Standard Tribe opens with Art on the roof of a pysch hospital and is split between the present and past storylines.
* Eastern Zodiac: Constellations and personality types are (mainly) determined by what year you were born in.
* Eastern Zodiac, or works that adapt from it, the Cat is sometimes treated as the 13th and additional element to the group generally consisting of its twelve signs.
* Eastern Zodiac used teamwork (and a conveniently placed raft) to sail across the river and head to the finish line together.
* Eastern Zodiac used teamwork to sail across the river and head to the finish line together.
* Eastern Zodiac: Zodiacs from East Asian countries that tie animals into personality types.
* Easter Parade: At least until about a half hour before the end, Hannah loves Don, Don loves Nadine, Nadine loves Johnny (for his money), and Johnny loves Hannah. Then, of course, Don loves Hannah ("Why didn't you tell me I was in love with you?"), Johnny gives his blessing, and everyone forgets about Nadine.
* Easter Parade, Hannah accuses Don of not noticing her as a woman, and to prove it, she closes her eyes and challenges him to tell her what color they are. He answers, "They're brown" and kisses her.
* Easters of the Dead. It's noteworthy as Michael Crichton explicitly noted he required a cultural outsider for audience surrogacy purposes in his retelling of Beowulf. He also subverts it by putting footnotes in to outright explain the differences in both historical context and religious differences Ibn experiences in contrast to the target audience.
* Easter Specials episodes apart, and in the same series to boot! It can be assumed the writers believed none of the kids from 2017 would be watching the anime by 2019.
* Easter Yeggs, After Bugs gets an egg trown on his face and his leg bitten by the little boy, the two end up getting into one of these.
* Easter Yeggs. The other end of the log has somehow been made into a Tunnel of Love, and Bugs and Elmer are in a boat embracing, until Elmer snaps out of it, and the chase resumes.
* East Europeans who immigrated to the West tend to have this reputation because of difference in culture.
* East German bobsled Captain Yushuf Grull, he was very antagonistic towards the Jamaican bobsleders in the Disney movie Cool Running. In reality the Germans were very encouraging of Jamaica. There was no bar fight at Ranchman's, and being antagonistic AFTER athletes have signed the truce wall, and partook of the Olympic truce oath would have caused an international incident.
* East German" joke, although it's been told as a Russian/Soviet "Vovochka" joke, as well.
* East German skier whose mind was swapped with a goldfish in order to prevent "the Reds" from winning the 1986 Winter Olympics.
* East Germany by running a checkpoint in a truck. Loaded with dozens of propane tanks on the bed. As expected, none of the guards shot at the truck or tried anything to make it crash and instead just ran out of its path and let it pass through unchallenged.
* East Germany had the best standard of living... of the entire 2nd world communist bloc and despite being placed right next to its western counterpart that had one of the best standards of living in the 1st world. Still, it has a much better rep in former East Germany than other communist regimes in their nations.
* East Germany (if particularly scary secret police), but what puts them into this trope is the Felix Dzerzhinsky Guards Regiment, a rather large paramilitary force (about 11,000 at its height) used to secure ultra-important government and Party facilities and generally terrorize the people when necessary.
* East Germany. It was originally written as an over the top satire on communist propaganda (the chorus translates to "The party, the party, is always right"). Still, they took it seriously and played it on official occasions.
* East Germany. Post-unification, many people pointed out the new, "liberal"

attitudes were a step backwards for the east, particularly obvious when the pre-war 'Kinder, Kirche, Küche' slogan reappeared to discourage women from continuing to work.
* East Germany. This included diesel, industrial lubricants, kerosene, jet fuel... and margarine.
* East is East is about a Pakistani father struggling to come to terms with his sons being drawn more to British youth culture than his own Islamic values.
* East is East recently, but the underling in question bought the land decades previously, well before Maui oceanfront property values skyrocketed.
* East Lynne: A woman is convinced by a rival of her husband that her husband is having an affair, and so agrees to run off with him. But the rival abandons her, so she returns to her former house in disguise as a governess to her own child. When she reveals herself to him, he dies. Everyone then finds out who she is, but she falls ill and dies shortly thereafter. Her melodramatic cry on her child's death, "Dead! And never called me mother!" is still quite well-known today.
* Eastman Kodak didn't want to allow Simon to release the song as written. Eventually they agreed, but only if it was
* Eastman Kodak, left a note saying "To my friends, My work is done. Why wait?"
* Eastman Kodak's song "Give Me Everything", and is still used in Quebec as a colloquial term for a photo camera.
* East Meg One used a literal Rage Virus as a precursor to invading Mega City One.
* East of Desolation And he'd never in his life seen "his widow" before she turned up along with the investigators.
* East of Eden, Abra incinerates Aron's love letters when it becomes clear Aron cares more about his moral causes than their relationship.
* East of Eden, Adam Trask's wife Cathy walks out and leaves him the parting gift of a bullet in the shoulder. When the sheriff questions him, he says that the gun went off while he was cleaning it. Since Adam is a cavalry officer and a really bad liar, this doesn't really fly.
* East of Eden) and Jo Van Fleet's performance, Kate seems like a far more sympathetic, tragic figure in contrast to the "born without a conscience" villain she was in the book. It's strongly hinted that she regrets leaving her two sons, and she shares a couple of nice moments with Cal.
* East of Eden being partly about the author's family, obviously has him there a few times, mainly in one intercalary chapter explaining one of his Uncles. But it's most notable that he has a scene where Adam Trask shows up to his mother's house to speak with his Grandma, and they meet as John Steinbeck and his sister stand behind their mother.
* East of Eden burn down her family home, killing her parents trapped inside the house, and flees from Boston with what was inside the family safe.
* East of Eden, Charles, Cal, Abra, and especially Cathy are gifted at this, reading and manipulating the people around them to frightening effect.
* East of Eden— one of Cal's favorite hobbies is to tease and taunt his twin brother Aron. But he always makes sure not to take it too far, for if Aron starts crying, he becomes violent and dangerous to deal with.
* East of Eden's acting career was limited to television and extra work.
* East of Eden. Seeing Lee's struggles in trying to fit in, Sam Hamilton suggests perhaps he might go " back" to China. Lee reminds him that he was born in Grass Valley, CA, grew up in California, and went to the University of California, and he DID try going to China, only to find that he fits in less there than he did in the States because things changed so much since his father's time.
* East of Eden, things go the same way with Adam's twin sons, Cal and Aaron.
* East of the Sun and West of the Moon, the heroine wins the hero from the troll bride by washing his shirt clean.
* East of the Sun, West of the Moon", a bear marries a young woman in exchange for making her poor father rich and reveals to his wife that he's a cursed man who must take bear form by day and can only shed it in the dark. It shares several themes with "The Singing, Springing Lark" and the Greek tale of Eros and Psyche, including the betrayal of trust revealed when her candle's wax falls on him, the wife's

search for her husband, and the winds' gifts to her being used to buy the right to be with him for a night.
* East of the Sun, West of the Moon", the stepmother enchants her stepson into a bear out of revenge because he would not marry her daughter.
* East of the Urals, there’s also the Central Siberian Republic, a democratic state founded by prominent Soviet intellectuals with dissident sympathies. It saw some brief success, but also collapsed when its own generals (
* East of West is filed with all types of gunslingers, which is to be expected from a comic book series that draws a heavy amount of inspiration from the Western genre. Just about every major character is expected to be some sort of master gunmen, but the two most notable ones are The Ranger and The Horseman of Death. Both of whom posses superhuman levels of marksmanship, making Trick Shot experts.
* Easton Corbin- "I Can't Love You Back" is about how many different ways the narrator loves his ex, but as much as he loves her, he knows it wont bring her back. The music video actually plays the ex's
* Eastpak backpacks have a lifetime warranty all over the world, but the warranty is limited to "only" 30 years in Germany, the maximum allowed by the civil code since lifetime warranties are illegal.
* Eastshade, a huge moon hangs in a stationary position above the horizon. Every day at noon, the sun passes behind it, causing a short-lived false "nightfall" as the moon eclipses much of its light and warmth.
* East Tennessee State, which left two years after VMI, also came back in 2014.
* East, the main character, Rose, was born to replace her dead older sister Elise, her mother's favorite child. In one of the sections, Rose narrates: "Mother was always telling me about Elise — how good she was, how she always did as she was told, how she stayed close by, and what a great help she was to Mother in the kitchen."
* East (they only reveal it to the POV characters after the engagement).
* East Timor about the local villagers and their impending plight in the face of military aggression.
* East Timor periods, but for Anarchists and (during the Monarchy) Republicans. The Carrascalão family, prominent in East Timor politics, are the descendents of an Anarchist who was deported there and later got rich with a coffee plantation, even becoming Mayor of Dili (the country's capital).
* eastwards off Floyd Bennett Field, stating that the weather would have made it impossible for a more direct take-off route. Upon arrival in Dublin, he claimed to have followed the wrong end of his cockpit compass, and thus had gone east instead of west. Corrigan's safe landing was followed up by his immediate arrest and his plane was thereafter packed into a crate for a long voyage back to New York by cargo ship (the Irish court forbade Corrigan from flying home). While few actually believed Corrigan's story, which he maintained until his death, his daring won him many admirers at a time when the United States was reeling badly from the effects of the Great Depression.
* East West 101 has a Token Polynesian cop. It also has a Muslim Arab-Australian cop, but in that case said cop is the main character, so "token" would be stretching it.
* Eastwick and leaving her in silent awe. She struggles to keep her eyes off his crotch for the rest of the conversation.
* Eastwick — though it's not clear if she still has a drawer for her ex-husband as well.
* Eastwind Airlines Flight 517 had suffered an identical malfunction, with catastrophic results. This time, however, the flight crew was able to regain control and the plane landed safely.
* Eastwood told biographer Richard Schickel that he lost his virginity at age 14. He has fathered at least seven children by five different women and been described as a "serial womanizer". According to biographers Marc Eliot and Patrick McGilligan, Eastwood always had a strong sexual appetite and had many affairs with women through the years, including actresses Catherine Deneuve, Jean Seberg, Peggy Lipton, Kay Lenz, Jamie Rose, Inger Stevens, Jo Ann Harris, Jane Brolin, Jill

Banner, script analyst Megan Rose, and swimming champion Anita Lhoest. Biographers claim he has also fathered at least four children that have been aborted and another who was given up for adoption in 1953. Biographers and friend Paul Lippman have claimed that Eastwood was particularly sexually active and promiscuous in the 1970s and that he used his apartment close to the Hog's Breath Inn which he purchased in Carmel in the early 1970s to meet young ladies for "nooners" and "five in the afternooners". According to Lippman, "Eastwood seemed to get a bang out of this kinkier side to himself and rarely concealed it, often gloated about it".
* Easy A, but she is willing to let her reputation be ruined to rescue a friend from bullying, preserve her favorite teacher's marriage, and otherwise help people.
* Easy A: Flashbacks take place mostly around the middle of the decade.
* Easy A is also based heavily on this trope, with the entire film revolving around Olive attempting to keep her lies concealed, which eventually builds to ridiculous consequences.
* Easy A is repeating his senior year of high school for the fourth time. This becomes a plot point of some note later in the film.
* Easy A lies to her best friend that she has a date to get out of spending the weekend with the latter's nudist parents. The friend immediately assumes sex was involved, and the conversation is overheard by an uber-Christian girl who makes it her mission to turn everyone in school righteous. Instead of stopping the rumors, Olive chooses to perpetuate them, as it makes her insanely popular in school... at first.
* Easy A — sleep with him at a party so he can pass for straight and not get bullied.) It's a surprisingly tender and sweet moment, considering it comes at the tail-end of one of the funniest, most over-the-top scenes in the movie.
* Easy Amnesia: Characters who have lost their memories usually try to recover them, and frequently succeed.
* Easy Amnesia: Developing amnesia through something as simple as being hit on the head.
* Easy A, Olive is usually paid for pretending to have sex with people in gift cards from various stores. The lowest price she ever accepts is soon-to-expire vouchers for the foreign language arthouse cinema.
* Easy A Olive makes up a relatively innocent and tame story of how she lost her virginity over the past weekend, but the rumor mill spreads it so far and blows it so wildly out of proportion that she gains a reputation as a slut almost overnight. When talking to Brandon, a friend dealing with torment and bullying due to his sexuality, she mentions how drastically a person's social status can change after a single juicy story and she agrees to pretend to sleep with him in order to convince the school he is straight. This is amazingly successful (For him, anyway) and soon many other unpopular boys are coming to her for help looking cool.
* Easy A, Olive's grandmother sends her a greeting card that plays the song "Pocketful of Sunshine." Olive hates the song initially, then begins to like it, eventually enough to make it her ringtone. When Olive's phone rings later in the film, other people have the same (bad) reaction to hearing the song for the first time.
* Easy A, paint himself blue, wear devil horns, and kick off each basketball game with a dunk. However, they recently switched to being the Woodchucks, meaning he now has to try and do that same dunk while wearing a full-body woodchuck costume (complete with an oversized head), with often limited success. This has earned him the nickname "Woodchuck Todd." However, while the mascot is seen as a complete joke by the students, Todd himself is still reasonably well-liked.
* Easy A: Rhiannon joins Marianne's Christian group when they protest Olive for being promiscuous because she found out Olive went on a date with a boy she had a crush on. Ironically, Rhiannon proudly declared herself a "super-slut" earlier in the film.
* Easy As KGB segments, featuring Col. Ninotchka (a typical anti-American Russian wrestler) on the phone with her very stupid subordinate, Vladimir.
* Easy A slowly becomes addicted to the song "Pocketful of Sunshine" by Natasha Bedingfield over her weekend, and is shown singing it in the shower as she grows to

like it more and more.
* Easy A: The film is built around this trope: the protagonist pretends to have had sex once, and when the whole school starts to slut-shame her for not being a virgin she decides to make the most of it.
* Easy A. The film makes fun of Oblivious Adoption when Chip (who is a black kid in a white family) casually remarks "I'm adopted" in conversation over breakfast and Dill, the dad, exclaims "What! Oh my God, who told you?!" in mock outrage. Chip's mom and big sister are both amused.
* Easy A, the main antagonists have this mindset and bring it down hard on our poor protagonist.
* Easy A, when Brandon asks Olive to pretend that the two of them had sex, he goes through a list of these:
* Easy A, when Brandon runs away, he leaves his parents a note that says, "I'm gay, bitches!"
* Easy Communication games. Why? Because it's frustrating to command something and have troops not do it simply in the name of realism.
* Easy Company, 506th Parachute Infantry Regiment (pictured above), as described in the book and
* Easy Company were all but cutting cards for who got to inflict this trope on
* Easy enough to do at a fair number of highway interchanges in the US, Especially from an Interstate to a US Highway or one Interstate to another. There will be two different exits, one for each direction the cross-road runs in, usually labelled as <number>A and <same number>B. Within Cities, it can be even worse, with exits for two or more different streets all exiting in quick succession.
* Easy Evangelism: If you're against us, we'll know if you're not a lost cause based on how quickly you realize the error of your ways once we make you aware of it.
* Easy Evangelism: You can instantly convert a person to a different belief just by informing them that this other belief exists.
* Easy Evangelism: You succeed amazingly well at persuading someone to share your worldview.
* Easy Exp: Non-standard way to gain XP (experience/experience points).
* Easy gravity: the first type of artificial gravity. Cheap to generate, but easily overruled by hard gravity, and sufficiently variable to make some people seasick.
* "Easy" has little to do with the song itself, and a lot more to do with bloodstained warped-fairytale imagery. The crows don't help.
* Easy Impersonation — When a hero is impersonated by someone in a not-even-similar costume.
* Easy Impersonation: A hero is impersonated by someone in a not-even-similar costume.
* Easy Impersonation page) so they can get away with anything. The mayor is fine with this as well.
* Easy is tasked with rescuing a number of British soldiers trapped behind enemy lines, though both sides do get along very well after the success of the mission. The British troops are survivors of the disaster at Arnhem, and assemble seemingly out of nowhere in near-total darkness with impeccable discipline when signaled, leaving the men of Easy visibly impressed with their fieldcraft.
* Easy, just look for any time he's paired with Jubilee. He'll go Blue Oni quick enough then.
* Easy Living begins with a mink coat landing on an unsuspecting girl leading to a sustained case of misunderstandings, and ends the same way with another girl getting rained on by a fur coat, suggesting the same thing happening once again.
* Easy Living, everyone thinks Mary Smith is J. B. Ball's mistress, because he gave her a sable coat and bought her a hat to match it.
* Easy Living, there are so many pratfalls that it's hard to count them all. Being a Preston Sturges script gives you an idea why this is the case.
* Easy Logistics here. And when a kinetic weapon runs out of ammo, it stops firing entirely, whereas an energy weapon-armed ship with depleted energy reserves will

keep firing at a reduced rate. Thus, ammo-based weapons are entirely not recommended for OOS combat.
* Easy-Mode Mockery for using a handicap, and beating the high score in each area unlocks some stuff).
* Easy-Mode Mockery: Modern gaming's increased focus on accessibility for disabled gamers along with the desire to appeal to more casual gamers has discouraged game developers from implementing genuine mocking uses. However, serious penalties for using easy modes (such as fewer points gained) in games centered around player skill are not considered objectionable.
* Easy-Mode Mockery: Penalties for playing a game on an easy difficulty level vs. bonuses for playing the same game on a harder difficulty level.
* Easy-Mode Mockery: The game makes fun of you for playing on an easy difficulty.
* Easy-Mode Mockery. The True Final Boss, Lumine, can only be fought on Normal and Hard modes.
* Easy Money having to transport a gigantic wedding cake in their van. After laboriously loading it up, they do some other errands before having to brake suddenly, sending the cake smashing into the windshield. Something of a Lampshade Hanging, as the sequence seems to play on the audience's expectations that the cake will be destroyed, and it takes so long to happen that they may start to doubt the film is going to do it.
* Easy Money, Mrs. Capuletti says this was when she fell in love with Rodney Dangerfield's character, adding that he paid the operator a dollar to stop the ride with them at the top.
* Easy Rider: Billy is shot by a redneck trucker. As Wyatt goes to get help, his bike gets shot and blown up.
* Easy Rider. In more modern times, "outlaw" culture has become embraced in the South, and bikers dressed like them wouldn't be seen as anything particularly noteworthy.
* Easy Rider was a disastrous failure that got him blackballed from Hollywood for years. It would be 14 years before he directed again.
* Easy Rider was made on a shoestring budget, later sold for distribution and became a huge success and the definitive counter culture movie.
* Easy Rider who eventually gets so offended by the car and its carefully-enunciated features that he ends up booking the driver for "sassin' a law officer."
* Easy Road to Hell: A character ends up going to Hell all because of one bad thing they did in life.
* Easy Road to Hell, any transgression you commit will damn you to Hell.
* Easy Road to Hell: Doing any bad thing at all is enough to condemn you to Hell.
* Easy Road to Hell: Doing just one bad deed is heinous enough to condemn you to Hell.
* Easy Road to Hell: Doing one bad deed will instantly condemn you to Hell.
* Easy Road to Hell: Doing one bad thing will instantly condemn you to Hell
* Easy Road to Hell: Don't do that small bad deed or you're going to hell!
* Easy Road to Hell: The path to hell is easy, and decided by factors beyond your control.
* "Easy Street" is another. Guy and Hannigan never really do the sexy dancing, the whole thing is a conversation over dinner, with the song as kind of a punctuation of Guy's plan.
* Easy Street, The Tramp whacks The Bully over head several times with his nightstick while The Bully's back is turned. The Bully doesn't even notice till he turns round.
* Easy Street: While attending the mission service, The Tramp holds his hymnal upside down (and sideways at one point).
* Easy Street, who is the new cop on Easy Street, has to find a way to defeat the bully.
* easy to miss, which shows that she gave the other earring to her older brother for good luck, only for him to die during the Earth-Minbari War.
* Easy Virtue but Larita's presence and John's lifestyle evoke the spirit of the Roaring 20s - and how it clashes heavily with a conservative English countryside

still mourning World War I. Other characters like Sarah seem like they're on their way to embracing the free-spirited lifestyle.
* Easy Virtue meanwhile believes there's some kind of spark between them.
* eat are performed by actors with Hawaiian, Samoan, or Māori ancestry. The only singing done by non-Polynesian performers is Chief Tui's singing (performed by Christopher Jackson), and the English portions of "We Know The Way" (performed by Lin-Manuel Miranda).
* EATATAU!!! has an extreme fetish for guys who are much bigger than she is.
* Eat Brain for Memories: Gaining someone else's memories by consuming their brain.
* Eat Brain for Memories: Memories are transferred through the consumption of brain tissue.
* Eat Bulaga, to the point that it is his most-downloaded song on iTunes.
* Eat Drink Man Woman, after Jia-Jen gets completely frustrated by her neighbor's loud karaoke sessions, she drags two large speakers from the living room, points them towards the neighbors, and begins playing classical music at full blast.
* Eat Drink Man Woman: A master chef has lost his sense of taste, but still tries to connect with his alienated daughters through food.
* Eat Drink Man Woman Considering he's known her since his daughters were kids, that's a pretty big gap.
* Eat Drink Man Woman gets pregnant after sleeping with her boyfriend once.
* Eat Drink Man Woman, Jin-Rong is shown pregnant with Chu's future daughter.
* Eat Drink Man Woman. They get together regularly to chat and to knock heels, but otherwise prefer to see other people.
* Eat Drink Man Woman. When he starts making school lunches for the little girl next door, she soon gets students mobbing her in the cafeteria with orders for the next day's meal.
* "Eat", 'Eat what?', "Eat Self", "auto-cannibalism is not the answer."
* Eaten Alive and revealing that the titular girl inside the painting doesn't like her own world, questioning why Becky would want her life.
* Eaten Alive and Yugopotamia is safe... except one stray Gigglepie inside an Invader O's box has somehow ended up at the Turner house.
* Eaten Alive being run by a crazed war-veteran who keeps feeding people to his pet gator.
* "Eaten Alive" by Diana Ross (covered by Michael Jackson), although probably meant more symbolic. That said, the original
* Eaten Alive by various animals. At the end, the narrator insists we shouldn't be sad for them, since they were made of sweets. Ironically, this reassurance gives the song an even more unsettling feel.
* Eaten Alive. Things become more hopeful following the revelation of Eren's Titan powers and the fact that they recaptured Trost from the titans. There is also an ongoing plan to recapture Wall Maria, lost at the start of the series, from the titans that eventually succeeds.
* Eaten Alive: What you want to avoid in this genre (but often can't).
* eat episode "The Death of the Doctor". She doesn't believe it for a minute.
* Eater of Souls be to blame, even going so far as to remind his son to wear protective amulets while investigating.
* eaters demonstrate that even these rather improbably resilient devices were still quite vulnerable to advanced weapons.
* eat hope... with only five ships. Granted, only one made it to the surface, and it was promptly destroyed, but this is a whole lot more than pretty much anyone else has done in millennia.
* eat humans. When she and Kaladin find one in the chasms, he keeps having to drag her away while she tries to get a better look at it for her sketchbook.
* eating a cage he was trapped in certainly qualifies, especially because he's captured again before he achieves anything. The whole scene serves no purpose but Rule of Funny.
* eating a gun". For example, the infamous "Bjork Stalker", according to the FBI, had intended to cover a sign situated behind his head with blood and gore by shooting himself in the mouth. But the bullet he used was too small a caliber and

didn't exit his head (as a result, the suicide video - and yes, it is online if you really want to see it - is actually bloodless, though he still bled out off-camera).
* eating a lot fights, this lack of speed tends to put him at somewhat of a disadvantage. They compensate for this by teaming up with the Yamanaka and Nara Clans—the former can control their opponent's mind, and the latter can immobilize them physically.
* eating a pile of yogurt after the events of the episode. It's never made clear to the viewers whether he was hallucinating them or really eating.
* Eating a pufferfish gives you the Nausea status effect, which causes the screen to wobble and wave for however long the effect lasts.
* eating a steak, mentioning that the taste was "interesting", while other cows stared in horror.
* Eating a whole cake would make most people sick, so Trunchbull was probably hoping he'd vomit in front of the entire school so she could make him walk around in vomit-covered clothes all day.
* Eating celery makes your character lose weight because, as the flavor text states, it costs more energy to digest celery than it provides. This is an urban legend. Eating celery provides calories.
* Eating Contest: A contest to see who can eat the most of something, or the fastest or whatever.
* Eating dogs or cats is considered normal in parts of East Asia and West Africa (as long as they are dogs and cats you
* eating everything he owns. One attempt to dispose of him fails when the goat eats the half of the screen the farmer was standing on.
* eating her alive and unable to wake her, Jake lured a different colony to her hoping the war would buy enough time for her to wake.
* eating himself and we get this exchange when Flanders invites him over for a barbecue.
* Eating human brain is (or was) a practice of several cultures, either as a funeral rite or just part of eating people. It's usually for the purpose of taking knowledge, gaining immortality, or whatever.
* eating humans, cobras and kraits on the Indian subcontinent do kill them with some frequency. These venomous serpents are also preyed upon by king cobras, which are specialized snake-eaters.
* eating humans once the barrier went up, they just had more restrictions on it. Anyone caught outside designated safe areas at night are fair game, as are any humans from outside the barrier, with youkai going on not-infrequent trips to abduct and eat people. Most of the human characters are friends with youkai without this ever being brought up.
* Eating Lunch Alone: A student eats lunch alone because they are new and haven't made friends yet or a social outcast.
* Eating lunch at 2 AM? That's weird - even though that's what almost everyone calls the meal they eat in the middle of their shift.
* eating objects He also drank large amounts of mineral oil to help wash these things down. He didn't suffer any kind of health problems from his diet, although he did mention bananas and hard-boiled eggs made him sick.
* Eating Optional: They often have urges to feed despite not really needing to.
* Eating Out where a man and woman spot a lesbian couple in a bar and have an argument over whether or not they are lesbians. The woman believes they are and the man stubbornly hangs on to his belief that they're not, even when he sees them making out, because "they don't dress like lesbians" and "a lesbian couple can't both be femmes."
* Eating Pet Food: A character mistakenly eats pet food, thinking it's human food.
* Eating Pet Food: Stupid characters get pet food confused for people's food.
* Eating Raoul, a couple wishes to open a restaurant, but has nothing to offer the potential backer except the title character, whom they have just killed (for unrelated reasons). "This is delicious. Italian?" "No, Mexican."
* Eating Raoul is about a middle-class couple who try to get the money to open

their dream restaurant by killing perverts, or at least "perverts" according to their lights. The trope is only played out completely straight once; most of their victims' bodies go to a dog-food company but the ending implies that it may have become a regular occurrence at the restaurant.
* Eating Raoul later, as one of the swingers at the big party complains vaguely while recounting a half-heard story, "Some Basket Job!"
* Eating Raoul, the main couple, Paul and Mary Bland, are portrayed as this. And the introduction of the sexy thief Raoul puts their situation into turmoil.
* Eating Solves Everything: The best solution to a problem is eating something (like the problem itself).
* eating spaghetti onstage where Phill Jupitus asks for Parmesan and prompts this exchange:
* eating students, the slightest of infractions can get a student sent to detention, which is a death sentence.
* eating the corresponding neutral creep, which also earns him a bit of bonus gold for good measure. This alone lets Doom customize his abilities and items for any situation. Add on some innate tankiness, respectable damage output, and an ultimate which translates to "neuter target hero for an entire teamfight" and you've got a particularly versatile hero.
* Eating the Eye Candy when Gilderoy Lockhart makes an appearance). Their marriage is shown to generally be very happy and loving and, with seven kids, they obviously don't lack for passion.
* eating the Mirror will cause the victim to die if it is not recovered; in addition, breaking the mirror will render the victim comatose, though they can be revived by repairing the mirror. The Star Seed will cause a person to fade away if taken far away or if the person is a Sailor Senshi (due to it doubling as a source of their powers). If it's a normal person and it remains close by it will turn them into a Phage or Fake Sailor Senshi (even men).
* eating the reproductive organs by the nematode going close to a source of water before the parasite leaves its host. Needless to say, the poor spider usually dies just before or after the worm bursts out.
* Eating wild berries then chasing imaginary butterflies and doing something highly illegal.
* Eat Lead: The Return of Matt Hazard complete with pointless animated gifs and one of those Java "lake reflection" headers.
* Eat Lead: The Return of Matt Hazard eats, drinks and breathes this trope. The developers even went as far as adding fake fansites detailing the non-existant Matt Hazard games.
* Eat Lead: The Return of Matt Hazard of enemies you've been fighting throughout the game (again with seemingly no ironic invocation of it).
* Eat Lead: The Return of Matt Hazard, she actually flirted with Matt, and gave nothing but bad advice.
* Eat Lead: The Return of Matt Hazard that the dancers in the nightclub are just robots to save memory, explaining their bad dancing.
* Eat Lead: The Return of Matt Hazard, where Matt says his catchphrase "It's hazard time!" before doing anything. Everyone makes fun of him for it.
* Eat Lead: The Return of Matt Hazard which weapons are considered the Nerf Arm.
* Eatle's design for the events of Five Years Later depicts him with wings and the ability to fly, giving him further divergence from Upchuck.
* Eat Local (2017), a chicken lays an egg after a vampire snarls at it.
* Eat-Man has very little to do with the original story other than Bolt Crank being the main character.
* Eat-Man on, you'd probably never notice most of them if they're standing behind him.
* Eat-Man: The protagonist Bolt Crank has the ability to eat anything and then manifest the consumed objects from his body at will. He especially likes metal, and is often shown snacking on bolts and screws.
* Eat-Man. The protagonist Bolt Crank has the power to eat anything made of metal, and then produce the fully functioning original item at will. Naturally, this

usually translates to a hero who can pull out massive firepower when he needs it most (though, mercifully, he pulls it from his arm rather than his ass).
* Eat-Man who has established a precedent for disposing of adversaries' weapons by devouring them.
* Eat meat. Lots of it. In the event that that they are eating salad, it is because their doctor/wife/girlfriend makes them, and they are very vocal about telling you this. And apparently yogurt is literally invisible.
* Eat Me's description states: "May contain dairy, carnage, puzzles, nuts."
* Eat Me: Someone wants to be swallowed (whole) by a monster, so they can kill the beast from inside their belly.
* eat parts of themselves if they're wounded and there's no other viable option.
* eat people, though, and elven soldiers only carry wooden weapons and armor, they tend to be seen more as annoying than terrifying.
* Eat, Pray, Love is about a woman who realizes she is unhappy in her marriage, divorces her husband, and travels around the world to find herself.
* Eat, Pray, Love is the outright rejection of Western materialism, yet that didn't stop companies from creating as much tie-merchandise as possible - from perfume to tote bags, fashion lines to tour packages, restaurant tie-ins to embroidered pillows, jewelry to lip gloss, even gelato machines and more.
* Eat, Pray, Love sometimes invokes this trope - especially during her contemplations on Indian spirituality.
* Eat, Puke and Be Wary", Scott sets out various snare traps for Fang. Instead of the mutant shark, Cameron activates one and gets swung away. The same happens to Chris, who is thrown into the outhouse's sewage. Later on, Zoey gets into the trapper game too and succeeds in capturing Chef in a net snare trap.
* Eat, Puke and Be Wary", Zoey gets into the trapper game and among others sets up a pit trap. Of all possible victims, it's Fang who falls into it, which saves Scott from being mauled by the mutant shark.
* "Eat recycled food. It's good for the environment, and okay for you!"
* eats an Angel, it is wrapped in bandages with only its eye and a toothy grin being seen.
* eats him, fearing the monster will become truly unstoppable. Luckily, Saitama simply punches his way out without being absorbed.
* eats his opponent whole and "digests" their powers. He swallows Natsu and uses his Dragon Slayer techniques, but Gray comments that they don't really compare to the real thing.
* eats. In fact, "cheese food" is real cheese... kind of. It consists of at least half melted, reconstituted cheese; and no more than half, um, other things.
* eats its sacrifices, to intimidate and eventually slaughter the Tree Dwellers.
* eats lunch over corpses and once even shocked himself by DRAWING on a body.
* Eats, Shoots & Leaves is all about proper grammar, and advocates the creation of what amounts to a guerrilla punctuation-correction squadron.
* eats vampires. The functionality of the Stone Mask was never truly explained though. Jonathan had a hypothesis that it worked by hitting key points inside the brain, but was unaware of the mask's supernatural qualities at the time.
* eat the Androids...so he can attain his perfect form and begin his own reign of terror.
* Eat the Camera: WHY ARE YOU ZOOMING INTO MY MOUTH WHILE I'M SCREAMING??!!
* eat the cherries out of the slot machine earlier that night, which Trapper also doesn't remember.
* Eat the Dog: Characters consider eating their pets when food is scarce.
* Eat the Dog: I'm willing to sacrifice my pet and put them on my dinner plate just to save my own skin!
* Eat the Evidence: Attempting to orally conceal incriminating evidence.
* Eat the Evidence: Eating something that could be evidence so you don't give yourself away.
* Eat the Evidence: If the evidence in question is something made of paper.
* Eat the Evidence: Someone tries to avoid getting in trouble by eating the evidence of what they've done.

* eat the galaxy and multiply, to the point where one of the most effective ways to deal with their ground forces is killing the larger "synapse creatures" that act like psychic radio repeaters in order to strip the swarm of its leadership. During invasions they also pre-prepare the battlefield often decades or centuries ahead of time by infiltrating genestealers into planetary populations, rather like a normal army might use covert operations forces to weaken a target before deploying the main army, and they use fairly sophisticated tactics while they fight.
* eat the kids, and if you were cool with it, we'd go from there. But this is a much better idea!"
* Eat Them Alive, a mentally unbalanced ex-con exacts vengeance upon his former partners in crime with a horde of giant killer praying mantises. The entire book is nothing but page after page of giant mantises rampaging and eating people.
* Eat Them Alive like to wrench people's heads off and smash them against rocks so they can suck out their brains.
* Eat Them Alive, who, despite being castrated and consequently unable to become aroused, is said to be deeply enticed by the sight of his giant praying mantises eating people, to the point of seeing the experience as making up for his lost manhood.
* eat them, as such — as fiends, they do not needs sustenance — but they're just as sadistic as most other fiends, and enjoy hunting demons and chewing on their flesh.
* eat themselves till being reduced to one cell if they don't find food, and then regenerate from that single cell left.
* Eat the Rich) about poor/working class protagonists facing off against wealthy snobs, and all four connected strongly with moviegoers.
* Eat the Rich: Blame is placed on the wealthy upper-class elites for causing all of society's problems, and therefore they all need to be punished.
* Eat The Rich, sacked waiter Alex returns to the restaurant "Bastards" with a gang, massacres the staff and customers, and serves them up as mincemeat to the next lot of customers.
* Eat the Rich, when Jean-Jacques Rousseau reportedly said, "When the people shall have nothing more to eat, they will eat the rich."
* eat the stinking, unnamed mass festering on the windowsill, she passes out in horror.
* Eat the Summoner: A person who frees the imprisoned evil is rewarded by being eaten by the evil being.
* Eat the Summoner: Beware, the evil inside the can might be feeling really hungry, after all those centuries of being trapped.
* Eat The Unfriendly concerns Pinkie Pie feeding Fluttershy bacon made from a stallion who attempted to rape her, then the two of them going on to kill other bad ponies to make their corpses into food.
* eat this place. Vietnam. I want to swallow the whole country - the dirt, the death - I just want to eat it and have it there inside me. That's how I feel."
* Eat To The Beat is an unusually American example of this trope, depicting a robbery on an armored car. The "hardest part" of the title refers to getting past the armed guards inside the truck.
* eat, which makes their dependence on the Combine and loss of humanity particularly symbolic. All the "vehicles" the Combine soldiers use are modified and enslaved alien races, that presumably went through the exact same thing humanity is going through, but lost horribly.
* Eat Your Feelings by Heather Whaley (based on a blog of the same name) is essentially relentless mockery of life under mental illness and other forms of stress. As a cookbook. Sort of "Sarah Silverman cooks" kind of thing.
* Eat Your Kimchi and the 100th Music Monday had an 18 minute "best of" compilation video.
* Eat Your Kimchi: At the end of every video installment there is a verbal request and banner at the bottom of the page.
* Eat Your Kimchi, base pandering is one of the big weaknesses of K-drama. The directors would change the relationships of the characters, based on what they see

the fans demand. This would lead to 180 turns where characters that hated each other, would become lovers the next episode without any logical setup.
* Eat Your Kimchi did an episode in Silent-Era style, particularly notable for a postlude featuring an encore rendition of "Shots" by LMFAO using archaic vocabulary.
* Eat Your Kimchi: This trope is often used when the show switches from Simon and Martina as commentators to Simon and/or Martina as performer in a sketch.
* Eat Your Kimchi: What happens when Simon and Martina get lost in the woods on Halloween?
* eat your memories. The Centauri quarantined its resource-rich after some of these beasts wiped out an entire colony, and news of one of those things having been shipped on the station had Londo barricade inside his quarters in terror until he was told it had been found and killed.
* Eavesdrop on any group of children playing together and you're bound to hear something kind of messed up eventually. Kids swear and play games where they "kill" each other pretty much daily.
* Eavesdropping scenes occur in many of the Shakespeare comedies, with each production choreographing their own unique method of hiding from the person whom they are listening, and this trope is used extensively.
* Eazy-E's "Boyz N Tha Hood." "Little did he know I had a loaded 12 gauge/ One sucka dead, L.A. Times front page."
* Eazy-E's "Imma Break It Down", about writing raps, performing and getting famous.
* Ebaines? spends almost all of its runtime at addressing social themes such as sexual obsession, homophobia, respect for the people with special needs, and bullying, with actual burgers making cameos at the beginning and the end of it.
* Eb. As it stands, they like to rib each other when they have the chance, though it's certainly not good natured.
* Ebaum's World Dot Com targeted at the proprietor of the titular website. It mentions that Eric has a team of Amoral Attorney prostitutes.
* eBay began because the creator's girlfriend had some Pez dispensers she wanted to sell.
* eBay, either because the sellers themselves are ignorant or because they assume the buyers are. More than likely the seller is doing it so that their product shows up in more people's searches.
* eBay. For example, former NFL lineman Robert Gallery admitted that he disliked people who did the former.
* eBay has, perhaps unsurprisingly, banned this practice, prohibiting the sale of items whose existence cannot be verified and deleting such listings as soon as they're discovered.
* eBay, many of them relics are derived from human remains, which cannot be sold on the site.
* eBay references worked into the series may have been an intentional reference to this sort of confusion.
* eBay was a relatively new phenomenon, so it is sort of believable that people would be rhapsodizing over how cool the site was.
* Ebba och Didrik, 12-year-old hopeless romantic Didrik falls hard for 23-year-old Yrla. They become friends, but she's definitely not interested in him that way, and may not even be fully aware of his crush.
* Ebba och Didrik, also a Swedish kids' TV show, 9-year-old Ebba and her best friend and sweetheart Philip love one another devotedly. They are building a house together in the woods and plan on living there, till Ebba meets Martin, a poor little rich boy with lots of flashy toys.
* Ebby once described the afterimage of an explosion in space as being
* Ebeeto, Ebeeto "transforms" into The Angry Video Game Fag whenever he is angered enough. The transformation comes complete with a video-game-inspired cutscene.
* Eben Brooks engages in one of these at the end of his filk "Hey There Cthulhu" as the narrator finally succumbs to madness. It ends with a bloodcurdling scream as he apparently succumbs to something far worse.
* Ebeneezer Scrooge initially didn't marry his girlfriend because he wasn't

established yet in his career. After a few years, though, she became upset by his obsession with having enough money and left him.
* Ebenezer (1998) adaptations to show Scrooge directly killing someone, and his character in general is extremely villainous.
* Ebenezer (1998), Marlowe says the only reason he came to help Scrooge is because at one time they were friends, which he finds hard to believe now.
* Ebenezer (1998) to the Canadian frontier, Ebenezer Scrooge is an expert marksman and quick-draw. His partner Marlowe was also this in life, to the point that when Scrooge shoots at him he draws on him, forgetting he's a ghost and nothing would happen.
* Ebenezer (1998), while Scrooge's name is the same, Jacob Marley becomes Jacob Marlowe, Belle becomes Rebecca, and "Cratchit" is spelled "Cratchitt."
* Ebenezer, as one of Marlowe's reasons for visiting is to scold Scrooge for breaking his promise to take care of Erica.
* Ebenezer itself. Jacob Marley was in a one-sided love with Scrooge's mother, swore vengeance on the family when she died in childbirth, impregnated and killed Scrooge's sister Fran, concocted a plot to make Scrooge think Emily was cheating on him with Bob Cratchit, and foreclosed her orphanage, killing everyone there while breaking Tiny Tim's leg just to be cruel. The characters repeatedly try and fail to warn Scrooge against Marley to no avail, and it's ultimately revealed Scrooge knew about it all from the start and didn't care, even though he himself attacked Emily viciously and ordered Marley to foreclose her orphanage beforehand. Scrooge's speech detailing this revelation hammers it home.
* Ebenezer Jacob Marley is a toxic influence on Scrooge and is directly responsible for heinous crimes. However, Scrooge is just as bad, and him knowing about Marley and not caring makes him even worse in some ways.
* Ebenezer McCoy appears to do this outright to choke a vampire who pissed him off.
* Ebenezer McCoy is a protector of Harry. As Harry's second mentor, after Harry killed his first evil one, he loves Harry deeply and tries to keep him safe when Wizarding politics would result in him either dead or having to work for the evil Fae Queen Mab, Queen of Winter. In the fifth book, after an enemy of Harry's escapes to his home base and Ebenezer knows he is planning some revenge, Ebenezer doesn't give him a chance.
* Ebenezer McCoy is one of the youngest members. He once nearly killed a vampire by just clutching his fist and Force-choking her with no effort on his part. He destroys enemy bases by
* Ebenezer Scrooge: "If they would rather die, they had better do it, and thereby decrease the surplus population." And you'd better believe this comes back to bite him later on.
* Ebenezer uses magic to drop an old Soviet satellite onto the enemy's mansion, killing him and many of his closest retainers.
* Ebenezer with all they'd done, including viciously attacking Emily himself and ordering the foreclosure. This is in contrast to the book, where they're simply a pair of greedy, self-interested businessmen.
* Ebenezum Trilogy think it's a catchy acronym), which seeks equal tapestry representation for all mythical beasts (including the lesser-known ones such as the Bog Wombler.)
* Eberron. 12 moons — plus the 13th dark moon, which disappeared with the sealing of the 13th plane. 12 nations in the Khorvaire continent, plus Cyre... the 13th nation, which is now the D&D equivalent of Fallout. It was made especially blatant in "Faiths of Eberron", which states that the Silver Flame celebrates 13 holidays, including one that seems to have nothing to do with anything and is just about eating pastries, and which is on its way out. The name of the fading holiday? Baker's Night.
* Eberron 3.5 has gone so far as to explicitly discourage the use of the alignment section of a monster's stats, even for those who are "tied" to a certain alignment. The core book also makes clear that "evil" does not equal "kill on sight" — the tavern owner overcharges for draft and cheats on his wife; are you gonna put the sword to his neck like you would with Lord Dark Von Doompants XIII?

* Eberron alignment with his ruthless nature, but at least he's working towards relatively good ends.
* Eberron alive and more like a mechanistic construct (as another philosophical movement advocates).
* Eberron also features inquisitives and chronicles... otherwise known as detectives and newspapers.
* Eberron, and is thus rushing to restart the war as soon as she has an advantageous position.
* Eberron and other weird stuff found in the corrupted corridors of the Realm Below; some holds have enthusiastically embraced things like living breastplates and tentacle whips.
* Eberron and refuse to go anywhere near his tower, for fear of ending up as one of his experiments.
* Eberron, and they're still active and growing stronger over the course of any given campaign.
* Eberron, and unusually added a justification: kalashtar exist from birth in psionic symbiosis with one of 66 good quori (who are kind of smeared around the larger population). You're partly human with the usual genetic randomness, part a specific immortal good creature.
* Eberron appears in Eberron it's almost always composed of warforged.
* Eberron) are also up for contracts. The setting's Gnolls have also decided to position themselves on every side of every conflict under the reasoning that that way they'll grow in power and influence no matter who wins. They refuse to fight each other though.
* Eberron are immortal constructs with souls. They must get their minds periodically wiped so that they do not go insane from an overload of memories. They can, however, vaguely recall their memories in a pinch, such that they can always make an untrained Knowledge roll for the off chance that they dig up information on a subject learned in a "previous life."
* Eberron are rather integrated, at least among the common humanoid races, so several villainous groups (such as the Emerald Claw or some Dragon Below cults) have a nicely varied make-up as well. The Inspired rulers of Riedra are also fairly unbiased in their general oppression, settling for mere dictatorial tyranny over anyone who bows down to them and cold extermination for anyone who doesn't.
* Eberron are the city's only hope against anything, as all but the lowest level of players severely overpower guards (and mid level players can wipe the floor of an entire precinct).
* Eberron a year consists of twelve months (each named after one of the twelve moons) and a week of seven days, seeming like they just came up with with fancy new names for the months and and days to seem exotic, however the months are only 28 days each, making all characters a couple of years younger in real time than they seem. Interestingly (or not, depending) there was originally one more moon, implying before the appropriate cataclysm the year and lunar cycle used to be much closer to Earth's.
* Eberron, being accurately described as land-based Vikings. The actual dwarves of the setting are geographically removed from both races and thus are neutral towards both.
* Eberron being run by an evil lich and is unwittingly aiding a terrorist organization, it really is the best chance most any common person will have to escape the afterlife.
* Eberron be the work of the gods, but that is open to interpretation. In the setting, the actual existence of gods is up to a character's belief, as the gods do not act as proactively as they do in the Forgotten Realms, for example. Fiends are the original occupants of the material plane, and their religious implications are downplayed. Angels and Devils are just Outsiders. There are even some books that suggest the gods are based on the legends of certain Dragons.
* Eberron be this. Nobody really knows for certain, as they're an artificial race that was created only a few years ago. But none of them show any signs of aging so far, and that's a good thing, too, since they can't reproduce due to being

constructs and no new Warforged are being made anymore.
* Eberron breathes this trope: With many subsequent collapsing civilization, you can tell how powerful something is by how old the civilization that invented it is, going from modern to ancient: Modern Day < Dhakaani Empire < Giant Empire < Dragon / Demon War < Progenitor Dragons.
* Eberron calling themselves the Godforged who worship the Becoming God, a construct deity that does not yet exist. The goal of their religion is to collect useful materials and artifacts, find or build a forge powerful enough to combine them, and literally build their own god.
* Eberron campaign setting, ancient giants formed a number of highly advanced civilisations across the continent of Xen'Drik. After a series of major cataclysms the empires lie in ruins. Most giants have regressed to a more primitive state, with some powerful exceptions.
* Eberron Campaign Setting, his posts regarding the world of Eberron are largely taken as "Word of God" for the setting, though he purposefully makes sure that he is ambiguous enough that DMs can make their own choices on how they want their world to run.
* Eberron campaign setting, the Ashbound sect of Druids feels this way about arcane magic (the sort practiced by Wizards and Sorcerers), although they're generally tolerant of divine magic (the sort practiced by Clerics and— unsurprisingly— Druids).
* Eberron Campaign Setting, the Draconic Prophecy tends to give "if A then B" scenarios, with various groups trying to cause or prevent A. It's more of a suggestion than a prophecy, really.
* Eberron Campaign Setting, the example character for the Dragonmarked Heir prestige class was depicted with such a dress, though for her; it had the added benefit of showing off her Dragonmark of Storm.
* Eberron campaign setting. The warforged are a playable race. Their "ancestors" (or more accurately, prototypes) called warforged titans, are not.
* Eberron campaign setting usually have deathtraps that have stood for thousands of years.
* Eberron can be this. It's left deliberately vague so that the DM can give it whatever nature he wants, but what has been confirmed about it fits: It gives people powers (Through Dragonmarks), it's pervasive and covers the material plane (leaving marks on the landscape, construction, etc). It has a will and a purpose, but those are so complex and long terms that no being can fully understand it. Dragons spend their whole lives trying to figure it out, only ever achieving small glimpses of the Prophecy's nature.
* Eberron can change appearance at will, including gender (or become genderless/hermaphrodite). They do tend to have a basic sexual identity developed during childhood, but any changeling can still procreate as either gender.
* Eberron, Cannith Goggles give a bonus to checks involving the creation of magic items if you are a member of House Cannith.
* Eberron, can occupy this role, as can Keeper of the Flame Jaela Daran, King Boranel of Breland and so forth.
* Eberron claims they aren't sure either. Divine magic is powered by faith rather than the gods themselves. (A running joke is the Church of My Left Sock.) There are divine entities at the heart of several religions (such as the evangelical religion of the Silver Flame), as well as other entities who claim to be divine, but there are also several self-motivated religions (such as the dark-themed Blood of Vol) as well as the Path of Inspiration.
* Eberron: Clerics of the Sovereign Host/Dark Six's god of death, the Keeper, have scythes as their favoured weapon.
* Eberron composed entirely of skeletons, and nobody thinks any differently about them because of it.
* Eberron D&D setting, the Mark of Shadow is a dragonmark which, among other things, grants its bearer the power to generate darkness (least Mark), call up semi-real illusory creatures (lesser Mark), or teleport between shadows (greater Mark). The two elvish Houses that are inheritors of the Mark do a lot of spy work,

and at least one of them is very much into assassination also.
* Eberron, due to the orbital movements of the planes, sets the reliability of any spell that brings back the dead by the proximity of the plane of death. When Dolurrh is furthest from Eberron those spells don't work at all, at its closest point the resurrectee has a chance of being brought back with someone else's soul or possessed by a demon, or accompanied by a horde of ghosts.
* Eberron elements hijacked by Erandis d'Vol), the Last War didn't go so hot for them (better than Cyre, at least), and the region was known for a grim and fatalistic temperament even before that.
* Eberron elements in that much of the dogma pre-dates Vol herself, she just manipulated things to repackage the dogma of a few scattered refugees to the mainland in a way that'd allow it to spread and her to exploit it.
* Eberron equivalent to Mega Corps, each with their own specializations (Entertainment & Espionage, Banking, Consummer Goods, Private Security, Animal Breeding, Notary, Prospecting, Magical Detections, Overland Travel & Teleportation, Overseas & Air Travel, Hostelling, Healing). Each house descends from a bloodline blessed with a dragonmark, a unique set of birthmarks that grant them powers and skill bonuses relating to a particular theme. Each family used their advantage to corner the market on a particular good or service, as no non-dragonmarked could really match them.
* Eberron-esque vaults) and two main orcish cultures (the orcs of the Shadow Marches have little in common with the Jhorash'tar orcs of the Mror Holds), and three drow cultures (the tribal Vulkoori and their traditions of spirit worship, the pyromantic Sulatar, and the shadowy, suberranean Umbragen).
* Eberron features a suit of armor that is essentially an armored duster.
* Eberron has a Law and Order chapter which specifies among other things that the use of various forms of mind control magic is considered a form of fraud, witness stands are commonly placed upon diases enchanted to make it harder for a witness to knowingly lie (and witnesses are required to relieve themselves of any items that may help them resist such magic before taking the stand), and Bestow Curse is among the range of punishments in use against repeat offenders.
* Eberron has an interesting variation with the Warforged. They were made to be this, but ended up developing sapience and now have to deal with integrating into a post-war society.
* Eberron has Argonth, a floating fortress, which has docking towers for airships and could potentially launch flying monster cavalry, so it probably counts.
* Eberron has a suggested hook in the "Forge of War" sourcebook that the players could either travel through time or play characters at the beginning of the Last War, and thereby attempt to prevent it.
* Eberron has a timeflow one-seventh that of the Material Plane. However, when a visitor returns to the Material Plane, that time catches up with them...
* Eberron has the Frostfell, a polar continent of ice that serves the exact same purpose.
* Eberron has the threat of one of these in the background with the Lord of Blades, a renegade Warforged leader that is gathering an army of Warforged to him.
* Eberron have these - and, indeed, magic on the battlefield is so prevalent that non-casters with the capacity to use magical items (such as rogues and artificers) are formed into squads of "wands" to provide support with the items they are named after. There are also groups of mercenary wizards, such as the Manifest Legion - a squad of hired summoners, who specialise in things like breaking enemy charges by conjuring a surprise fiendish dire wolf or three directly in the way of the approaching cavalry, with predictably unpleasant results.
* Eberron, House Kundarak fills this role, a Dragonmarked House of dwarven bankers from a mountainous country who will give anyone who can afford it a high-security vault.
* Eberron. However it points out that since magic needs wizards and the like and can't be mass-produced, a lot of magic items are quite expensive. There are "working class" spellcasters such as Magewrights who apply magic to everyday trades, and even a spell called "Magecraft" whose sole purpose is to improve the

quality of mundane goods during their manufacture. House Cannith has also managed to develop magic-powered mass-production of many products. Hence the standardized price for something like a sword anywhere in Khorvaire, since most of them came out of a Cannith factory.
* Eberron inhabits its own unique cosmology, commonly nicknamed "The Orrery" due to its maps, made up of 13 planes (though one has been "removed". Its planes are Daanvi (Plane of Law), Dal Quor (Plane of Dreams), Dolurrh (Plane of the Dead), Fernia (Plane of Fire), Irian (Plane of Day), Kythri (Plane ofe Chaos), Lamannia (Plane of Nature), Mabar (Plane of Night), Risia (Plane of Ice), Shavarth (Plane of War), Syrania (Plane of Air), Thelanis (Plane of Faeries), and Xoriat (Plane of Madness). Despite some debate amongst the fandom, officially, the Orrery is separate to the Great Wheel.
* Eberron. In practice, most DMs tend to use them as handy "guys you can punch in the face without feeling guilty".
* Eberron is a magical version of the Gadgeteer Genius. It returns as a class in the 4th and 5th editions of the game.
* Eberron is one of the few settings that averts this, the gods are so abstract it's even plausible that they don't actually exist and clerics get their magic from faith alone, which is supported by a few cults based around mortal entities or undead such as the Blood of Vol.
* Eberron is that there are multiple Sealed Evils in various Cans, with sealants as strong as the plot demands of them. There are three big ones, as well as a number of more localized ones:
* Eberron. Its towers average at around 2 km tall with some of the tallest having half to a full kilometre more. Above them is a flying district of rich people called the Skyway. The city's three dimensional nature means most of the transit takes place with flying vehicules such as Soarsleds and Skybarges.
* Eberron. Karrnath had been savaged by the war, forced to turn to necromancy and pacts with the Lich Queen Vol to survive at all. In return, Vol turned Kaius into a vampire and heavily infiltrated his government and army with her own agents. For Kaius, his "victory" was the mere survival of his people, but aside from the more traditional costs of this trope, it also took his humanity and left him beholden to one of the most powerful and villainous mages in the world.
* Eberron. Keith Baker indicated his previous response was a joke, and cleared up a few aspects of the daelkyr's appearence, while their basic shape is humanoid, how they look depends on two factors — who is looking at them, and how they want to appear. A human would see the traditional "looks like an angelic human" daelkyr, while a goblin would see an equally appealing goblinoid. It's stated in multiple sources that the daelkyr only have the flaws they want to have, but the symbionts they wear are fitted for a humanoid shape, so they almost always appear humanoid.
* Eberron leveled against the shapeshifting Changeling race, whose members are fully capable of changing not just appearance but gender at will, regardless of the gender of their actual native form. It's a well-known joke in Eberron fan circles to point to any depiction of an attractive male or female character and declare that it's really a changeling of the opposite gender.
* Eberron life and his decision to assist the Lord Of Blades in repairing the Forge so the Becoming God can be given form.
* Eberron long ago to escape the Dreaming Dark. It used to be possible to get there physically, but an ancient race of giants managed to force the dimensions apart with magic. In the aftermath, they descended into savagery.
* Eberron — after all, if your subject can't conceive of any concept more complicated than "follow orders" and "break stuff", then why build it for anything else?
* Eberron mentions that they may have memories of "tasting colors or smelling sounds."
* Eberron, mercenaries and bodyguards are one of the main exports of Darguun, a nation of traditional monster races. (That's one of them in the page image above.)
* Eberron of the couatl bound them so they couldn't wildly ravage the world any more.

* Eberron of the Talenta Plains) it could also be filed under "played straight, with added violence".
* Eberron, or whether the manifestations and abilities of priests and so forth are just a (local) result of their faith. And some of the things that are worshiped as gods (such as the Dreaming Dark) don't really fit any conventional use of the term.
* Eberron physically transform themselves due to doppelganger lineage. The transformation is so complete that females who take on male form can father children, and males who take on female form can become pregnant (but are apparently locked into female gender, if not necessarily the form they became pregnant in, until they give birth).
* Eberron possess Empty Vessels (in the present day they can possess any willing creature).
* Eberron power ended up limited to more or less just ruling their own household.
* Eberron provides an entire race Touched by Vorlons. The Kalashtar started out as human mystics until they merged with extraplanar beings known as Quori.
* Eberron right from it's initial publication. That said, Keith Baker has retained a good relationship with the company, who have yet to bypass him in any major decisions about the setting.
* Eberron sense, at minimum by what they were doing towards the end being part of character's backstory.
* Eberron setting are thought out well enough that basing travel times ... and costs ... on the provided maps yield consistent enough results to allow a GM to estimate ticket price and trip duration between intermediate stops when not those are not explictly given in the text.
* Eberron setting can also be considered an example of this trope, although their powers are psionic rather than magical. Their links to extraplanar entities are what makes them other than human, and such connections, while not genetic, are passed down from father to son or from mother to daughter.
* Eberron setting collect information constantly, just in case some bit of it comes in handy later.
* Eberron setting has docents, a sentient magical device that can be implanted into a warforged, which starts off knowing several languages and can learn new ones by being exposed to them.
* Eberron setting has some of its own. Breland in particular has a couple of them, and then there's the former Karrnathi one, the Emerald Claw ("former" refers to its status as an official government agency; the group itself is still ... I'd say "alive", but "not dead" might be more accurate, given the nature of some of its members). The Breland groups are basically Bond types; the Emerald Claw is more like SPECTRE with real spectres.
* Eberron setting is home to Kalashtar, humans mutated by an ancient pledge that links them to a dream-spirit called a Quori. A sourcebook on the Kalashtar's homeland also introduces the Inspired, a subrace of humans created through breeding programs that mingled human, elven and fiendish blood to produce a species of humans specifically designated to lead an empire (and act as vassals) for the evil counterparts of the Quori who created the Kalashtar.
* Eberron setting, this is the basis for one of the Changeling philosophies. Natural shapeshifters, Changelings of the Passer philosophy do their best to forsake their true nature, creating an identity of another race and adopting that as their 'true being'. While they can still shapeshift, they are very uncomfortable doing so, or even reverting back into their real form, as their 'mask' becomes their true identity. The other two philosophies are similar; Seekers aim to embrace the 'ultimate form', which they believe to be an extension of the Changeling's true form, while Becomers are similar to Passers, but assume myriad different lives and identities, all equally real to the Changeling.
* Eberron setting. What does an Eldtrich Machine do? Anything your plot demands it does, really.
* Eberron setting, where Half-Elves are an established race, stated that with humans their progeny had a fifty-fifty chance of being human or Half-Elf. But if a Half-Elf married a full Elf their kids would always be Half-Elves.

* Eberron's got two! Sharn, the City of Towers, and Stormreach, outpost of Xen'drik. Sharn is the main one, though.
* Eberron: Shifters are an entire race of feral human/lycanthrope hybrids, and can also display minor features.
* Eberron Silver Flame has plenty of evil-aligned worshippers, while a heroic priest of the Fury could stress the positive elements of extreme emotion and downplay the others, and since the power comes from faith rather than the direct gift of the god, these alignment conflicts don't even deny spellcasting.
* Eberron's Karnnath used to be like this. In some places in the current era, the trope is still played straight.
* Eberron so devoted to nationalistic chest-beating that if they were revealed to be quori plants intended to stoke paranoia, xenophobia, jingoism and violence nobody would be that surprised. The Voice of Thrane snippets include claims that any Brelish soldier could secretly worship the god of betrayal and ranting about warforged lacking souls, while the Voice of Breland has a lengthy article of conspiratorial fearmongering about Cyran refugees, as an illustration of how deeply yellow the journalism on display is.
* Eberron, some warforged (sentient soldier-golems) act like this after the end of The Last War has left them without a place in the world. All the sides are technically at peace, but one of the main aspects of the setting is that the peace is so fragile that any kind of major incident (which the player characters will no doubt get involved in) could start another war. The biggest Remnant among warforged is led by the charismatic Lord of Blades.
* Eberron sourcebook definitely falls into this trope, but exaggerates the actual effectiveness of the feat.
* Eberron sourcebook "The Forge of War" suggests this as a basis for a Last War campaign, in particular suggesting an outline where a group of war criminals escape Dreadhold and go time-travelling through a magical portal, resulting in all kinds of chaos which the characters have to set right.
* Eberron spells, and even have souls, so they can be raised or resurrected if destroyed.
* Eberron sub-sub-genre. Elemental binding magic allows for airships, mag-lev trains, and sapient constructs, among other things.
* Eberron that allow warforged to choose diametrically opposite answers to the questions of this trope — the Warforged Juggernaut rejects being like living, breathing people and embraces their construct nature entirely, while the Reforged embraces life and emotion wholeheartedly.
* Eberron: The entire nation of Cyre was destroyed during the Last War by an event known as the Mourning. A thick mist covered the country and killed anyone caught in it. While the particulars of the event itself seem rather un-nukelike, the devastated Mournlands are described in a way reminiscent of an area destroyed by nukes and heavily contaminated by fallout, including a "Glass Plateau" and a rift in the ground that glows with an eerie light and mutates anything that stays too close too long.
* Eberron: The Lords of Dust and the Chamber are conspiracies stretching back to the initial dragon-demon war, one of the earliest significant events after the creation of the world, both of whom mostly work through intermediaries since the greatest fiends are chained and a large number of dragons getting directly involved tends to cause inconvenient side effects such as mass destruction and the growth in power of the rakshasa rajah known as Tiamat. More recently, the Blood of Vol (dating back to the destruction of House Vol and the end of the elf-dragon war) and the Dreaming Dark (originating with the severing of direct Material Plane to Dal Quor connections) are at the very least ancient enough to predate the formation of Galifar by quite some time, although they're very modern compared to the Chamber and the Lords of Dust.
* Eberron: The Mournland used to be the nation of Cyre, until it was destroyed by a magical disaster called the Day of Mourning. One of the side effects of the disaster is that dead bodies don't decompose naturally inside the Mournland- they just lay there still looking like they're less than a day old even if they've been

there for years.
* Eberron), the name of an object, or even words that aren't in common. Some Warforged also retain their numerical designation as they still look for an "ideal" name.
* Eberron. Then there are certain planes of existence (Xoriat, the plane of madness, Shavarrath the Battlefield, Mabar, the plane of death, etc...) and some evocatively named regions of the mortal world: the Shadow Marshes, the Mournland, Frostfell, the jungle continent of Xen'drik and the Demon Wastes.
* Eberron, the plane of the fae, is known as the Moonlit Vale because it's always night there, with the light provided by the moon Rhaan, which is always full.
* Eberron there is Thelanis (The Faerie Court), where an hour spent there equals a week spent on the Material Plane. What's dangerous about it is that the lost time catches up with you when you return to the Material Plane, meaning that at best you'll be ravenous from hunger (since you haven't eaten in weeks) and at worst you'll immediately die of old age.
* Eberron the underworld. Same goes for Eberron, who is the world, and Siberys, who is the Sky, but they are not considered to be evil. It's entirely possible the three progenitor dragons are just myths and metaphors for the surface world, underworld, and the planet's ring, though.
* Eberron, the universe was created by the three progenitor dragons Eberron, Siberys and Khyber. Khyber killed Siberys for reasons varying reasons, and Eberron used her own body to bind Khyber forever in retaliation. Eberron, the Dragon Between, became the world, Siberys, the Dragon Above, became the planetary ring, and Khyber, the Dragon Bellow, became the underdark/setting equivelant to the Lower Planes.
* Eberron, they do this, and they do it fairly well, having developed a few unique tricks like Silver Flame Exorcists and Silver Pyromancers. Aside from evil outsiders, they also hunt undead and lycanthropes (and not all of the latter are really evil, which has earned them a bit of a bad rep among them and their Shifter cousins).
* Eberron. This was followed by an inconclusive war lasting 102 years, during which other lands seceded from the core five.
* Eberron to be offscreen, and there are resources available for playing during the war, but the "present day" of the setting is two years after the war officially ended.
* Eberron to leave such questions regarding the Lady of Pain and various other multiversal engimas deliberately unanswered, to maintain the setting's particular ethos.
* Eberron to themselves - Making, Handling, Passage and Sentinel - plus the Mark of Finding, which they share with half-orcs.
* Eberron Two families of magically enhanced spies going head-to-head. But what makes this rivalry especially bitter is the fact that they used to be one house. The Thuranni family once existed as one of several families making up House Phiarlan as a whole, but within the past few decades of the Last War, they had increasing conflicts with the House leadership until they straight-up left. No one is sure how the situation is going to shake out yet; it could be the focus of a campaign, if a DM so chose.
* Eberron use this to their advantage by spending weeks on their plane to plot their next move while only an hour or two passes on the Material Plane.
* Eberron. Warforged are 'living constructs', mechanical beings that metaphysically and magically are a bit closer to biologicals, and the Reforged goal is to embrace their living side, so they do things like pick a gender identity, wear clothing, try to figure out ways to handle eating food, etc.
* Eberron was a new setting, one of the threads on the official forums discussed running a noir campaign in it. Naturally, it quickly developed into snippets of a half-orc private detective in Sharn following this trope.
* Eberron: When the setting was designed, its writers figured this trope was inevitable and threw most alignment restrictions out the window.
* Eberron, where the recent 5e campaign setting has some things that could only be

spoiled for those who are late arrivals to the setting. For instance, they try to play up the mystery of the city of Ashtakala, a thriving magical, evil city in the middle of the Demon Wastes and how it could still be standing after all this time, when the previous campaign setting book outright stated that it's purely an illusion created so the Lords of Dust can vicariously relive their glory days.
* Eberron, which the titan does not. In fact, because of this intelligence and ability to learn, a warforged can even take class levels, with there being quite a few high-level warforged that could crush a titan relatively easily, despite a titan being about four times their size and ten times their weight.
* Eberron who gets some bonuses for making and wearing bone armor and weapons.
* Eberron who was supposed to bring an end to an ancient war between elves and dragons. It worked, but not the way intended: both races considered her an abomination and joined forces to destroy her family. Vol's mother turned her into a lich, allowing her to survive and seek her revenge.
* Ebert's Bigger Movie Glossary movie is complete without the scene in which Cage's character finally loses his temper and screams at the top of his lungs."
* Ebessan has also done Hansen as well as The Great Kabuki, Miracle Man, Gamma,
* EB Games in Australia actually uses the various prices to sort how items are discounted during sales. If it ends with, for example, 84, then it'll be 25% off.
* Ebin and May, Emperor Houman's strategy for taking over neighboring kingdoms seems to be to marry into the royal family on the pretext of forming an alliance, then invading and using his marriage to legitimize his rule, later killing off the wife when she's no longer useful.
* Ebirah, Horror of the Deep of pre-existing monster battles edited together with footage of some kid dealing with school bullies.
* Ebisu always berates Naruto for using his Sexy no Jutsu technique (calling it indecent) but is nonetheless consistently "defeated" by it. Naruto even refers to him as a "closet perv".
* Ebisu is this to a tee, having a strong understanding of Japan's economy and be empathetic to the needs of humanity while still being incredibly innocent and naive. Being a God of Fortune (specifically merchants) and have his Shinkis at his disposal, this shouldn't be hard for him.
* EBK to the point where almost the entire Earth is a 3rd world country and even the trillionaires supplement their diet with soymeat.
* Eblis. Also, he proves to be a very effective healer and source of military when the players are forced to act in his stead, first by guiding you across the ruins via telepathy, then by healing your wounds in the final boss battle.
* EBM. They carry this to their live acts too, often dressing up to evoke a medical fetish.
* Ebola Syndrome: Kai, the main villain, dies in this manner when the police shoots a propane tank right next to him. He gets a few rounds plugged into his body while burning up.
* Ebola Syndrome: the film's main villain is in the rural outskirts of Johannesburg, where an outbreak of the Ebola disease had occurred in a settlement of tribespeople. Seeing a tribeswoman near the roadside dying of a Ebola with nobody else around, the villain then forces himself on the dying woman just for the thrill of raping a woman, ultimately leading to himself being infected with the titular disease.
* Ebonarm is a god of war worshiped in the Iliac Bay region. He is a
* Ebon Dragon and consider it a victory as long as the other team suffered even more.
* Ebonhawk was the last bastion of Ascalonians against the Charr conquest of their nation. This ended when the threat of the Elder Dragons forced the races to unite. The people of Ebonhawk are bitter about this betrayal with many forming the Separatists, a band of outlaws intent on sowing discord between Charr and human.
* Ebony and Ivory are Dante's trademark handguns, they allow him to shoot two targets at once, as well, as a couple point-blank moves. The shotgun also allows Dante to move it like nunchuks while shooting everything around him. (The Woo)
* Ebony Blade member the Black Knight designed and constructed a laser sword, often

called his photonic or neural sword. The sword resembles a lightsaber in both its appearance and its effects on non-living matter, but it functions differently when used against living beings. Its "laser" blade is actually a neural disruptor; when the Black Knight cuts someone with it, it delivers a massive jolt to the being's central nervous system. This jolt is usually enough to incapacitate someone within just a few hits. Alternately, Whitman can reverse the sword's energy stream so that it encases its hilt and by extension Whitman's fist in a high-energy field. Using the sword in this fashion enables Whitman to punch with some unspecified degree of enhanced strength.
* Ebony Dark'ness Dementia Raven Way, the only way to kill a vampire is with a cross or a "steak". Perhaps vampires are vegetarians.
* Ebony Dark'ness Dementia Raven Way vs. Canon the Internet. She then reveals herself to be a pretty nasty piece of work.
* Ebony Dark'ness Supposedly the only one who can defeat Voldemort (and easily out-matches him in Chapter 9), but would rather shop at Hot Topic and have sex with anything that moves instead.
* Ebony Maw is tasked with grabbing the Time Stone, which is in the possession of Doctor Stephen Strange. After Strange casts a spell on it to prevent Maw from taking it, Maw chokes him into unconsciousness, takes him on board his ship and into space, then tries to torture him into releasing the spell by drilling a number of crystal needles into his flesh. One at a time.
* Ebony Odogaron and Fulgur Anjanath appear in all biomes. They usually thrash the resident apex monster of the region in a Turf War, however, so it's sometimes a relief to see them charging into the fray.
* Ebony's militia were a small group of ex-Locos (chaotic evil post-apunkalyptic teenage street fighters) who were loyal to Ebony and still wore the old team colors. When Ebony left the mall, she took the militia with her.
* Ebott's Wake is a muscled giant who has broken a man's femur with a single punch. However he prefers to downplay his strength and cultivate his appearance more in favor of the Genius side rather than the Bruiser side. Not that this stops him from being able to look appropriately threatening when the situation calls for it.
* E. B. White never got made. The Hanna-Barbera version has never pleased either of us... a travesty..."
* E. B. White was born mute. He uses a slate and chalk to communicate with human beings and a trumpet his father stole from a music store when he's around other trumpeter swans.
* EC3: Made his name first as Derrick Bateman in NXT before moving over to TNA as Ethan Carter III. Became the Grand Champion in 2017. Returned to NXT as EC3 in 2018, made the main WWE roster in 2019.
* EC, are probably the root of zombie ubiquity in pop culture horror, but you'll find the word used only a handful of times in any of them. Like Romero later, these writers associated "zombie" with Caribbean folk magic, and employed it only in stories where voodoo raises the dead. There was no single word for other types of walking corpses at all.
* Eccentric Artist: An artist whose strange quirks are reflected in their works.
* Eccentric Fashion Designer: A fashion designer with a quirky streak.
* Eccentric Fashion Designer: Fashion designers and their styles tend to be weird and quirky.
* eccentric genius detective. The fact that the victims paid so much for their life insurance!
* Eccentric Mentor series of games, has a talking rat as his familiar.
* Eccentric Millionaire Whitmore, who doesn't care much about what people say is 'impossible'.
* eccentric nature and adventurous side. Nineteen episodes later, in the season finale "Gideon Rises", the grappling hook saves Dipper and Mabel from falling to their deaths after a fight with Gideon (and after Mabel had spent the whole episode trying to use the grappling hook).
* eccentric, not that it stopped Chris from promptly filling it back up once the house was renovated.

* eccentric. She very frequently brings up her loving relationship with the protagonist (hint: only she thinks there is one) and insists that weapons be forged with massive amounts of love.
* Eccentric village characters songs: A folk song trope that isn't used much anymore. In the fifties, there were plenty of songs about eccentric but beloved village characters such as the old lamp-lighter or the old umbrella salesman. Those songs are forgotten except by those very familiar with old songs.
* Eccezzziunale Veramente and ends up butting heads with his new neighbor - a Napoli supporter; Donato, after staying in Ibiza for over twenty years, decides to come back home to see his old girlfriend, who surprisingly had a child with the same Inter hooligan he faced off with in the previous film; finally, Franco is blackmailed by a local mafia chapter to kill a person in order to clear the debt of the cafe he frequents with his fellow Inter fans.
* Ecchi has become noted mainly for its heroine wetting herself frequently, usually when scared or struck.
* Ecchi to delay them past the thirty minutes mark. The funniest part is when the clueless (and virgin) rookie is sent to do the delivery, and all his co-workers act as if they were in a war movie and watching him go on a suicide mission, with "Taps" playing in the background as he drives off.
* Ecclesiarch Violeta Roskavler are women. The only gender segregated High Lord rank achievable by mortals is the Abbess Sanctorum of the Adepta Sororitas.
* Ecclesiarchy divine powers, or may just have "regular" psychic powers.
* Ecclesiarchy witch hunters, the Ordo Malleus, who are part of the Inquisition.
* Ecclesiastical History of the English People. Two beautiful youths gave the king a small white book containing a list of good deeds performed. Then, evil spirits came and gave a large black book containing a list of transgressions. The evil spirits asked the youths why they were here, since he clearly belonged to the spirits of evil.
* EC Comics #11) a scientist invents a time machine and plans to test it by sending his assistant, Raymond 25 years to the past for two hours. However, due to an accident, Raymond ends up stranded in the past for two years. During this time, he falls in love with a woman, marries her, and they have a son (named Raymond Jr.). When he's brought back to the present, and meets his mother, he realizes that the child he fathered was himself.
* EC Comics #17), this happens in the end to a man who has been using special transplants to prolong his youth for fifty years.
* EC Comics #18), a woman ties her murderer husband to a four-poster bed, promising she'll help make him a "big man." The bed turns out to be a Procrustean rack.
* EC Comics #21), a man robs the grave of the man whose death he made look like an accident so he could marry his widow in the same tuxedo, and is poisoned to death by the embalming fluid.
* EC Comics #27 doubled up on this trope by depicting a King AND Queen who were equally rotund.
* EC Comics #6), a reporter who witnesses a woman captured and flogged to death by the Black Vigilante Society (who are the KKK in all except name and hood color) finds that he is their next target.
* EC Comics #7) is loosely based on the story of the Cocoanut Grove nightclub fire. The Cocoanut Grove passed a fire safety inspection eight days before it burned down, causing hundreds of deaths; that the nightclub's owners had bribed the inspectors, as in EC's story, was alleged but never proven. The identification of the victims by pictures taken by a club photographer shortly before the fire broke out is another element of the story that actually happened.
* EC Comics #8), a wealthy naturalist with a large collection of rare fish is murdered in typical EC fashion by his buxom wife who falls in love with his younger brother. The latter two then go out for their usual midnight swim, only to encounter in the pool the naturalist's latest acquisition: a shark.
* EC Comics) and awaken rich and famous in a utopian future, where mankind has had perfect health for several generations. Unfortunately, the woman had a cold, which none of the future population has any resistance to, and within a few months

everyone on Earth (except them) is dead.
* EC Comics and tolerate it for three years by opening up his chest...
* EC Comics, an elderly woman that went through a series of young female companions turned out to be a centuries-old creature that was sucking the life force from them.
* EC Comics did a story called "...And All Through the House..." about a woman who kills her husband on Christmas Eve, only to be stalked by a homicidal maniac who's escaped from an asylum and is roaming the countryside dressed as Santa Claus.
* EC Comics has some white-collar criminals in a small plane get caught in a giant web spun between two mountains, deep in the South American jungle. When the denizen of the web shows up, they're dinner. The Vault-Keeper gleefully informs us that a smaller spider will probably curl up and die at the mere mention of the name "Giant Mountain Crawler."
* EC Comics His girlfriend, thinking he was dead, married his best friend, and they're both old now. But their daughter is now a beautiful young woman. The hero falls in love with her and they marry.
* EC Comics. In the first, the husband finds out his best friend is having an affair with his wife and invites the friend up to his forest cabin with murder on his mind. In the second, the husband is ignorant of the affair, and the friend takes advantage of an innocent invitation up to the forest cabin to get the wife for himself once and for all. As predictable in EC comics, neither plot ends well for the perpetrator.
* EC Comics Science-Fiction SuspenStory "Infiltration," a secret U.S. government agency for ferreting out Martian invaders who use hypnotic screens to disguise themselves as human beings discovers that it has been infiltrated by an alien. It turns out the agency is actually controlled by Martians, who are all too glad to rid themselves of the Earth "alien" in their midst.
* EC Comics science fiction tale had an astronaut testing a faster than light spaceship. From his point of view, it works fine. Then he returns home and find that decades have passed. His girlfriend is now an old woman, married to his best friend. He ends up falling in love with their daughter, who is now his age.
* EC Comics Shock SuspenStory "Stumped!" has a trapper setting a bear-trap for a rival trapper and then leaving him there to die. The rival trapper takes his revenge after chewing his leg off.
* EC Comics stories, wherein a king's daughter falls to her death while he is enjoying himself at a party, and her scream keeps ringing in his ears afterwards in every sound he hears, starting with the local church bells (he has them melted down), the movements of the castle inhabitants (he has them wrap their feet in soft cloth), and even the sounds of people working in town (he has them cease working). Unfortunately his quest for absolute silence reaches a head when his ears become so sensitive that he can hear the people breathing. He orders them to stop breathing, and finally he is beset by an angry (and loud) mob. One of them, a clockmaker, sews a clock inside the king's chest that automatically wound itself up at the slightest movement and took hours to run down. The king is left lying on a bed, hardly daring to move, hardly daring to breathe, so as not to trigger the clock. Then a spider comes down on a silk line, heading for his face...
* EC Comics story "Hate!", an all-American everyman who leads a mob to kill his Jewish neighbors by burning their house down finds out that he was adopted and that his real parents were Jewish. He then is victimized by his Jew-hating former friends.
* EC Comics story "The Orphan" (former page image) featured a little girl who kills her abusive father and then frames her neglectful mother and her lover for the murder (resulting in their on-panel execution in the electric chair).
* EC Comics suggests that smoking one joint will result in instant addiction, which, within three months, will lead to heroin addiction and then bashing your father's head in with a lamp for drug money.
* EC Comics text to explain the story. The exception are the stories that Harvey Kurtzman drew, as well as the ones he wrote and storyboarded for other artists.
* EC Comics). Ultimately this led to a backlash from the Moral Guardians in the

1950s, which sought to tone down a lot of the gore and ultimately led to the closure of the publisher.
* EC Comics uses a variant of this trope. A man who carves up his wife's body and stores it in a frozen food locker is forced by a business emergency to leave it all in a friend's hands. When he gets back, he finds his friend is throwing an impromptu dinner party. "The butcher was closed..."
* EC Comics, which followed reporters in their investigations. Needless to say, the new books weren't successful and EC closed down soon after.
* Ecco the Dolphin accidentally set them on the path that leads to modern cetaceans.
* Ecco the Dolphin aliens called the Foe; their time travelling shenanigans actually work to change Earth's future, until Ecco stops them.
* Ecco the Dolphin and its sequel were re-released for the Sega CD, which features higher quality music, new sound effects, FMV sequences, new levels, and new sound effects. The Windows 95 version of the first game later adds redrawn high-resolution graphics, a difficulty system, and a save feature instead of using passwords.
* Ecco the Dolphin and levels that require thinking in two or three dimensions.
* Ecco the Dolphin, being a toothed cetacean, can 'look beyond his eyes with his song' i.e. use echolocation. It's depicted as summoning a map of the area. There's a level in the second game called Sea of Darkness that requires echolocation to navigate, depicted by lightening the area every time Ecco sings.
* Ecco the Dolphin caused Ecco to instead go ever-so-slightly off course, causing him to go through all the rest of the motions of the demo while mashing his face up against a wall.
* Ecco the Dolphin: Defender of the Future, mainly due to completely abandoning the older games' storyline for a story written by someone who'd never played them.
* Ecco the Dolphin ends with a dolphin asking you if you think that the alien race you just defeated is truly destroyed.
* Ecco the Dolphin expy recalls spending time with Ecco while on an expedition.
* Ecco the Dolphin features several levels that require Ecco to jump into and out of floating pools of seawater. The flying future-dolphins say that "the floating islands were born of the great eruptions," which is never followed up on. Later, the Vortex Future levels feature Ecco having to navigate through abandoned alien cities in the sky.
* Ecco the Dolphin franchises, most likely due to the games' infamous difficulty and out-there plots. As a result, the series is perpetually in Stage 1 or 2, with a small but passionate fandom.
* Ecco the Dolphin game, one of the earlier levels introduces Ecco to a beautiful dolphin from millions of years in the future. The first thing this dolphin says is "I am Trellia and you are my ancestor."
* Ecco the Dolphin games, the cetaceans call themselves "Singers" and have different names for other animals in their ocean home: Shelled Ones are clams, Hungry Ones are sharks, giant octopuses are Eight-Arms, and so on.
* Ecco the Dolphin has a level where you run across dolphin shadows that have no dolphins to cast them.
* Ecco the Dolphin has an in-universe example: an NPC spends all his time swimming around trying to catch a certain fish, but if Ecco catches the fish and presents it to him, he will get annoyed and beg you to let it go.
* Ecco the Dolphin has Ecco escape from a giant morey eel. Once Ecco manages to escape, the rocks are shown falling. It isn't clear if they directly killed an eel but even if they didn't, the eel could be presumed to be trapped there and starve.
* Ecco the Dolphin: In the original continuity, the Vortex aliens have lost the ability to make their own food. So, when their planet and Earth are in alignment every 500 Earth years, they shoot a beam to Earth and gobble up as much marine life as they can, and over time the feedings get larger and larger. One of these feedings is what sets Ecco on his quest to find his family.
* Ecco the Dolphin in the third game, "Defender of the Future." While you are exploring the ocean and fighting its denizens, you can come across a football mini-

game known as Dolphin Soccer. You use your adventurous dolphin to try scoring goals against the AI opponent.
* Ecco the Dolphin kicks off with the title character's entire family being swallowed up by a typhoon that sucks everything from the sea and seafloor, including seashells and rocks. Ecco eventually discovers these storms are caused by a nightmarish alien species called the Vortex that uses Ecco's homeplanet as food source every 500 years, since they've lost their own ability to produce food.
* Ecco the Dolphin must persuade dolphins of each caste to work together, which he does by impersonating a pseudo-messianic figure.
* Ecco the Dolphin of said levels shows problems that can occur with this strategy.
* Ecco the Dolphin, one of the boss fights, Mutaclone, contained a number of egg-shaped stones filled with yellow smoke, and the player is required to break them in order to take down the boss's force field and proceed with the fight. Each time you break one of the stones, the smoke is released, which for a few seconds turns the screen dark and cloudy and reverses the player's controls.
* Ecco the Dolphin ran out, he would drown. Surfacing would restore the air meter, but he'd still have to find some fish to replenish any health lost from nearly drowning.
* Ecco the Dolphin segment, 3 bosses in the "Hanging Waters" levels, 3 dominant species on Earth, 3 attacks needed to defeat the Crayfish boss, etc.
* Ecco the Dolphin, the rebuilt Asterite sends you to Lunar Bay to assault the Vortex. Not only are your powers from the end of the first game restored, but you're being backed up by a ton of other dolphins who have been summoned by the Asterite.
* Ecco the Dolphin uses his voice for just about everything: echolocation, defense, activating ancient technology, and initiating conversations. Of course, the player never hears his half of them beyond the original generic sonar cry.
* Ecco the Dolphin visits Atlantis during his journey. In this iteration, Atlantis was at war with aliens stealing lifeforms from Earth to snack on, and the island was sunk by a beam from said aliens. Luckily the Atlanteans were masters of time travel and escaped into the past.
* Ecco the Dolphin). When those qualities are balanced by the rest - Compassion, Wisdom, and Humility - Ambition instead serves as the noble trait that drives dolphins to fulfill their dreams.
* Ecco the Dolphin where evil dolphins are using humpback whales as a living power source.
* Ecco the Dolphin, where Vortex drones explode if they get too close to the surface. Neither Ecco nor any other creature has a similar risk of decompression.
* Ecco the Dolphin, who use Earth as their all-you-can-eat buffet every 500 years until Ecco fights back. The Foe in the reboot timeline seem to exist only to conquer various worlds.
* Echelon has both flying aircraft carriers and the standard watery sort. The flying type is equipped with significant anti-aircraft defenses and is usually defended by flying destroyers as well. Somewhat interesting is that these ships fly at low altitudes, and several missions have them assist in the destruction of ground targets.
* Echidna creates clones of any living creature which she has either touched or swallowed. These clones are all mentally imbalanced, hating the original and wanting to destroy everything they loved, and are often physically deformed.
* Echidna is still human from the waist up, but below that is a bloated monster that is constantly growing. If angered the monster will go on a rampage and has killed dozens in the past. A chapter from
* Echidna's mother, the Graeae sisters (who shared one eye and one tooth between the three of them), the dragon Ladon (sometimes said to be one of Echidna's brood instead), a race of sea monsters called the Cetea (one of which was killed by Perseus) and sometimes the nymph-turned-monster Scylla.
* Echidnas (there's an entire race of these things in that setting) are stated to produce any number of other types of monsters and that many races are believed to have originally been children of the Echidnas. A fanfic with the setting has one

whose daughters consist of a dark elf, a slime, a harpy, and a minotaur.
* Echinacea, commonly used to treat colds and other mild viral infections; is known to react badly with heart and anti-anxiety medications.
* Echo Addressing issues such as mental illness, toxic relationships, personal identity, and freedom, Echo is a story about breaking cycles and overcoming personal demons. Or it can be a story about succumbing to those very same demons depending on your choices.
* Echo after accidentally revealing the truth and in Flynn's route he figured out.
* Echo & the Bunnymen is the name of a creepy, dark post-punk band.
* Echo, a nymph with a bad habit of gossiping, was stripped of her voice by Hera when the goddess realized that Echo was distracting her from searching for her wayward husband, Zeus. Later, after seeing how utterly miserable Echo had become, Hera had a slight change of heart, and returned Echo's voice to her, changing it so that she could only repeat whatever she heard. Things got worse when she fell in love with Narcissus, and Eros tried and failed to make him fall in love with her: Narcissus fell in love with his own reflection, and broke Echo's heart when he proclaimed his love for his own reflection in stereo. Heartbroken, Echo pined away until all that was left of her was her voice, while Narcissus stared at his own reflection until he starved to death, whereupon the first of the eponymous flowers sprang up at the site of his death.
* Echo Chamber features characters named Tom, Zack, and Dana. They are played by Tom Pike, Zack Wallnau, and Dana Shaw.
* Echo Chamber initially calls the final intro "not unimpressive", but then corrects herself to "really good".
* Echo Chamber Shannon is contained in the defeated, terrified way he says her name.
* Echo Chamber storyline diverging from it. It hasn't been done as a trope video though.
* Echo Chamber: "Why doesn't she like me? It's like she couldn't even see my boner!
* Echo Company Series features a group of young soldiers and an Army nurse during the Vietnam War, all of whom spend their tours desperately longing to return home. When they finally do, most are deeply affected by physical and emotional damage, and so they are unable to settle back into their old lives.
* Echo, contacts her superiors and begins to get guidance from her Washington organization on locating and stopping the Phi Project, the military/corporate experiment that might end life on Earth as we know it. However, Julie Martin wonders why they have not received any support or personnel to help deal with the potentially Apocalyptic scenario. This causes Ivy to begin to think about it and she starts to agree with Julie that this might have some unpleasant implications as to the trustworthiness of her superiors
* Echo Creek: A Tale of Two Butterflies, and Marco identifies the mime as new in town.
* Echoed and possibly referenced by Mark Verheiden and Mark A. Nelson's follow-on graphic novel set ten years after
* Echoed in "Captain Hareblower", this time with Sam trying to swing aboard Bugs's ship, only to end up swinging into a cannon. Same words, same results.
* Echoed later by the King of Swamp Castle and the father of the bride in the scene with Sir Launcelot and Prince Herbert.
* Echoes. Dark Aether isn't meant to be safe by any definition, but it's only later with the obtainment of the Dark Suit that taking risks becomes a genuine option, but by then the game is already a third on the way to the end.
* Echoes of Eternity in order to make her fear Shadow. Rei's family was told that he had accidentally ended up in the Biolizard chamber.
* Echoes of Eternity. Maria's described as very pale, scrawny, and underdeveloped for her age (being only 4'3 at 12). It's also mentioned that she's a remarkably average looking child.
* Echoes of Eternity, Shadow was created with the body and mind of a teenager.
* Echoes of Honor, a Haven admiral notices that the prison planet Hades has been taken over because the warden has been playing a game of chess with him (move by

move, by courier ship), and the warden's move doesn't arrive when it should.
* Echoes of Honor are armed with battlecruiser grade grasers, but they're not very survivable should an opponent decide to focus on them. In universe, LACs in general are described as "eggshells armed with hammers".
* Echoes of Honor. A surprise Havenite attack catches the less than competent Rear Admiral Elvis Santino completely flat-footed. His operations officer, Andrea Jaruwalski, tries to get him to fold, surrendering the system they don't need in the face of a vastly superior force. Santino responds by relieving Jaruwalski of her position and sending her away with enough of a black spot on her record to sabotage her career, then calling up his command to meet the Havenite attack. Santino's command is mostly destroyed while Jaruwalski eventually has her career salvaged with the help of Honor Harrington herself.
* Echoes of Honor, Earl White Haven nearly has a heart attack when he thinks Admiral Yanakov ordered no quarter. Fortunately, the latter only called for no mercy. While any ship in range conceivably capable of fighting is blasted to pieces, the escape pods are left alone.
* Echoes of Honor garrison, relying on the years they spent learning the island's hiding places. They feel like they could have had their own book, but only get mentioned over about two pages.
* Echoes of Honor (plus sections of several others) is devoted to the court-martials of State Sec guards on Hades and the efforts the former prisoners are making to keep those court-martials according to the book, instead of a vengeance spree.
* Echoes of Honor, the simulations are arranged to be so unwinnable as to be ridiculous. Alice Truman, the officer in charge of the LACs, was so good at training them that they kept winning, and she picked up on the admiral's plan and insisted that her superiors find a way to fairly evaluate the LACs whatever they did.
* Echoes of Honor troopers have the chance to reach it, much less to suit up.
* Echoes of the Rainbow where years later, Mr. Law, the family patriarch, is revealed to have died of natural causes, with his wife and surviving son visiting his grave where he's buried next to his older son.
* Echoes Of Winter follows two wolves who have recently left their home packs to create their own packs. On their journey, the two meet a group of rival cougars.
* Echoes of Yesterday crossover, Kara wakes up in a dumpster in the back of an alley. She doesn't remember how or why she ended up there, and her only clue are blurred recollections of cities burning and a massive battle.
* Echoes of Yesterday is a real character in another universe, and eve more disturbed after being told she's probably a fictional character in a different universe, because who would want to read about her extraordinarily depressing life?
* Echoes of Yesterday realizes Vicky's a well-meaning but reckless and hot-headed girl -not unlike Kara herself when she was a teenager- whose worst traits are being enabled by her family; hence, she decides to mentor the younger girl so she becomes a proper hero instead of ending up as a cautionary tale.
* Echoes of Yesterday replies she heard someone needed help, so she helped out. Period.
* Echoes of Yesterday resorts to trolling them. After seeing Kara troll Emma in the mall until the redhead leaves out of embarassment, Taylor calls her a "menace".
* Echoes of Yesterday she has landed into, she decides she must do everything in her power to help.
* Echoes of Yesterday, Taylor Hebert finds herself at the receiving end of Kara's blunt honesty when the latter questions if Emma was truly Taylor's friend given how suddenly and completely Emma turned against her so-called bestie.
* Echoes of Yesterday, Victoria Dallon sees what she believes is a dealer peddling drugs and she attacks him right away rather than wait and assess the situation. It's only after crippling the man she finds out he's an undercover cop and she's just busted an operation of the local anti-narcotics brigade.
* Echoes of Yesterday. When she expresses bewilderment at the fact that she's been saved by a comic-book character, Kara replies the Multiverse is infinite and Taylor

life's history is guaranteed to be a fictional tale in other parallel realities, including her own universe.
* Echoes one week prior to Echoes' Japanese release and a month prior to its international release.
* Echoes: Operation Stranglehold are still cybernetically enhanced soldiers programmed to fight.
* Echoes: Operation Stranglehold: Colonel Strickman, 65, is both a capable fighter and the leader of one of the largest guerrilla cells fighting against the Hybrid Pantheon.
* Echo Falls Mysteries book, Ingrid drives a pickup truck, despite being in middle school! Though she doesn't engage in any high-speed chases or anything, the fact that she is able to drive successfully at all is amazing!
* Echoing Silence: When Celestia banished Twilight, she thought that Twilight was on the verge of going Nightmare, and either would, or be returned to normal by guilt, either of which Celestia had plans to deal with. Unfortunately, the changeling invasion prevented Celestia from looking for Twilight when she wanted to.
* Echoing Silence Which makes things quite difficult for the former friends who have come looking for her help...
* Echo is just an amateur photographer who had the misfortune of witnessing, and getting caught up in, the murder of Dr. Allison Porter of the Phi Project. Now she is stuck in the Beta Suit and trying to figure out what is going on, who is doing it, and how she can get out of the entire situation. Fortunately, she has Ivy Raven to help her out.
* Echo is much the same way, as she can mimic any physical feat she sees so long as it is humanly possible to replicate. She once easily went toe-to-toe with
* Echo is that both interstellar travel and colonization is both extremely cheap and extremely slow. This leads to impossibly advanced planet-sized structures like The Palace being built over millennia without anyone noticing it until it is long abandoned.
* Echo Kellum) and Felicity fit this trope, where some BTS pics have EBR up to his chest.
* Echolocation is well-known in bats and toothed cetaceans. Shrews also use this means of sensing, as do cave swiftlets and oilbirds.
* Echo Night and complete various tasks for them so that they can move on.
* Echo Night, forcing you to try and find ways to avoid or clear it out.
* Echopoint: Antarctica is the research outpost that Mei was stationed at before going into
* Echopraxia then set loose to sleepwalk their way through an entire tour of duty. Turns out the human mind is terrifyingly efficient when you get things like "self-awareness" out of the way.
* Echo Rose: After being bullied, fired, and plagued the paranormal, Echo receives what looks to be a present from a fan...which is really an animal skull, and a note demanding she stop her investigation. She doesn't take it too well, having to end the video immediately due to how horrible she was feeling.
* Echo Rose: As Carma says, there's nothing strange going on in Nettlebrook. Zipper Films isn't doing anything subversive or rebellious, and everything is fine. In fact, Carma and Zipper Films are just after likes, not artistic integrity, and certainly not the truth. And in no way was she forced to say all of this on camera.
* Echo Rose: Carma starts "the truth" by informing the viewers that what they are watching is a YouTube video she is filming at that moment.
* Echo Rose: Discussed as backstory, where the disappeared Zoey was reportedly bullied due to rumors that she was having sex with a professor.
* Echo Rose: Echo and Zip become very concerned when Carma stops answering her phone, and even try and get some presents for her, in case she's just too upset to talk for some reason. Then they discover that her mother doesn't actually know where she's gone, either...
* Echo Rose incorporates audience interaction with Echo's vlogs and Instagram, all while telling the story of a paranormal investigation. The code-cracking element

popped up in "bog vlog 1", where the video was interrupted with a few frames of binary, placed by an unknown entity.
* Echo Rose: Nettlebrook may just be a small town, but Echo realizes that something is wrong as soon as she moves there, and decides to start an investigation. She's almost immediately proven right, with the town's rash of bullying and paranormal activity as just the tip of the iceberg.
* Echo Rose: The people of Nettlebrook are...not very welcoming to Echo, to say the least; at best the people stare, and at worst they outright bully her.
* Echo Rose: The woman who appeared in Zipper Film's "Bog Vlog" was believed by Echo to be a murdered ghost, filled with so much pain that she can't move on to the afterlife.
* Echo Rose: This seems to be a common occurrence in Nettlebrook— not only were students being shamed on "Fallen Angels", but Echo herself received a note calling her a "hooker", and the former homecoming queen Zoey was bullied with sexual rumors and the name "Hoey".
* Echo's Children that accompanied the sale of Honor Harrington hardcover books in the 1990s and 2000s.
* Echo Secrets Of The Lost Cavern has a couple of flashbacks at the beginning of the game. They're of Arok and a shaman artist named Klem.
* Echosmith drummer Travis Barker's underage daughter Alabama on Instagram.
* Echosmith, was originally written as a duet despite the fact that the two singers are siblings. When the label decided to make it a single, they understandably wanted it rerecorded as a solo.
* Echo Sonata for Two Unfriendly Groups of Instruments, the second woodwind phrase goes unanswered twice, whereupon the woodwinds move on to the next phrase only to be purposely drowned out by the brass.
* Echo sports them while dressed as Kiki in the episode "Belle Chose", to show how ditsy her persona is meant to be.
* êkimmu or mental subroutine. It takes over human victims in a way virtually indistinguishable from classic demonic possession.
* êl-sakhar, a sport of the high plains played traditionally with the severed heads of one's enemies, though nowadays, it was usually a weighted ball of rags instead.
* Eckhardt; as you can literally dodge most of his attacks by just ducking, and even if you do get hit, it doesn't damage you that much anyway.
* Eckhart features a cast almost entirely composed of theatrical actors from Prince Edward Island
* Eckhart is comprised of furries. The titular character and his friend Bridget appeal to mouse fans.
* Eckhart, who voiced Brigid, were the only cast members who had or went on to have long voice acting careers.
* Eclair Tonnerre, which creates havoc in the club. When that becomes an obvious non-starter for everyone involved, the engagement is broken off, but both Tamaki and Kyouya's fathers show interest in marrying their respective sons to Haruhi, the spunky protagonist.
* Eclectic: Soren. He doesn't fit in any of the four temperaments, seeing that he neither possesses the seriousness of a melancholic, the
* Eclipse and singlehandedly wiped out most of the supporting cast by that point.
* Eclipse, Bella, Edward, and Jacob hide out in the mountains on the same evening that there is a freak snowstorm. There really was a freak snowstorm in that region of the United States in June of 2006.
* Eclipse but armed with a scaled-down superlaser. The superlaser can crack the crust of a planet or instantly disintegrate a starship. Due to the incredible cost and scale of the ship and the chaos caused by Emperor Palpatine's death, only two were ever made; crime lord Tyber Zann stole one, but found that its incredible size and distinctiveness made it impossible for him to hide and abandoned it.
* Eclipse-class battleship, expressly designed as a counter to the Super Star Destroyer and its ilk.
* Eclipse-class planet killers. Estimates put them at 26-36 miles in diameter

(they're circular). And they're definitely visible from planetary surface as one partially eclipses the sun when it briefly arrives over Centauri Prime.
* Eclipse-class Super Star Destroyer had a superlaser that extended the length of the battleship. It had only 1/3 the power of the Death Stars' superlasers, but it was still powerful enough to rip a gap in the crust of a planet. It wasn't nicknamed the "Continent Cracker" for nothing.
* Eclipse comes back into play again (this time in a much stabler way) when it's revealed
* Eclipse could easily take on a large New Republic fleet on its own and win.
* Eclipsed by the Remix: The original version of a song is much, much less popular than its remixed version.
* Eclipse has a red thread that is almost but not entirely frayed in two, representing Bella's desire but inability to break free from her human life.
* Eclipse has Augury, which mixes magic and technology in addition to the elements. One of the more notable devices produced from Augury is a bottle of wine that refills itself once its wave-like engravings flare up.
* Eclipse has this as the Zoans' schtick. Two of the more notable examples include a creature with the head of an ox and spider-like hands. Escou Draldoch, the most prominent Zoan, is a bipedal velociraptor with grasshopper legs and a crocodile snout. Apparently, they seem to be fairly common in the southeastern part of the world.
* Eclipse himself is concerned, she's wrong, because he genuinely had no idea this was going to happen until the Eclipse started.
* Eclipse is able to take the form of any Digimon of Champion level or lower.
* eclipse of the sun, the town is plunged into darkness, and the train comes to a gentle halt. Unfortunately, the eclipse lasts only a few seconds, exactly long enough for the characters to realize that they're safe before the sun returns — and as soon as it does, the train's out of control again.
* Eclipse Phase actually manages to avoid this. There are asteroid fields, but they're exactly as they are in reality.
* Eclipse Phase: AI characters and the occasional transhuman have the Real World Naïveté trait, which causes them to hugely misunderstand ordinary events.
* Eclipse Phase all Active psi-sleights (other than Downtime, that would be counter-intuitive) have at least a chance of inflicting damage to the user.
* Eclipse Phase and easy contraception are, of course, among the basic modifications attached to any biomorph except the completely unfixed.
* Eclipse Phase, and how faiths with reincarnation as a tenet (such as Hinduism and Buddhism) increased in popularity as the technology became widely available.
* Eclipse Phase, and that a fair amount of character types (robots, nano-swarms, etc) probably couldn't feel pain anyway, there is certainly a healthy disregard for the value of individual life, even though the players work for a conspiracy dedicated to preventing the extinction of transhumanity. Within the fiction of the rule books grazing team mates with plasma rifles to hit the bad guys, sacrificing yourself to buy time, straight up murdering a friend and exploding your head with an anti-matter bomb (all for the sake of the mission) shows up. And that's just in the first short story. Everyone is expendable and people dying is an accepted part of the trade and just not a big deal.
* Eclipse Phase and the only current method of reaching planets outside the solar system.
* Eclipse Phase a "plasma blade" looks vaguely like a blunt sword but has plasma nozzles along one edge.
* Eclipse Phase appreciate things that appeal to touch, taste, and smell, giving them a particularly great love of sculpture, and an appreciation for engineering, as well as being connoisseurs in scents, cuisine, and drink. They also have art from other species, including sculptures and bas reliefs that they'll trade to transhumans, but they're still quite short on details of who, where, or how they acquired such goods.
* Eclipse Phase are generally limited to a range of touch. Less powerful sleights

such as minor empathy or detecting other minds can be used over a short distance.
* Eclipse Phase) are immune to aging, immune to all natural diseases including cancer, and can even regenerate lost limbs over time.
* Eclipse Phase are in "dead storage". But most of them are not conscious, simply saved on a hard drive somewhere until some Hypercorporation comes looking for new indentured servants. However, some activists on Mars who want to abolish indenture have suggested creating a massive Simulspace for the dead.
* Eclipse Phase are stored on ice in "Body Banks". Cryonics was also used frequently in the early days of space travel, before Egocasting became common.
* Eclipse Phase are the Jovian Republic (often called the Junta), Lunar-Lagrange Alliance, Morningstar Constellation, Plantetary Consortium, and Titanian Commonwealth. Though Titan and several anarchist habitats of varying memes have formed the Autonomist Alliance.
* Eclipse Phase are trying to become these, and operate by a philosophy based on eugenics, asceticism and discipline. The problem comes when one goes over the edge and modifies himself into a predator exhuman, which could be roughly described as a Super Hunter that views everything else in the universe as targets and possibly food.
* Eclipse Phase as far as many are concerned. Also many Firewall Sentinels still drop hypersonic rocks on TITAN remnants.
* Eclipse Phase assembled from vat-cultured organs and cybernetics as a cheaper alternative to purely biological biomorphs.
* Eclipse Phase as the rest of the planet. Mars also has a space elevator on Olympus Mons.
* Eclipse Phase), but hold a great deal of influence in the Inner System. Mars is run wholesale by the Planetary Consortium, which poses as a republican democracy, but whose power is divided proportionally among the hypercorps who own shares in it. Venus used to be under Consortium rule until the habitats formed the Morningstar Constellation almost by accident.
* Eclipse Phase, but most polities upload the brain to a simulation for rehabilitation or brainwashing.
* Eclipse Phase characters after death and customizing characters for the job at hand, but also for long-distance travel in the form of Egocasting.
* Eclipse Phase creates this effect via ubiquitous AR via Virtual Interface Implants.
* Eclipse Phase damage per shot with an option to double it. More than a thermobaric grenade or minimissile.
* Eclipse Phase don't have "laws" per se, but there are a number of hypercorps such as Gorgon Defenses who provide judicial services to their clients, ranging from physical protection of one's person and property to lawsuits.
* Eclipse Phase "Egocasting" is by far the most common means of interplanetary travel. It's much faster and cheaper to upload your Ego, transmit it, and download into a rental morph in just a couple hours than to spend weeks or months on a spaceship.
* Eclipse Phase Ego Sense is used to detect other sentient biomorphs, while Omni Awareness points out any living creature that is observing the async. The Scramble sleight and Psi Chameleon general trait are designed to defeat those sleights.
* Eclipse Phase favorite methods of dealing with suspected spies is to stick a bunch of them in the same lab or organization, and tell each of them that they suspect one of the others in the group of being a spy. Then sit back and watch the fireworks.
* Eclipse Phase features a number of nootropic drugs, including ones intended for combat. Kick makes one more alert, Phlo enhances reflexes and dexterity, and BringIt causes one to emit pheromones that incite others to attack them.
* Eclipse Phase for both pseudo-immortality and most interplanetary "travel". Though unless they were really rich someone rarely gets downloaded into a clone, rather a "used morph" that happened to be lying around at the body bank. Making more than one active copy of a person is fairly easy and highly illegal, but slightly edited copies are sometimes used for a form of real-time interplanetary

communication.
* Eclipse Phase... from across vaccuum and through the best protection humanity has ever devised. Monstrosities prowl the dark parts of space, just left behind when the TITANs vanished. Of course, the TITANs only started this menagerie of horrors because a cosmic superbeing (superbeings?) of enigmatic origins and goals did something similar to them for similarly ineffable reasons. Transhumanity's only hope lies in the fact that apparently nobody who matters cares enough to take the few months required to finish the job, but they might do it anyway out of carelessness.
* Eclipse Phase from earth, but new faiths arose to fill in the gaps. The most common is Neo-Buddhism, Buddhism combined with Transhumanism, where uploading is seen as a form of reincarnation and the emphasis is on lessening suffering rather than escaping it. Oddly, Islam was able to adapt to uploading, but the other Abrahamic faiths largely couldn't. The Catholic church is also still influential in the Jovian Junta, with its large population that managed to escape Earth in their original bodies.
* Eclipse Phase future. It's so ubiquitous that people without at least some sort of external device for Mesh access (most Morphs come standard with implants) are considered one of the new disadvantaged classes and there's social services to get them connected.
* Eclipse Phase future where bodies are just a shell that can be swapped easily (although expensively), and all bodies come with built-in immunity to sexually transmitted infection and can choose if they become pregnant or not, any and all conventional ideas of gender have pretty much fallen by the wayside. In the game, you have a separate gender for your body and mind and it's up to the players how they deal with that. Unless you do very extensive research, there is no real way to KNOW what gender a person is, whether they want to act male or female. Since not all people are human, or indeed humanoid, the issues presented in the game much more strongly run along species/artificial life prejudice than gender.
* Eclipse Phase had rendered people as software and bodies (referred to as "sleeves") are reasonably considered to be interchangeable hardware. Unlike the Kovacs novels, externally stored "backups" are considerably more common instead of being exclusive to the wealthy.
* Eclipse Phase has a couple of these, most notably Olaf (an apparently deserted Dyson sphere). There's also an apparently abandoned, presumably Titan-built Matryoshka brain in the outer Sol system.
* Eclipse Phase has both "skillsofts" that run on nanites in the brain, and psychosurgery skill imprints.
* Eclipse Phase has checked off each of them, although number 7 was carried out by superintelligent AI's, the TITANs, who proceeded to forcibly upload many humans, reduce Earth to a blasted hellscape, and vanish through hyper-advanced wormhole gates. Most of them are considered routine everywhere except the Jovian Junta, although attempting to create another TITAN-style "seed AI" with unlimited potential is so illegal that if you attempt it you will be killed and all your backups will be wiped, and if your habitat doesn't take you down, Firewall will.
* Eclipse Phase has exhumans, people who modified their bodies and minds too much and became utterly alien to the rest of transhumanity in the process.
* Eclipse Phase has monofilament swords and garrottes, diamond-edged axes, vibroswords, swords made of memory polymer that becomes stiff or flexible with an electric charge and wasp knives among others.
* Eclipse Phase has several terrorist groups including pro-human enhancement, anti-human enhancement, a group of uplifted animals who want to destroy uplifting technology and devolve etc.
* Eclipse Phase has the Enhanced Pheromones biomod that gives the user a bonus to social tests against other creatures that can smell. There's also a number of drugs that cause the user to emit pheromones, Alpha stimulates threat pheromones that make the user seem more threatening (and has other effects that make him a domineering asshole), BringIt calibrates the pheromones so that others want to stab the user instead, while Hither makes you smell sexier of course.

* Eclipse Phase has this, because any object not physically implanted or worn has to be usable by everything from ordinary humans to uplifted squid. As a result, everything is palm-sized, made of smooth cream-coloured plastic, lacks corners or sharp edges, and more than likely doesn't even have buttons since you can operate most things mentally.
* Eclipse Phase: "Hidden Knowledge" psychosurgery conceals information somewhere in a character's mind until released with a trigger word. Or more psychosurgery.
* Eclipse Phase includes a variety of whales that are members of transhumanist society. Suryas, a genetically engineered variety, live in the corona of the sun, with light-up skin. Other uplifted types of whales can be seen in spacesuits in the vacuum of space, others in low-grav environs. The recent splatbook, Panopticon, describes cetaceans' unique 3D sensibility as an advantage for moving around in space.
* Eclipse Phase in storage, while most Synthmorphs can be printed out in a matter of hours.
* Eclipse Phase in the form of "egocasting", transmitting your mind at lightspeed to a given destination before (usually) downloading it into an on-site body. It's possible to ship your own body in cold storage, but depending on the distance it could take quite a while to show up.
* Eclipse Phase: In the Jovian Republic opiates, cocaine, any of the various drugs in the setting that use nanotech, and tobacco are illegal. Though alcohol and cannabis are allowed. In less conservative polities, that is to say, the rest of the solar system, drug laws vary a great deal.
* Eclipse Phase introduces Dvergar (singular: Dvergr), short and stocky morphs meant for exoplanets with significantly higher gravity than old earth.
* Eclipse Phase intro fiction 'Lack' begins and ends with Sava waking up in a new body and asking what the date is.
* Eclipse Phase is a similar situation to Takeshi Kovacs (see literature), except that backups are more common making it even more difficult to kill someone permanently.
* Eclipse Phase is believed to be a Dyson sphere. Who built it, and why, and why the Pandora Gate is on the outside, and why it shoots down any attempt at orbit, and at least a hundred other things about it, are not known.
* Eclipse Phase is the plasma rifle, however it's also the bulkiest, only fires in single-shot mode, and has to cool off for a couple rounds every two shots.
* Eclipse Phase is used for applications as mundane as travel, not just to provide a recovery option to the recently deceased.
* Eclipse Phase; justified as it's apparently quite useful when the majority of transhumanity is crammed into habitats, and since many of those habs are on Mars or spun to Martian gravity some rather impressive stunts are possible.
* Eclipse Phase made contact. Transhumanity is too fragmented for any sort of "empire", though the Planetary Consortium has ambitions towards such, despite the Anarchists attempts to thwart them.
* Eclipse Phase makes a mention of the irreverent news review cast MRGCNN, the Monster Raving Goblin Cock News Network.
* Eclipse Phase.) Many devices have fallback hardware controls. The ubiquity of AR can backfire: 'mist' is the term for inundating quantities of AR popups and advertisements. Whatever device you use to access AR channels is also vulnerable to hacking, allowing an attacker to cut you off from information... or inject AR illusions of their own.
* Eclipse Phase. Many of the most powerful morphs are synthetic, and cheaper (in credits, but not build points) than equally strong biomorphs. But biomorphs are easier for transhuman Egos to adjust to and many polities discriminate against synthmorphs.
* Eclipse Phase many people following the Fall live in space habitats, many of the bigger ones are toruses or O'Neil cylinders. However there's also a number of habitats that don't bother with spinning since basic biomods counter the degeneration from microgravity.
* Eclipse Phase media, characters do still take 10 points of cold damage per minute

the second they enter space without thermal protection. This is especially jarring considering that Eclipse Phase constantly prides itself at being one of the most "hard sci-fi" games out there (except when it comes to alien or post-singularity phenomena, but then it's just Clarke's Third Law at work)
* Eclipse Phase mineral claims in the belt are a constant point of contention between the Planetary Consortium and the Autonomists, and between Autonomist factions (anarcho-capitalists, capital-A Anarchists, Titan...)
* Eclipse Phase most illustrations show people wearing stuff that appears to be covered in neon lights, most likely made of smart materials.
* Eclipse Phase most meat is grown in vats and a lot of food comes out of "makers" (the cheap ones dispensing nutrient pastes). Granted earth is no longer hospitable to transhuman life and most of the survivors live in space habitats, so it's not like there's much room for agriculture.
* Eclipse Phase of an entire Slitheroid entering the genitals of a Pleasure Pod on their new body's right bicep.
* Eclipse Phase. Of course, to the transhuman residents of the setting, it is still abject squalor and so they would rather be rescued.
* Eclipse Phase only has spinning habitats and ships, though since basic biomods provide immunity to the degenerative effects of microgravity many don't bother.
* Eclipse Phase or a "ghostrider" implant, and control them with a "puppet sock".
* Eclipse Phase or uploaded transhumans who temporarily or permanently exist as a virtual brain on someone's server. Of course, since most adventures are designed for embodied characters they often need to "ride along" on another character's peripherals or specially designed "ghostrider" implants.
* Eclipse Phase plays with it. Physical travel from one planet to another takes weeks or months and is expensive, but most people upload to a rental body at their destination which can be just as pricey but only takes a few hours.
* Eclipse Phase Psi-Gamma slights are all telepathy used in different applications.
* Eclipse Phase several national militaries built anthroform war machines, both piloted and remote-operated. During the Fall the TITANs hacked most of them as well as fabricating their own improved Warbots, leaving a lot of people post-Fall rather twitchy around mechs.
* Eclipse Phase. Some gatecrashers say they heard whispering in the darkness, some recount terrifying experiences of encountering monstrous presences, and an unlucky few even come out the other side of the gate as a gibbering heap, their sanity ripped away by the transport.
* Eclipse Phase so that usually doesn't kill them permanently, but so long as the stack is disposed of and their last backup wasn't too recent their next incarnation won't remember the masquerade breach, and might even be recruited later.
* Eclipse Phase that destroyed Earth and 90% of transhumanity. The Planetary Consortium (Mars, mostly) and Lunar-Lagrange Alliance (near-Earth space) tend to treat them almost like property under a lot of restrictions, while the Autonomists (Saturn, Asteroids, etc.) treat them equally. Even so, all but the most extreme Singularitarians are scared of Seed AI, which are capable of unlimited self-improvement and were the primary cause of The Fall.
* Eclipse Phase that employs post-Singularity technology in order to make routers unnecessary for anything less than interplanetary communication.
* Eclipse Phase that they essentially break the laws of physics in this setting, since it's essentially impossible to keep secrets buried this deep without someone exposing them, but Ozma does it anyway. (Firewall, the contrasting Secret Organization, is less concerned about keeping secrets as such and more about simply ensuring that nothing becomes an existential risk to what's left of humankind.)
* Eclipse Phase, the Earth has been ravaged by nuclear weaponry, bio- and nanovirii, and rampaging TITAN technology. The planet is under interdiction by a number of Kill Sats - they shoot down anything attempting to reach or leave the surface. Who put them there? Nobody's quite sure...
* Eclipse Phase. The only "modern" drug featured is orbital hash but post-singularity narcotics range from bananas that decrease radiation damage to nanite-laced flowers that put you in a very trippy virtual reality.

* Eclipse Phase. There are also a few more mundane designer plagues too.
* Eclipse Phase there's a mechanic called "stress points" that can cause psychological disorders or permanent catatonia if the PC lets them accumulate.
* Eclipse Phase. The survivors of the Fall have spread throughout the solar system.
* Eclipse Phase they're known as Ego Hunters, and their job is a bit more difficult since many people change bodies like wardrobes.
* Eclipse Phase they tend to do less damage and are less effective at penetrating armor than kinetics (especially railguns).
* Eclipse Phase to induce states that simple chemicals could never accomplish. For instance "petals" are a variety of nanite-infused flowers whose petals send the user into a very trippy virtual reality when consumed; one popular variety makes the user think his hand has detached itself and is running away.
* Eclipse Phase to place a targeting reticle in their field of vision for a 10 to shooting, are a moderately priced mods.
* Eclipse Phase to seize several Anarchist and Extropian habitats on the grounds that they were havens for software pirates (neither group acknowledges copyrights). However the Titanian Commonwealth decided to side with the anarchists and they formed the Autonomist Alliance.
* Eclipse Phase to Synthetic characters or those with external cyberware.
* Eclipse Phase usually have them stationed around their coverage areas.
* Eclipse Phase "Wait, that was you?" where a character was the subject of an embarrassing viral video or meme sometime in the past and once per session the GM can declare that an NPC recognizes them, invoking a social penalty. Conversely, the positive trait "You're that guy!" reflects good internet fame.
* Eclipse Phase who are more of a threat to their own citizens than anyone else, and is more likely to send humanitarian aid than anything military unless the Jovians are trying to start something with a Titanian ally.
* Eclipse Phase who hire themselves out as mercs while waiting for an opportunity to seize control of the system.
* Eclipse Phase willing to sign anything if it meant eventually having flesh again. The practice is condemned by most Autonomists, excepting the anarcho-capitalist Extropians who also practice debt slavery.
* Eclipse Phase without any overt downside. Nevertheless, these infectees often begin having dreams of alien landscapes, strange urges and feelings, and even a sensation that something else is looking out from behind their eyes...
* Eclipse Phase, with simple programs and predesigned environments but no actually intelligent beings, and no-one is quite sure why.
* Eclipse Phase. Your mind is software and can be "resleeved" into anything from another human form to an uplifted octopus or even a futuristic tank. If for some reason you want to keep your old body, you can still deck out it with an array of cybernetic and biological modifications, without any limitations whatsoever.
* Eclipse. This won't destroy the planet, but the seismic effects will depopulate it quite handily.
* Eclipse Trilogy between NATO and the Warsaw Pact bloc. It was retconned later to a revived Soviet Union.
* Eclipse, we find out that the main reason she became a vampire was that Carlisle had hoped she would be a wife for Edward.
* Eclipse, where his marines pushed back the soldiers and successfully took out one of the enemy barracks.
* Ecliptor's second sword turns up a few times. Darkonda's becomes Villamax's the very next season, completely unaltered, and retaining it's dagger-to-sword transformation ability (not
* "ecnarbmemeR-Remembrance" is a short little chapter establishing how Shining Armor fits in this series. And while it has a few moments of creepy undertones, it's still pretty light hearted. It also happens to be published right smack in the middle of the
* Ecoco, a former Japanese power company mascot, was a young girl in a
* Eco Fighters who intends to strip your planet of all its natural resources and turn it into a lifeless, polluted "Doom Sphere."

* Ecole Spéciale Militaire de Saint-Cyr. Its motto is "Ils s'instruisent pour vaincre": literally "They study to vanquish" or "Training for victory".
* Economically disenfranchised areas of an American city tend to have higher crime rates than the rest. Police look upon residents of said areas as more likely to commit crimes. This creates or exacerbates a distrust of the police in said communities. This leads to a lower chance of any crimes being solved, which lowers the police's opinions of said communities, etc. It is rather tragic to see
* Economics: Investors' fears of a downturn in the stock market are one of the most common reasons for a downturn in the stock market.
* Economic theories' principal ideas are often explored first in literature before being codified:
* Economies develop because of an inversion of this trope; if person A and person B both have lots of something the other needs, but don't want what the other has then they can't just exchange them. Solutions like common trade goods (something they can exchange their goods for something that everyone needs or accepts), currency (when tokens of exchange are produced by some sort of authority), or socialised distribution (a third party takes responsibility for distributing excess goods) ensure they can both get what they need.
* Economist magazine wrote that "it is no exaggeration to call this gendercide", adding that the number of women "missing" in this way is well over a hundred million. This has led to increasing criminalization of selective abortion of females, including banning the use of ultrasound for non-medical reasons, but the laws have had limited effect because it's hard to prove the doctor informed a couple of a child's gender. Yin Yin Nwe, Unicef's representative to China, refers the fact that the one-child policy brings many benefits for girls "but they have to be born first".
* Economist Richard W. Rahn, a senior fellow at the libertarian think tank the Cato Institute,
* Economists have studied how much value is lost by these transactions. For example, if someone buys a brand new item that the gift receiver doesn't like and donates to charity, which then sells the item at 20% of the original price, then 80% of the original value has been lost. Or if you estimate that the receiver values the gift at 80% the cost (a loss of 20%), then that amounts to a loss of $28 billion a year worldwide. Moral: just
* economy cars American cars Americans in the States don't get to buy. Japan is a notable exception, with relatively few European or American high end luxury models but fleets and fleets of practical consumer cars.
* Economy Cast: Using about one actor to fill a role that would usually be used by several in order to save money.
* EcoQuest features a number of ocean creatures that are able to communicate with the human protagonist. The first one he meets is an injured dolphin named Delphineus.
* ECO series in 2014, which consist of power-efficient variants of existing boards from the company. Sure, it does save energy and reduce emissions by allowing users to turn off or suspend parts of the system, but whatever "eco-friendly" sales pitch MSI throws at would be moot considering the environmental impact in manufacturing those boards.
* Ecosystems Unlimited executive Bill Raibert has a regular pizza order of sugar, coffee beans and
* Eco-Terrorist: An individual or organization commits violent acts in the name of protecting nature/the environment.
* Eco-Terrorist: A radical environmental activist who's willing to resort to illegal or even violent methods to try and save Mother Nature.
* ecoterrorist groups but also most scientific institutions, in violent retaliatory attacks.
* Eco-Terrorist in response to witnessing deforestation near his cabin. He then successfully managed to evade the authorities throughout his 18-year bombing campaign, utilizing increasingly sophisticated explosives, until his brother David recognized his writing style and turned him in following the publication of his

manifesto. After his arrest, Ted was diagnosed with paranoid schizophrenia which was likely exacerbated by Murray's experiments.
* Eco-Terrorist: Militant environmentalists whose motivation is to punish people they blame for destroying the natural environment.
* Eco-Terrorist: Saving the planet requires punishing all of humanity for their crimes against nature.
* Eco-Terrorist: The planet is in trouble, and we don't care who we have to kill to save it!
* Eco-Terrorist, to the point that they'll try to punish all of humanity for their crimes against nature.
* Ecotopia. American newspaper reporter William Weston visits the title country, which was formerly part of the U.S.
* Ecotopia details the titular country, composed of the entire West Coast minus Southern California. A forerunner of "Cascadia", discussed elsewhere on this page.
* Ecotopia. When the fledgling title country was invaded by the U.S., its armed forces used missiles that deployed streamers to tangle up the blades of attacking U.S. helicopters. Which would work about as well as a chocolate flamethrower, but hey.
* Ecotopia, where it's used as an outlet for people's aggression and warlike instincts.
* ECOWAS began to deploy forces to support the junta and bring down Ansar Dine in January 2013, the MNLA agreed to work with the French to throw the Islamists out.
* Ecstasy. Eva puts her clothes on the horse. Her untethered horse trots away. Eva had a little adventure, trying to catch her horse.
* Ecstasy: Eva rides her mare to the lake to go swimming. Eva's mare trots away after hearing a stallion nearby. This is a problem for Eva, as she was swimming naked in the lake, and her clothes were on the horse.
* ecstatic. Alya's not the only one, either - a sizable number of Parisians admire Ladybug and Chat Noir, including their teenage peers, and the latter are only too happy to answer when the heroes need their aid.
* Ecthelion of the Fountain : killed Morgoth's general and Captain of Balrogs by impaling it on his helmet crest.
* Ectobiology is somewhat unusual in that it does not require "donors," as it works by
* Ectoplasm: An instrumental excerpt from Nyimbo Yakwatu by Robson Banda and the New Black Eagles (a Zimbabwean group popular since the 1980s).
* Ectoplasm is a thick, slimy substance that is only produced by ghosts that are particularly angry or dangerous; the most common form of it is pitch-black.
* Ecuador abandoned its own currency and uses the U.S. dollar. At the time it did so, one U.S. dollar was worth 25,000 sucres.
* ECW a boy, and then calls himself a god. He continues with "If God was a bully, he'd be me!"
* ECW ammo for his anti-network rants. They even created a character named Cyrus who was supposed to be part of the network and kept screwing them over!
* ECW. Axl likely had no clue what harm would come from his no-showing that night.
* ECW begging for the ref to stop the match, find a way to prevail in the end.
* ECW bladed him at the November 23, 1996 show. Then it turned out he was only 17, and wasn't actually trained by Killer Kowalski as he claimed. Then it went to court. New Jack was later acquitted of all charges due to the kid lying to the promoters.
* ECW brawl, an umbrella turned up among the weapons and Kronus ran around with it open over his head. Indoors.
* ECW), but managed to get the pinfall and win the match, making him even more beloved amongst the fans.
* ECW", but parading around virtually naked aside from "caution" tape reminiscent of Orlando Jordan.
* ECW by Crusher Hogan to help the struggling company attract more fans.
* ECW came along, and with his original return storyline spoiled on the Internet, he and Matt had to take each other's places.

* ECW CDs was so that they could have less expensive cover versions by less well-known bands at their disposal instead.
* ECW could top that! And in good conscience, we didn't want anyone to try."
* ECW dancing machine DJ Gabriel lasted only six months in the WWE, while his valet
* ECW. Despite being only 150 lbs at 5'8, he'd be put in matches with much, much, larger wrestlers such as the 6'9 600 lbs Big Sal E. Graziano and find some way to win pretty much every time.
* ECW - "Extreme Championship Wrestling" (formerly stood for "Eastern Championship Wrestling")
* ECW got thrown from the ring into the crowd. The audience caught him and crowd-surfed him back towards the ring.
* ECW had to ask the audience 5 times in a row to not throw chairs into the ring until they finally ran out.
* ECW his opponent and hit the Acid Drop (running-up-turnbuckles bulldog) and pin the big guy in about 15 seconds or so.
* ECW in the mid-90s: he lost every single match except their last one, but every time he'd come oh-so-close only for Raven to pull some kind of dirty trick and snatch victory from the jaws of defeat.
* ECW in which he continually ended up losing to him. Dreamer finally won on Raven's last night with the company.
* ECW itself was an xception to the rulez, so to speak, by correctly using an E for Extreme. (Other wrestling promotions such as XPW are not so grammatically-minded.) It was founded in 1992, though: you can bet that 10 or so years later there would have been an X in there for sure; their late-period pay-per-view Anarchy Rulz submitted to this trope, for instance. They also started out as Eastern Championship Wrestling.
* ECW. Later came her arch-rival Prodigette, who was similarly built but taller(and bigger boobed).
* ECW main event, Dreamer hit Raven over the head with a VCR, then with the remote to the VCR, which would be much harder to find today.
* ECW New Jack's head. Brain fluid came out of New Jack's nose, but he temporarily went blind in one eye, but he lived and even had more scaffold matches!
* ECW of a woman he outweighed by around 120 lbs. takes it to the necessary levels of outrageousness. The match was shown on ECW TV, so Douglas hooking the leg also sent the message to any newer viewers that Shane Douglas is the biggest jerk in the universe.
* ECW One Night Stand 2005 was originally this for Extreme Championship Wrestling. ECW had closed in 2001, with its assets purchased by WWE sometime after. The original concept of ONS was a one-time WWE-produced ECW reunion show, which made it an example of this trope until ECW was resurrected on a full-time basis the next year.
* ECW One Night Stand. Cena acknowledged and played to the negativity, acting as an effective heel if only for one month (going so far as to proclaim he'd beat Van Dam even if the ECW mutants rioted). Cena's character is still hated by many, but mostly because it is the product of poor booking. Cena himself has a large fanbase that eats up his merchandise at rates surpassed by very few other wrestlers, none of whom have had his longevity in the company.
* ECW played a major role in ECW's decline, yet they are criminally under remembered compared to the "extreme" elements of the show.
* ECW. Sadly, this gambit didn't work, as TNN kept the show on long past the point of no return.
* ECW's Axl Rotten sent this message to his opponents, carrying around a chair which featured the words, "THIS IS GONNA HURT!"
* ECW's constant money problems led to this in spades. Rather hilariously most of the merchandise was designed by wrestler Taz, with other wrestlers like Dreamer and Richards involved in sales.
* ECW stabbed a man several times in a match, threw another man off of a 20-foot balcony and so many other things.

* ECW successful, and are now known as possibly the most prolific tag team in the history of the business. The Blue Meanie couldn't match the Dudley Boys' career achievements, but, the fans did come to love him.
* ECW. The change to Raven was explained by Scotty becoming depressed.
* ECW was an independent wrestling company, they had the website ecwwrestling.com. ECW wrestling. Extreme Championship Wrestling wrestling. That's been a rather common thing with many wrestling companies with the words in their abbreviations. All WWE broadcasts end with the WWE logo and underneath it "WWE Entertainment", which comes out to "World Wrestling Entertainment Entertainment".
* ECW when he took on the "El Puerto Riqueño" gimmick and did end up moving to Puerto Rico and finding success there as a junior heavyweight in WWC. He even used Led Zepplin's "Immigrant Song" as his entrance theme.
* ECW when he went to WWF. That wasn't about being "Xtreme" though, that was so WWF/E could establish a trademark, hence why he went back to being Rhino after they canned his ass.
* ECW where various cameraman were getting knocked out, leading to a "Please Stand By" message appearing on the screen.
* ECW, which flew in their amateurs and generally turned them into all stars by the time they returned to the fifty states. Though when AJW and HUSTLE died, UPW was not far behind them, despite Zero 1 still being willing to prop it up.
* ECW, which were similarly ran by fan photographers roped into the business.
* ECW, who continued to use real songs as entrance themes as part of their image as an "outlaw organization". Even their TNN/SpikeTV theme counted (White Zombie's "More Human Than Human").
* ECW whom Dreamer and Raven had both known at summer camp. Dreamer had made fun of her at the time for her weight, see, and so she fell in with Raven. Beulah grew up not just to be a hottie, but according to many wrestling fans, the most classically beautiful valet of all time. She ended up with Dreamer in both the storyline and real life.
* ECW whose character attempted to tone down the hardcore style ECW was known for.
* ECW with bodies to hit with weapons, but they also often jobbed to face teams in tag matches to set up the faces for a showdown with a more important heel stable.
* ECW World Tag Team Champions, April 13, 1997, Kronus turned to the camera and introduced himself to the PPV audience by randomly saying, "Ass, baby, ass! Hoo hoo!"
* ECW World Television Champion" sign positioned right above and behind Taz's head.
* Eda and her sister Lilith both contrast Severus Snape in different ways. Just like Snape, Eda's main tool of trade is potion-making but clearly possess skills beyond that. But while Snape is enjoying an overall acceptance among the society, despite being a horribly abusive teacher to his students and Harry in particular, any attempts to mend fences between them ultimately failing, and has been
* Eda doesn't appear in "Through the Looking Glass Ruins". King doesn't
* Ed, a judge would decide the punishment of people before him with a Wheel-of-Fortune-style implement. He seemed to have been doing that for a while before the protagonist discussed it with him....
* Ed also doesn't show up in "Blair Waldorf Must Pie!," "Roman Holiday" and "All About My Brother".
* Ed & Oucho has the pair having a conversation. Oucho speaking in his tongue of "dee baa shor baa dee" says something, to which Ed replies he cannot say on television. Oucho continues and Ed starts shouting louder at him to stop.
* Ed and Al discover, to their horror, that five-year-old Nina Tucker's father has performed a transmutation on her and her pet dog to make them into a chimera. Nina's father Shou tells Ed
* Ed and Al obviously do this, too. They have a lot of practice fighting together.
* Ed and Al tried to bring back their mother. Ed was the oldest sibling and thought he could stand on his own, so Truth took his leg. Al wanted to feel his mother's warmth again, so Truth made sure he could never feel
* Ed and David Milliband, respectively Energy and Climate Change Secretary and Foreign Secretary under

* Ed and Envy fight each other plenty in the manga, but this continuity adds a personal enmity in that
* Ed and his teacher Izumi might count as an inversion; on several occasions they transmute doors on walls that didn't already have them, so they can enter through said doors rather than smashing the wall.
* Ed and Lorraine Warren. Somehow, it's even more intimate than their kisses.
* Ed and Winry are very obviously in love in the manga, yet they never kiss and barely even hug. Even after
* Ed and Winry bicker constantly and are obviously going to be a couple from the beginning. Al gets together with Mai in what seems to be a much more peaceful relationship.
* Ed and Winry's children's son has the same style as him as a toddler and looks like a miniature version of him.
* Ed Asner, who is Jewish, played a Nazi who hid as a Holocaust survivor in an episode of
* E. D. Baker, Annie starts her search like this. Once she joins Liam, she readopts a dress.
* E. D. Baker, the fairies are little and fluttery but still try to force the exhausted Annie to dance all night with them.
* E. D. Baker. (Though sometimes she reflects spells — sometimes she doesn't.)
* E. D. Baker, Tomas and Clara were abandoned in the woods by their stepmother because they would eat food she wanted to keep for her pet dogs.
* Ed Bighead instead to create a wall of water to get rid of Bighead Studios.
* Ed Bishop dyed his hair white-blond for the role of Commander Straker in
* Ed Boon, which is generally regarded to be one of the few decent film adaptations of a video game, if not the best.
* Ed Brubaker and threatens "obstruction of justice" if he doesn't identify him. The bartender just smiles and tells him he's more than welcome to try and press charges on a 60 year old man for not recognising a particular face in a dark and crowded building.
* Ed Brubaker has said many times in interviews that the first two comics he bought with his own money were
* Ed Brubaker's unbreakable skin, implying that the process used on Cage was also based on the experiments done on Steele.
* Ed Brubaker there's no Batman to punch him into that vat of chemicals).
* Ed Brubaker was coming in after him and he requested that Matt be in jail to kick off his storyline, thus needing the change.
* Ed, but like some of the examples above, he didn't quite make it on time...
* Ed Byrne also does one in Mock The Week (Season 13 Episode 1, to be precise) when Dara announces "This week's winners are Ed Byrne, Hugh Dennis and Milton Jones!". He takes a sip of what looks like extremely milky tea, the winners are announced, and the camera zooms in to him spitting out the tea.
* Ed Byrne argues that slut-shaming men are self-defeating, as they cause women to feel bad about having sex and fear "getting a reputation," which causes men (including himself) to get turned down by those women.
* Ed Byrne has a routine about his father, a former fabricator in sheet metal works, and now even as a pensioner is much tougher than his son. He explains that they share a sense of humour, but that's about it. Eddie Senior is a big burly chap who is good with his hands. Ed is a scrawny, long-haired 'weakling child' who likes performing. The nadir for Ed comes when he buys something big for his house and his dad tells him not to try installing it because he's scared that Ed will hurt himself. And then turns up with his toolbox, still wearing his pyjama bottoms.
* Ed Byrne, who is a self-professed nerd and generally self-deprecating.
* ED can stand for Eating Disorder (anorexia/bulemia) or Erectile Dysfunction (impotence). Which makes certain ED drug commercials confusing, disturbing, or hilarious.
* Ed "Carols" go from Nick Stanton to Bonnie Hane to Dennis Martino to Frankie Hector.

* Ed Cassidy, drummer for 1960s LA rock group Spirit. The guy was about 20 years older than the others and was the stepfather of guitarist Randy California, yet managed to take a genuine liking to the band's music. Plus, he was no slouch when he came to drumming.
* Ed Cobb was a bandmate of Glen Larson (as mentioned above) in The Four Preps, but he also did work in
* Ed confesses his love to Winry when he's about to depart, and she confesses back.
* Ed consisted of him driving through town. To this Westfield native, it was very odd to see the familiar sights of downtown Westfield, cut and pasted out of sequence.
* Edd also has his moments of this, particularly in the season where they go to school. He was willing to betray his friends through following school regulations, such as hand-delivering his friends' report cards to their parents (sure Eddy deserved it for not doing his work, but Edd failed to take notice on how dim Ed is to function in school and therefore needs counseling since his parents are no help). Of course, it's mostly when he is either
* Eddard "Ned" Stark himself is introduced executing an Oathbreaker (a member of the Night's Watch who deserted their post), a firm believer in the adage "The man who passes the sentence should swing the sword." He also finds no pleasure in doing so, seeing it only for the grim business that it is.
* Eddard Stark (and everyone else with the Stark look) and Stannis Baratheon are considered average.
* Eddard Stark appears to be the show's main protagonist. He's played by the show's most famous actor and the plot centers on him more than any other character. However, he dies at the end of the first season, causing the drama to fracture into a large number of plot lines, each with their own protagonist.
* Eddard Stark earns the title of "Iron Wolf" during the Battle of the Hedgerows, which shows up again and sticks during the wars in Essos.
* Eddard Stark is seen as the model of a liege lord, but he is plagued by feelings of inferiority and fears his family will pay for the things he allowed to happen during the rebellion against the Targaryens.
* Eddard Stark is wise in war and justice but is totally surprised by the amount of intrigue and corruption infecting capital politics.
* Eddard Stark looked older than 35 because of the streaks of white on his beard and the way he carried himself in general.
* Eddard Stark meant to his bannermen that they would gladly march through a devastating blizzard and then fight a battle to honor his memory and save his daughter, even though they could have stayed home and waited for spring.
* Eddard Stark serves as this to his friend, King Robert, who self-admittedly neglects the day-to-day running of his kingdom.
* Eddard tells Catelyn and Jon about the latter's true ancestry (Jon's parents are Rhaegar and Lyanna), and Daenerys learns about the events of Robert's Rebellion.
* Edda van Heemstra, a ballet dancer who supported the Dutch Resistance during
* Edd "Double D" has "It's all fun and games until someone [points out something dangerous about the current situation or activity]."
* Ed destroys Pride's body by crushing his head. Yes, this is the same Pride that's an incorporeal mass of toothed shadows attached to a Creepy Child
* Edd goes insane after failing to find a place to bathe and getting dirtier with every attempt. He snaps out of it, eventually.
* Edd guessed that it may have been because he was pantless at the time.
* Edd had a few moments of this, notably in "The Day The Ed Stood Still" when he scolds Edzilla (who is Ed in a monster costume) for
* Edd has unintentionally gained the affections of pretty much every girl in the series;
* Eddie and Doug Gilbert both entered the GWF upon its inception in 1991. Doug spent his entire tenure competing under a mask as The Dark Patriot, and their relationship was never acknowledged—even when Eddie beat Doug for the promotion's heavyweight title.

* Eddie and Harry, given some of the behavior they exhibit near the end.
* Eddie and his uncle, Dr. Scott are nearly always played by the same actor in
* Eddie and the Cruisers II: Eddie Lives!, in which Cafferty as Eddie Wilson sounds even more like Springsteen than in the first film.
* Eddie and the Cruisers is an in-world example: the eponymous band is hailed as the forerunners of modern rock even though the band disbanded after the sudden death/disappearance of their lead singer/songwriter.
* Eddie and the Cruisers: Mark Holmes, who played bassist Quinn Quinley, and Paul Markle, playing drummer Charlie Tansey, were members of the Canadian metal band Platinum Blond.
* Eddie and the Cruisers, of all places. Diane the artist chick meets the hero, a disguised Eddie Wilson, at a hockey game and becomes so obsessed with painting him that she tracks him down at the bar featured on the matches he had briefly used to light a cigarette.
* Eddie and the Cruisers: Overanguished Jersey rock star Eddie Wilson fakes his death by driving his car off a bridge into the Raritan River. Eddie is seen in the last shot watching TV in a shop window. This becomes a plot driver in the sequel, when the Evil Record Company, which is cashing in on some previously unknown Eddie Wilson tracks, uses the lack of a corpse to build excitement by spreading the rumor that the tracks might have been recorded "after Eddie died." All this while Eddie is actually hiding out in Montreal, startled to be suddenly hearing his old music on the radio (sniff).
* Eddie and the Cruisers. Played with in that the reason their lost recording is so sought after is that it's implied to be way ahead of its time and does sound like 1980s (when the movie is set) Springsteen.
* Eddie and the Cruisers's lead singer, played by Michael Paré, dubbed with John Cafferty.
* Eddie and the Cruisers started out as a serious musician who wouldn't sell out. By the end of the sequel, his only emotional response was to run away from anything that might be critical of his music.
* Eddie and the Cruisers. Unfortunately, the movie was considered pretty bad and the director of the first film wanted nothing to do with the sequel.
* Eddie are actually an aversion of this trope; Vickie didn't become an on-screen personality until after Eddie's death in 2005.
* Eddie attempting a murder-suicide by lifting Bojack into the air and flying straight towards an airplane engine.
* Eddie at The LMV: Eddie reviews whatever he likes, from his favourite adverts to whatever he finds lurking around his house.
* Eddie at The LMV video, in which the lyric "Another shot of whiskey" has a visual of Eddie pointing a pistol at a man (presumably called Whiskey).
* Eddie begins to believe towards the end of season 2 that Patricia is seeing someone else because of how often she disappears without telling him why, and he suspects it might be Alfie. He eventually follows her, Fabian and Alfie when they leave
* Eddie Bloomberg aka Kid Devil had very few friends his age throughout his early history, the closest people being his aunt Marla and the hero Blue Devil. His later efforts to gain super powers and joining the Teen Titans were partly from
* Eddie Brock’s more monstrous moments and overall make him more sympathetic and even heroic.
* Eddie Brock has this opinion of his 'relationship' with Gwen Stacy in
* Eddie Brock, monstrous appearance, and tendency to show up seemingly out of nowhere.
* Eddie Brown's duct tape mannequin torso Quicksilver. Yes, he sees what you're doing, and he tells Nite-stic everything he sees.
* Eddie Bunker lived as a criminal and thief many years before becoming a writer. He was later cast as Mr. Blue in
* Eddie Cantor's "Merrily We Roll Along" is better remembered as the
* Eddie Castile. Described as blonde and one of the nicest guys Rose knows. He is very kind-hearted and protective of his friends, and is even willing to sacrifice

his own career opportunities to help them.
* Eddie Cochran was known for nicknaming. He called his mother "Shrimper" in reference to her height. Musicians Bob Denton and Richard Rae were "the Brew Brothers" (they always had a beer in their hands). The road manager for Eddie's and Gene Vincent's UK tour, Hal Carter, was "Boody" for how Carter pronounced "buddy". Not sure if it was true that he actually called songwriter (and fiancee) Sharon Sheeley "Charlie Brown" or why.
* Eddie Cochran was one of the great pioneers of rock. During his tragically short carreer he had several hits, many of which have been Covered Up by others. Cochran even used to be erroneously described on this very page as a "one-hit wonder".
* Eddie Dennis is the master of this. He's usually smiling when he appears on NXT UK, but with how toothy it is and the fact that it never quite reaches his eyes, it comes off more like an animal about to attack you.
* Eddie does this as well when Fabian suggests he takes Patricia to the movie on Ancient Egypt. Being that the two of them had a fight just before this, he replies that he'd rather take Victor.
* Eddie Drood books by Simon R. Green. He's a human storehouse of magical knowledge — ALL the magical knowledge.
* Eddie expresses his wish to sleep with professional tennis player Serena Williams.
* Eddie Fisher as the stage manager was cut, though he's still credited.
* Eddie Fisher. Started his career crooning with bands in 1946–48.
* Eddie Floyd (remade by Amii Stewart) has the line "It's like thunder! And lightning! The way you love me is frightening!" It is said that it was written during a thunderstorm.
* Eddie Gilbert: Debuted in 1979, became a big name in Memphis and other territories in the 1980s.
* Eddie Gilbert in a parking lot after his brother Doug had been "fired" from the promotion. Nope, just firing Eddie as well wouldn't be enough.
* Eddie Graham. None were related to him, nor were they really named Graham.
* Eddie Grant's hit "Electric Avenue" references this trope indirectly. It's actually about the 1981 Brixton riot, but the
* Eddie Griffin discussed the rumors that one of LeBron James' teammates had an affair with his mother, thus causing him to leave the Cavaliers. According to him, no wonder he left Cleveland, nobody bothered to tell him that his teammate was sleeping with his mama.
* Eddie Guerrero as a world champion and fan favorite before his passing in 2005. His entertaining performances and real-life story, finding salvation in his life before his death, has made him one of the most beloved figures in wrestling history.
* Eddie Guerrero a tainted burrito as revenge for Big Show spitting in Eddie's. Later that night in the middle of a match, Big Show had to flee the ring clutching his butt to find a bathroom backstage, losing the match by a count-out. Making matters worse, while doing "number two", Show finds out Eddie stole all the toilet paper.
* Eddie Guerrero drove several lowriders — often customized mid-1960s Chevrolet Impalas — into various arenas for big pay-per-view shows.
* Eddie Guerrero Eddie grabs a chair, then bangs it on the mat, tosses it to his opponent, and lies down. The ref turns back to see Eddie knocked out and his opponent holding a weapon so the ref disqualifies him.
* Eddie Guerrero. Eddie repeatedly threatened to reveal a dark family secret about Rey's past, which eventually culminated in a pay-per-view match with Rey against Eddie, and if Rey lost, Eddie would reveal the secret. Rey won, but Eddie revealed the secret anyway: That Rey's son Dominik was actually Eddie's from a period of time in which he was separated from his wife.
* Eddie Guerrero, Gino Hernandez, and others have had some heel turns, but the majority of their careers were as faces.
* Eddie Guerrero got away with it and is a notable aversion, possibly because his comedic cheating ways had become so endeared by fans.

* Eddie Guerrero has noted in his book that Eddie was so instrumental in bridging the gap between Mexican and American wrestling that he was regarded as a legend and huge face on both sides.
* Eddie Guerrero, "Hey, we may lie, cheat, and steal — but at least we're honest about it."
* Eddie Guerrero. If the referee was distracted or knocked out, he'd sometimes throw a chair to his opponent and then lie down on the mat just as the referee was about to turn around, making it look like his opponent had just hit him with the chair. It didn't always work, but Eddie gained more than a few DQ wins this way.
* Eddie Guerrero included an angle where Rey's real-life son Dominick was revealed to be the (kayfabe) biological son of Guerrero.
* Eddie Guerrero just got hit, at which point the ref awards him the match by DQ.
* Eddie Guerrero match, Eddie died of an unexpected heart attack at the age of 38, all those years of drug abuse having finally caught up to him.
* Eddie Guerrero - quite justified a lot of the time, since practically everyone he faced was more muscular or at least taller than he was.
* Eddie Guerrero somehow made Eddie beat the hell out of him when the Smackdown feud started.
* Eddie Guerrero the chair shot happen in order to call a DQ, this worked on multiple occasions, including his last match before his death.
* Eddie Guerrero was well known for his "Lie, Cheat, and Steal" lifestyle. But he was so damn charming, he'd usually get away with it, all the while stealing the audience's hearts.
* Eddie Guerrero were teaming, Rey got slammed onto the hood of Eddie's car. Eddie came over to see what happened, cold-cocked Rey, and embraced the car as if it could feel pain.
* Eddie Guerrero. While Eddie would find his way back to sobriety, he never fully recovered from the effects of the drugs he used, which were the direct cause of his death.
* Eddie Guerrero would either dodge a corner charge or hit a spinning headscissor takedown, then follow up with the Three Amigos and the Frog Splash.
* Eddie Guerrero would take up using the frog splash to honor his memory and several more wrestlers would take it up to honor Eddie's.
* Eddie Hall took up Boxing to keep up his health. While he's relatively early, and, thus, relatively unrefined, as of this writing, he's still the
* Eddie in the second season, being a bit more headstrong than Nina was before.
* Eddie is also like this with Urkel and Waldo. He will fight with Laura, but his protectiveness of her is more
* Eddie is also this, attracting both Jessica Rabbit, a crazy psycho woman during his visit to Toon Town, and his own girlfriend.
* Eddie Izzard: "...and tonight, I promise to be 10% funnier — ah, ha! You can't tell, can you?"
* Eddie Izzard cake. Fortunately, the interrogator is the Church of England.
* Eddie Izzard described his playing of the clarinet as sounding like "a foghorn being dragged through... uh, a place where a foghorn should not be dragged."
* Eddie Izzard, English actor and comedian, identifies as genderfluid, uses she/her pronouns, and has described herself as "somewhat boy-ish and somewhat girl-ish."
* Eddie Izzard has a commentary, immediately lampshaded by im referring to it as an "audio commentary for an audio commentary". So.. yeah.
* Eddie Izzard has a joke about Captain Transvestite, an ineffective superhero. He spends so long putting make-up on as part of his outfit change that the person he's supposed to rescue is dead by the time he gets there, but at least he can use his lipstick to draw a line around the body.
* Eddie Izzard has a routine poking fun at this, in which Steve from the accounts department beams down alongside Captain Kirk.
* Eddie Izzard have been a mildly amusing bit about Darth Vader arguing with a cafeteria worker, but it's made into a hilarious piece of absurdist comedy by Izzard making Vader sound like a mildly irate British man, and making the Death Star look like a boring British office building.

* Eddie Izzard? (He may, or may not, make the door-opening noise at this point) We've got them now!"
* Eddie Izzard home video is nonsense, such as this explanation of the famous trolleys:
* Eddie Izzard how Russia's geography repelled both Napoleon's army and the Nazis:
* Eddie Izzard If the cast of horror movies listened to the BGM (or even realised they were being followed around by an orchestra), they'd know they were walking towards their doom.
* Eddie Izzard in "Dressed to Kill" comments, "I'm very positive on the French. My family way back was French. I go with it but they are kind of fucking French at times."
* Eddie Izzard, in response to someone asking why he always wore women's clothes, answered, "They're not women's clothes, I bought them, they're mine!"
* Eddie Izzard: "I was dead at the time! I was on the moon! With Steve!" Turns out, the question was "Did you brush your teeth?" And it hadn't been asked yet when the excuses were given.
* Eddie Izzard routine people is asked if they would like "Cake or death?" Everyone responds "Cake" and eventually the cake runs out. To which the next person replies "So my choices are... or death?? I'll take the chicken."
* Eddie Izzard's American imitation also ends up like this. Americans apparently talk very loudly and swear every other word.
* Eddie Izzard's Dress to Kill tour featured the 'Firework joke' which he repeatedly references throughout his performance then ends the show without telling it. It's lampshaded by several people in the audience who immediately begin asking for it. He doesn't.
* Eddie Izzard's historical material often includes Biblical events. After the audience laughs at the end of one bit, he bursts into a song of "Blas~feh~meeee, blas~feh~youuuuuu, blas~feh~every~body~in~the~roooooom..!"
* Eddie Izzard show includes a bit where a finicky cat dubiously inspects his food and its "new and improved" sales pitch.
* Eddie Izzard's routines, fire was invented by a caveman named Jeff Fire. He insists he's going to become famous for his invention, which he's decided to call "Jeff".
* Eddie Izzard's standup DVDs all contain commentaries, but since he tends to forget his material after he's stopped using it, and doesn't watch the discs before recording them, they consist mostly of him laughing at his own jokes.
* Eddie Izzard's stand-up routines, he would sometimes mime writing on a tablet when a joke falls flat, muttering, "Don't link those two things again..."
* Eddie Izzard's take on horror films: "It's like those people who go camping in millions of films."
* Eddie Izzard the actor playing TJ, it's Captain Kirk! He's beamed down to Earth and got a job as a policeman!"
* Eddie Izzard: This trope is practically a catchphrase of hers, saying "We'll cut that out" usually once per show.
* Eddie Izzard to the perfect, all-powerful God of the Abrahamic relgions, and tells an alternate version of the creation story in which Chaos lives in a caravan in deep space and crated the universe completely by accident when his oven exploded while he was trying to bake a flan.
* Eddie Izzard, which was inspired by the mysterious death of film mogul Thomas H. Ince.
* Eddie Izzard will sometimes criticize herself, especially during her lapses when she forgets where she was going with a joke.
* Eddie Izzard work depending on the food, given a bunch of dishes have their name borrowed from French.
* Eddie Kingston and is getting roundly booed by every crowd. Eddie continues the beatings on Lince, who continues to get up and keep asking for more. Kingston announces that he will never again wrestle Lince because his tenuous grip on sanity gets confused every time Lince gets up for the people that boo him.
* Eddie Kingston, April 7, 2007, as Kingston was repeatedly calling Hero a

"motherfucker," saying, "I fucking dare you," etc.
* Eddie LaCrosse series, Angelina, the proprietor of the inn above which Eddie has his office (and therefore one of the few recurring characters), doesn't talk about her past — enough so that Eddie's shorthand for "mind your own business" is to ask her an innocuous about her own background, reminding her that since he doesn't pry, nor should she. There are hints that something doesn't quite add up about her, but exactly what the deal is isn't explored until the fourth book.
* Eddie LaCrosse series has Callie, a minor but recurring character who works as a barmaid at the inn where Eddie bases himself. She's very attractive and very sweet, but not too smart.
* Eddie LaCrosse setting. In the past, he was a straight-up mercenary, but moved away from that work.
* Eddie LaCrosse. That said, the degree to which individual books fit the hardboiled sub-genre can vary a bit.
* Eddie Lampert was an excellent investor, compared favorably to Warren Buffett in his glory days. This led to him gaining control of the merged Sears and K-Mart, where he proved so hopelessly incompetent that it was commonly theorized he was pulling a
* Eddie Lang and Charlie Christian were both influential in the development of jazz guitar. Lang was the first musician to use the guitar as a solo instrument in jazz, while Christian expanded upon that innovation by using an electric guitar; Christian was also an early influence on bebop. Both men died young; Lang died at 30 after complications from a routine tonsillectomy, while Christian succumbed to tuberculosis at the age of 25.
* Eddie Lomax after returning, which is what kicks off the plot of the film.
* Eddie Mays from "Blood Hungry" ate a body part believed to contain the soul. Of course, so many religions believed the soul existed in a body part and they were all different, so Eddie just wound harvesting a different one from each victim (liver, stomach, and heart).
* Eddie Murphy and was one of the last straws for NBC regarding Silverman, who was fired for nearly killing the network shortly afterward.
* Eddie Murphy as Clarence Walker, the saxophonist who's still bitter about being kicked out of the band.
* Eddie Murphy as he dozes off and has a nightmare where, while doing the scene with Carla Purdy, he unwittingly buries her into the sand because of his enormous weight.
* Eddie Murphy comedy concert had Murphy talking about how some people make fun of accent or appearance of the owners of Chinese restaurants. In the bit the owner retaliates by making a "special Won-ton soup" for the person insulting him.
* Eddie Murphy comedy concert has Murphy talking about how some people make fun of accent or appearance of the owners of Chinese restaurants. In the bit the owner retaliates by making a "special Won-ton soup" for the person insulting him.
* Eddie Murphy due to the misogynist and homophobic jokes throughout the set (as well as other stand-up sets his did during the 80's). He chalked up the misogyny to relationship woes, and he admitted that the homophobia and AIDS jokes were pure ignorance. To his credit, he apologized for those jokes as early as 1996 and has donated to the Elton John AIDS Foundation.
* Eddie Murphy film revolves around saving a forest from a logging company by getting the native female of a species of bear on the verge of extinction to mate with the only male bear of the same species that could be found. When Dolittle earlier argues that having an endangered bear in the forest should be enough to protect it, he is told that since there is only the one, the species would die out anyway. By that rationale, even getting another bear to mate should be useless for protecting the forest, since there is no way a single mating pair would be viable for saving the species.
* Eddie Murphy. Finding that his parents have arranged for him to marry a hopelessly servile young woman who has been trained all her life to mindlessly obey him, Prince Akeem devises a scheme to travel to the United States (under the pretense of "sowing his royal oats") and find a bride who will love him for who he

is and not for his royal status.
* Eddie Murphy. He replied that while an Oscar statuette would look nice in his living room, it wouldn't pay the bills.
* Eddie Murphy in the early '80s. While certainly nobody would question Murphy's right to be there, the fact remains that the show felt no obligation to have another black person in the cast as long as Murphy was there (in fact, Robert Townsend, who was originally hired to be the token black guy, was let go once Murphy showed up).
* Eddie Murphy is a strong example of this, including numerous instances of "face" replacing "ass".
* Eddie Murphy is largely a rather quaint tale of an African prince wanting to experience life in America before being wed off and meets a nice girl while there. However the topless scenes (which are literally only at the start during the bath sequence and never seen again after) and swearing only seem to be there to bump up the rating to R as the plot itself is rather tame.
* Eddie Murphy originally started out as really laid back, and in one scene where she finds out where Marcus cheated on her, she tells him to "Stay the fuck out of her life!"; later on in the movie her cursing habits are Amped Up To Eleven whereas, before that scene, she was relatively mellow.
* Eddie Murphy that starts off with farting in the bath tub and ends with a turd, a cracked skull and his brother with a G.I. Joe up his butt.
* Eddie Murphy, the T-shirt became a huge seller. Indeed, the shirts are sold pre-faded to match the original faded design he wore.
* Eddie Murphy used the trope occasionally in his stand-up, and in some of his movies actually plays white characters with the use of makeup.
* Eddie Murphy was caught picking up a transsexual hooker, and insisted that he was just giving her a ride home.
* Eddie Murphy was referred to as a hot trend when it was already five years old by the time the movie came out, and the protagonist was a wealthy literary agent whose job would not exist in an e-book era. Many critics used the phrase "Unintentional Period Piece" in their reviews.
* Eddie Murphy were followed by three direct-to-video sequels starring the daughter of the title character.
* Eddie Murphy when Jason is trying to snap him out of the Buddy Love mode.
* Eddie performing circus tricks to exploit the Weasels' tendency to
* Eddie Redmayne, even his co-stars had to take a step back and just look at him in awe.
* Eddie Robinson, #2 on the college football wins list, also fits the trope. At age 22, he became the head coach at tiny Louisiana Negro Normal and Industrial Institute in the isolated rural town of Grambling. He'd amassed 408 wins by the time he retired in 1997. But the success he brought his school had big impact beyond just football. It brought attention to the school, which became Grambling College and later Grambling State University, and, as he was chasing the all-time wins record, brought wider recognition of HBCU (historically Black colleges and universities) schools, which as a group were facing an uncertain future after the end of segregation.
* Eddie's answer was that the filmmakers believed people would either ignore it or not be interested if it was only PG.
* Eddie's character knees him in the groin, despite the fact that she's been haranguing the players herself for most of the movie.
* Eddie scolds Roger for dancing for the bar patrons and potentially blowing his cover while "I'm out there risking my neck out for you." It's a fairly generic line, except that the immediate events don't warrant it; Eddie went from leaving Roger in the hidden room at the bar straight to his office, where he meets Jessica, and then back out to find Roger dancing. The line makes more sense when one considers the deleted scene (included in the comic version) that would have followed Roger's drop-off, where Eddie is caught snooping in Jessica's dressing room by Judge Doom and is sent to Toontown, where he is given a "tooneroo", a toon pig painted on top of his head. He goes back to his office to wash it off, which

then segues to his encounter with Jessica.
* Eddie's eventual wife, Susannah Dean. Extra points for the fact that she has
* Eddie's is of this kind. The ka-tet has just beaten tremendous odds and won a great victory unscathed - and then a downed, dying enemy manages to raise his gun and take one last shot.
* Eddie's Million Dollar Cook-Off buddies can mock him for being a cook.
* Eddies Million Dollar Cook Off mildly plays with it. The "manly" hobby is baseball, the "girly" one is cooking, but only his brothers poke fun at Eddie for him. The others are more annoyed regarding the devotion (Eddie being the best player on his baseball team) between the two hobbies.
* "Eddies": Shorthand for Euro Dollars, the primary form of currency in Night City.
* Eddie Stark, Australian Dad works as an archery coach, but he gets fired because he swears too much and drinks too much. In front of children. He uses "fuck" or "shit" and variations in almost every sentence.
* Eddie Thawne in regards to Iris West. The problem isn't that they didn't love each other, it's the fact that Iris clearly loved Barry more and just didn't want to admit it, to others and to herself. The last straw was the revelation that Barry and Iris were married in the future — after that, Eddie realized that no matter how hard he tried, no matter how much he loved Iris, Iris would always love Barry more, even if she had yet to realize it. This led to them briefly breaking up.
* Eddie the Eagle: About the real-life Olympic ski jumper of the same name.
* Eddie the Eagle, Bronson sprays his beer everywhere when Eddie announces, live on TV, that he'll be competing in the 90 meter jump.
* Eddie "The Eagle" Edwards, largely to prevent another such case from happening.
* Eddie the Shipboard Computer is annoyingly upbeat and cheerful. At one point they try to use the 'backup personality', but it's even worse.
* Eddie the Wet-Nosed Newspup is often shown selling papers like this in
* Eddie, though uncle and nephew, were only three years apart in age and say they were raised as brothers.
* Eddie uses a lumberjack-like axe during his fight with the Beast in
* Eddie Valiant's reaction to Jessica Rabbit being married to Roger in
* Eddie Valiant takes pictures of Jessica Rabbit and Marvin Acme literally
* Eddie Van Halen's "Beat It" (which Van Halen performed the famous guitar parts for) was playing. Some kids were snarking over the song, and when it came time for the solo, one of the kids stated "Listen to this guy trying to sound like Eddie Van Halen." Van Halen then tapped the child on the shoulder and rebutted with "That is me!"
* Eddie Walker is a notoriously corrupt patrol officer in the Western District, feared on the streets because of his willingness to inflict police brutality on anyone from Omar to little kids and to engage in acts such as robbing suspects before they are arrested. For instance, he breaks a sixth grader's fingers because the kid stole a car and went on a joyride simply for that fact it meant that Walker would have to fill out extra paperwork. Some cops see his brutal, no-holds-barred methods of policing as the only way to keep street kids in line, while others (most prominently McNulty) see Walker as an asshole who shouldn't be on the force.
* Eddie Walker is a Western District patrolman and is incredibly relentless in use of
* Eddings plays this on both sides of the coin, really, as all of Cyrgon's priests were warriors as well. Even the evil god Azash tried this as well, as a counter to the Church Knights, but neither Azash nor his high priest Otha could really comprehend the realities of it; the former was too elemental-minded and the latter was... well, to put it bluntly, too stupid.
* Eddington lampshades this when Sisko is promoted. People don't join Starfleet to be admirals or
* Edd is a sweet young man and the most endearing, but he is your classic nebbish and orderly intellectual. He can come as condescending at times, he's a neat freak and quite by the rules. So much so he can be lost in what the other kids like, even

with Ed and Eddy.
* Edd n' Eddy" fame) briefly does this in the episode "Little Ed Blue" in response to a distraction.
* Edd suffers a similar gag in "Laugh, Ed, Laugh", getting smacked into a street lamp while trying to subdue a scam-deprived Eddy. When Ed picks him up off the ground, he's scrunched flat and has a hilarious dazed look on his face.
* Eddsworld’s WTFUTURE scene with a guy commanding SuperGuy to help save him from Future Edd’s laser.
* Eddsworld: A joke in "Spares" has the four main characters' clones reaching into Edd's fridge to grab every single can of Cola in there...from the living room.
* Eddsworld although several people took this affirmation unironically.
* Eddsworld are named and modeled after creator Edd Gould and his friends who also work/worked on the show and comic.
* Eddsworld both Matt and Edd, but her powers doesn't work on Tom, who is able to kick her out of the house, and thus making Edd and Matt go back to normal. It turns out Tom was immune from the girl's psychic powers because he was already possessed.
* Eddsworld called Punch'd, when they are trying to find out stuff about Peter Andre Matt says "Right, so what we know about Peter is that he enjoys walks on the beach and meals for two— hey wait a minute! Oh right that's his dating advert. So what we know about Peter is that he is a socially retarded solo artist who tried to revive his career with a crappy song"
* Eddsworld can be a black hole of morality at times, not his eyes, but sometimes Tom can be totally evil.
* Eddsworld, Edd is left visibly shocked after navigating the Internet. We don't see what he's found, and whatever he saw is left to the reader's imagination.
* Eddsworld: Edd, Matt, Tom and Tord (until 2008) had almost an Eddsworld Christmas Special or a Zanta Claws every year. Also the short "Xmas Day" and "Snowgre".
* Eddsworld, Edd whips out a diagram of his plan to "Take Over the World Using Bacon", which is laid out as follows: 1) Bacon 2) Earth 3) ????? 4) WORLD DOMINASHUN!!! Earns a well-deserved smack on the head from Tord for his troubles.
* Eddsworld episode, Fun Dead, Edd brings up a commercial for an amusement park. He responds to each of the commercials statements with lack of enthusiasm until it angrily tells him to stop interrupting it right to his face.
* Eddsworld except with a normal eye and an eyepatch covering the other. Said ancestor, Sheriff Thompson, appears to be entirely human.
* Eddsworld had Laurel, a one-time character in the "Movie Makers" episode.
* Eddsworld happens when Edd, Tom, and Matt flee into a diner. The waitress asks if they'd like anything to drink; Edd looks around at his friends before ordering.
* Eddsworld has two large holes where his eyes should be. Somehow he can still see. His mother was a bowling ball and his father was a pineapple, justifying his lack of eyes.
* Eddsworld: In one of the early Christmas specials Edd is saved form death when he finds the Grim Reaper's one weakness: Gravy.
* Eddsworld: In the episode "Space Face (Part 2)", Matt claims to be allergic to explosions.
* Eddsworld. It was rumored he was scheduled to return in Fun Dead and an upcoming Wild West-themed episode should feature him as a main character.
* Eddsworld's Tom and Tord are usually this as well as being the most harmful of the cast.
* Eddsworld. Then this continues and when the car gets there, several planes are now below them (each having doubted their flying capability).
* Eddsworld, this is said almost word for word by Tom, who in Hammer and Fail 2 states "Aaaaaaand the last horse finishes the crossing line."
* Eddsworld Tom in Hello Hellhole has one of these. His Hell is a black man. "Ahh, a black man!" "Wait a minute, I'm not racist." Then the black guy says he's from "OUTER SPACE!!"
* Eddsworld with his entire body covered up and his face hidden by a mask.
* Edd versus one of the Kanker sisters, players who lose are scolded for being "trashed by a girl".

* Eddy after a particularly cruel quicksand prank pulled by him and Ed on Double-D enrages the latter to the point of preferring to be beaten within an inch of his life by the Cul-de-sac kids than hang around with Ed and Eddy any longer.
* Eddy and Ed. Eddy calls him names, picks on him and bosses him around constantly, and Ed cheerfully obeys his commands. Eddy is
* Eddy brings most of his predicaments upon himself, making it his own fault, but there are episodes where he doesn't do anything wrong and still ends up on the receiving end of slapstick, such as "Button Yer Ed".
* Eddy could certainly qualify as well, given his attitude when he doesn't have things his way.
* Eddy especially. The closest he got to avoiding karma was in "A Fistful of Ed", by avoiding a
* Eddy gets one in "Fool on the Ed", after a stink-bomb the Eds all created accidentally blows up prematurely in their faces:
* Eddy Grant in 1984, which faded into obscurity afterward. However, he had more hits internationally.
* Eddy has a turntable in his bedroom and is frequently seen playing records. His knowledge of everything is a bit... off.
* Eddy has nicknames for everyone based on their appearances. Examples include: Ed — "Lumpy" /
* Eddy is easily the biggest backstabber of the three, as more often than not he is willing to succeed at the expense of his friends (with "Pick an Ed" being the most egregious example of them all).
* Eddy Merckx is still considered unsurpassed as the most succesful cyclist of all time, with a track record that a single individual will probably never be able to match. In his homeland Belgium he is considered to be a national hero, one of the few both Flemish and Walloon people can agree on, especially since he is literally bi-lingual. In Italy, Fausto Coppi, Gino Bartali and Marco Pantani are seen in a similar light too.
* Eddy's impulsiveness is also a recurring issue for him - when he wants something, he wants it
* Eddy's the most straight-up example of the titular trio—almost everyone on the show hates him with a passion and not even Ed and Double-D
* Eddy tends to do this a lot, too, more or less as a side-effect of his
* Edebits: Four members of the Edebits, Com, Net, Org and Gov, are named after major top-level domains. The only member not named after one is Arts, although there is an "art" domain name.
* ED-E), but will typically do the right thing if ED-E bugs him about it.
* Ed, Edd, and Eddy fight off Kevin with ice cream in the "Water Week" episode of
* Ed, Edd n Eddy: 65 episodes over six seasons, not including the four specials and the TV film.
* Ed, Edd n Eddy, after he's force-fed anchovies, belches loudly in Ed's face. Ed then waves a hand in front of his nose before saying, "Low tide!"
* Ed, Edd n Eddy", after his mind is warped by a monster movie marathon, Ed hallucinates that he is "Lothar the Barbarian" and everyone in the Cul-de-sac is a monster sent by a trio of witches to attack the Eds. He then spends the entire episode bashing the brains out of all the innocent bystanders (except for Johnny the spider creature) he encounters.
* Ed, Edd n Eddy after learning there are no kids for him to scam is cured after he finds a pile of money. His zeal, of course, dissipates when he finds that it's really all fake dollar bills with Ed's face drawn on them.
* Ed, Edd n Eddy: After the Eds accientally knock down Johnny's house in "Rent-A-Ed", Jimmy emerges from the rubble muttering "Rubber baby buggy bumpers..."
* Ed, Edd n Eddy. All three are social outcasts who have difficulty mingling with the other kids.
* Ed, Edd n Eddy: All three of The Eds are this to each other in some degree.
* Ed, Edd n Eddy, and every time he (or anyone else!) picks up the receiver, something bad happens to him.
* Ed, Edd n Eddy and suburban farmer Rolf, chickens appear in many episodes.

* Ed, Edd n Eddy. And the crew would always tell the kind of stories they wanted to tell and ended it the way they wanted to.
* Ed, Edd n Eddy, and the Eds desperately try to figure out how to keep up with them.
* Ed, Edd n Eddy and their journey there was actually a journey into Hell.
* Ed, Edd n Eddy: Any time Ed cries turn out like this. In "Who's Minding the Ed?", for example, Ed bawls like this after he realizes Rolf took back his animals.
* Ed, Edd n Eddy: A one-sided example: May (the dumbest of the Kankers) has a crush on Ed (the dumbest of the Eds) and in the Eds/Kankers interactions, she's usually paired with him.
* Ed, Edd n Eddy a peeler out of a hairpin, then building a machine to do the job faster; Rolf's mad enough at that, but he's absolutely livid when he sees Eddy using a tennis racket to julienne the spuds.
* Ed, Edd n Eddy are based on Danny Antonucci himself, his family, and people he knew growing up. The Eds were all aspects of his personality (with their names being based on his own middle name of Edward), Jimmy was based on a cousin, Jonny was based on a loner friend who spent time with a blanket, Rolf was based on his experiences as the son of Italian immigrants, and the Kankers were based on a group of girls he knew during his 7th Grade school year.
* Ed, Edd n Eddy are definitely the easiest to enrapture. In the cases of Rolf and Jonny, this makes them particularly easy to rope into a scam.
* Ed, Edd n Eddy are lampshaded in-universe in an episode where he is grounded and Jimmy is bringing him his favorite dish:
* Ed, Edd n Eddy art style coming off as bizarre to Japanese audiences.
* Ed, Edd n Eddy, at least the characters. Lampshaded in "Smile for the Ed", with Edd's line, "Eddy actually thinks he can pass off a crayon drawing as a school photo? I mean, the lines are all wiggly."
* Ed, Edd n Eddy be able to alter their anatomy to resemble that of spaghetti while using the banisters in Ed's house to sneak past Sarah and Jimmy (who are trying to make sure the grounded Ed stays in his room). This manages to look hilarious and oddly creepy at the same time.
* Ed, Edd n Eddy because Plank was "afraid of getting turned into chopsticks".
* Ed, Edd n Eddy begins with the Eds obtaining a box of Chunky Puffs, which Eddy points out has a prize inside (a giant marshmallow). Ed, being Ed, reads the "Low in Fat" label and assumes the fat is the prize.
* Ed, Edd n Eddy being to lubricate it with soap to slip it off. He also has a fear of wigs and hairpieces as shown in "X Marks the Ed" For context, Eddy had a pimple on his head that he tried to cover up with his dad's toupee.
* Ed, Edd n Eddy breathes into one to cure his hiccups, which Eddy pops with one of his hairs.
* Ed, Edd n Eddy, but in one episode Sarah points out that Double D probably didn't have any part in the Ed's antics, but decides to let him take the fall anyway.
* Ed, Edd n Eddy but rarely gets respect from the Eds and the other kids. However, sometimes his nebbish attitude is impeding, such as when it led to conflict between him and Eddy.
* Ed, Edd n Eddy: "But should your chores be never done, your feeble arms too weak to toil,Yeshmiyek will surely come… and throw you in the pot to boil!"
* Ed, Edd n Eddy by a few of these, particularly when they forget to draw a second eye on Bob the Traffic Cone.
* Ed, Edd n Eddy by the end of an episode, usually because he is a scam artist who attempts to weasel the other kids out of money. However, even if they manage to pull off a relatively legitimate business with rather impressive efforts they will still end up getting screwed over badly.
* Ed, Edd n Eddy Christmas special "Jingle, Jingle, Jangle" when Nazz points out she's standing under the mistletoe she tells Eddy that he has to kiss her, he gets so excited and he happens to be drinking egg nog at the time which causes him to spit it all over her, she then kicks him out for it.
* Ed, Edd n Eddy committed), she later laments that Double D probably didn't have anything to do with it, but "give those cute ones an inch and they take a mile!"

* Ed, Edd n Eddy, complete with a waterbed in it. Naturally, they're soon bouncing on it.
* Ed, Edd n Eddy, despite begging Rolf and Kevin to pick him for their basketball team. Even Plank (who is a plank of wood) got picked before him.
* Ed, Edd n Eddy. Despite the fact he is a megalomaniac con-artist, it's actually just an act (he only pretends to be a jerk), as he thought if he acted like his older brother, people would like him, when it actually has the opposite effect, although he does eventually realise this.
* Ed, Edd n Eddy, does not bode well for his behavior. Especially when it rubs off on others. Cheese-ball movies like these appear to be popular enough in the show's world that stuff like "Robot Rebel Ranch" still plays at the local multiplex.
* Ed, Edd n Eddy does this constantly with almost all the characters at some point.
* Ed, Edd n Eddy does this to Kevin in "A Case of Ed" while Ed gives this gem of a line:
* Ed, Edd n Eddy do this to Johnny 2x4's kitchen sink in "Rent-A-Ed", after Ed breaks it while looking for some dish soap.
* Ed, Edd n Eddy, Edd is looking at Ed's face through a microscope for clues and is rather disturbed by his uncleanliness.
* Ed, Edd n Eddy, Edd walks into Ed's room, and is horrified to discover that Ed had somehow unhinged his own jaw and is actually swallowing his mattress whole.
* Ed, Edd n Eddy', Eddy and Edd go into Ed's room, where Eddy discovers a magazine called 'Chicks Galore' hidden under Ed's pillow, much to his delight. Despite his initial excitement, the two of them are quite disturbed to discover that it's literally about baby chicks; to which Edd comments, "I didn't even know they HAD magazines like that!"
* Ed, Edd n Eddy, Eddy bites a wooden nickel, but it breaks and he gets splinters on his tongue. In another episode, Eddy gets a door closed on his tongue.
* Ed, Edd n Eddy: Eddy does this in the beginning of "Over Your Ed", and accidentally swallows the soap.
* Ed, Edd n Eddy; Eddy finds a metal gear in a burger made by the Kanker Sisters, but it's never explained how it got there in the first place.
* Ed, Edd n Eddy, Eddy gets a (comically) huge envelope of money from a penpal in Korea and immediately tries to buy jawbreakers. Right before he gets tossed out of the store, Edd remarks:
* Ed, Edd n Eddy, Eddy has a habit of not measuring ingredients in cooking and simply using as much of it as he can find:
* Ed, Edd n Eddy, Eddy has petty squabbles with Kevin and Sarah, who seem to hate him the most out of all 3 of the Eds.
* Ed, Edd n Eddy, Eddy is dressed as a jester while forced in entertaining Jimmy and Sarah who are pretending to be a prince and queen respectively. His second attempt at humor ends in this:
* Ed, Edd n Eddy, Eddy is rendered speechless after swallowing a fly, and is given a bell to communicate with. Rolf claims to understand what the bell rings mean, but the things he does for (or rather, to) Eddy are clearly not what Eddy wants.
* Ed, Edd n Eddy Eddy often slaps Ed to make him pay attention or when he makes him angry.
* Ed, Edd n Eddy: Ed is using an opened-up can as a binocular. When he puts it away, a ring where the can once was is on Ed's eye.
* Ed, Edd n Eddy, Ed tells a story in which the Kankers are giant radioactive monsters that attack them with projectile kisses, which leave huge holes in the pavement.
* Ed, Edd n Eddy: Ed, while being the dumbest of the three, is incredibly handful for tasks that require strength. Though Ed can also cause great destruction with his strength of course. Nevertheless, Eddy needs Ed for just about every scam the former can cook up. On the other hand, Double D (Edd) is the smartest and the trio's gadgeteer and inventor but he's the physically weakest.
* Ed, Edd n Eddy either fails spectacularly and causes them to get beaten up during the episode, or the things they build for their schemes cause them to get hurt. The Eds will inflict slapstick on each other a lot too.

* Ed, Edd n Eddy episode "A Case of Ed", Edd becomes convinced he has the rare (and presumably deadly) Lackadaisycathro Disease, and almost immediately becomes pallid and feverish.
* Ed, Edd n Eddy episode "A Case Of Ed", Edd reads a book on rare and obscure diseases and causes himself to believe he has contracted "lackadaisy cathro disease" which Ed and Eddy turn into a source of entertainment for themselves, leading Edd to believe that his symptoms are worsening. The final symptom of "Lackadaisy Cathro Disease" is that others will have the urge to kick the infected individual. Upon reading this Eddy slaps a "kick me" sign to Edd's back
* Ed, Edd n Eddy episode "A Glass of Warm Ed" where Ed sleepwalks into Edd's house and eats Edd's food from his fridge, Ed opens a pickle jar, takes out a pickle, waits for a second, and pours the contents of the pickle jar into his mouth.
* Ed, Edd n Eddy episode "A Glass of Warm Ed", with Sarah banging a lawnmower-toy thing on the floor.
* Ed, Edd n Eddy episode "A Twist Of Ed" while the Eds are practicing reverse psychology on the Kankers Eddy demands that they quit playing hard to get.
* Ed, Edd n Eddy episode "Avast Ye Eds" has Ed look through a telescope to spot the Kanker sisters dressed as pirates. He looks through the wrong end, so Eddy tells him to throw it down to him and he looks to see the Kankers are close to him.
* Ed, Edd n Eddy episode "Dueling Eds". Rolf digs up his own pit and creates his own bridge by lifting a tree from the root so he could duel Eddy on it.
* Ed, Edd n Eddy episode "Eds or Tails", while pulling off a scam offering clowns for rent to kids Eddy crams Ed and Edd disguised as clowns inside a very tiny toy car albeit their heads sticking out of the car.
* Ed, Edd n Eddy episode "Eeny, Meeny, Miney, Ed". Eddy was more concerned with expanding the business, including the addition of a cart rental. Ed was busy playing with sock puppets. Then their scam gets side-tracked when a bored Eddy convinces Ed that their friend is a super-intelligent lizard-man in disguise.
* Ed, Edd n Eddy episode "For The Ed, By The Ed", Ed and Eddy have one of these while emptying bottles of soda to pawn. Eddy urges Edd to join in, but Edd seemed incapable of letting out a single belch, until he lets out a huge one during one of his sentences.
* Ed, Edd n Eddy episode "Gimme Gimme Never Ed". The Eds get dumped in the creek after one of Eddy's thrill rides goes awry, and almost immediately go over a waterfall.
* Ed, Edd n Eddy episode had one of these, where the Eds accidentally break Kevin's window and Eddy blames it on a group of mysterious creatures called "Mucky Boys". Naturally, everyone else decides to investigate, leading to the Eds going to increasing lengths to fabricate evidence the Mucky Boys' existence. In a slight variation, Edd knows that this can only end badly and tries to no avail to convince Eddy to confess the truth.
* Ed, Edd n Eddy episode "If it Smells Like an Ed", where the Eds use a picture of Nazz in a bikini to distract Kevin while measuring his shoe size.
* Ed, Edd n Eddy episode "In like Ed", when Eddy gives Ed items to sort for Garage Sale day, this exchange happens.
* Ed, Edd n Eddy episode "Key to My Ed", the Eds find a mysterious key and spend the entire episode trying to find out what it is. Eddy thinks it to something really expensive like a treasure chest or a vault while Edd just wants to return it to its owner. In the end they find out it's just Ed's house key that he lost.
* Ed, Edd n Eddy episode "Look Before You Ed" was for Paul Boyd (who directed the show's opening sequence).
* Ed, Edd n Eddy episode "Luck of the Ed" has Eddy trying to hide some pin-up magazines he inherited from his big brother... and then having to track them down again after Ed forgets where he put them.
* Ed Eddn Eddy episode "May I Have This Ed?", where a bunch of kids get stuck to Rolf's blow-fish costume.
* Ed, Edd n Eddy episode "Mirror, Mirror on the Ed", the Eds come across the culdesac kids playing a spin-the-bottle game of truth or dare. Just as the Eds decide to join, the other kids leave and the Eds are left to play with each other.

They eventually end up daring to be each other, Ed playing Eddy, Eddy playing Edd and Edd playing Ed.
* Ed, Edd n Eddy episode "One + One = Ed" had a gag where Eddy finds a bra and is squicked out after Ed tells him that it belongs to Ed's mother.
* Ed, Edd n Eddy episode "Pop Goes the Ed", both Ed and Edd try to talk with Sarah and Jimmy about two different topics; Ed talks about a monster movie, while Edd talks about brain surgery footage he saw. The two conversations blend together in odd ways:
* Ed, Edd n Eddy episode "Rock A Bye Ed" is centered around this trope.
* Ed, Edd n Eddy episode "Stop, Look, and Ed", Eddy torments Edd by ripping the tag off a mattress. This results in Edd reaching his breaking point, where he feigns compliance with Eddy's chaotic romp of disobedience to be set free, then uses the opportunity to snitch on all the neighborhood kids.
* Ed, Edd n Eddy episode "Stop, Look Ed", Eddy shows his contempt and disregard for rules by casually walking into wet cement despite the caution signs (and Edd) telling him to stay off. As he gives his sermon on "rules being meant to be broken" to the other kids, Eddy walks out of the cement, his feet encased in two rectangular blocks of solid concrete.
* Ed, Edd n Eddy episode "Tag, Yer Ed", after Lee Kanker slammed him head first into a wrestling mat. She then starts playing him like an actual accordion.
* Ed, Edd n Eddy episode "Tag Yer Ed", the Eds prepare to pour milk on their bowl of Chunky Puffs cereal. The milk has evidently expired and comes out as a thick, solid slab.
* Ed, Edd n Eddy episode, "Take This Ed and Shove It", while attempting to extract three jawbreakers from Nazz's desk drawer when Nazz attempts to become a dentist under the Eds' advice, Eddy gets knocked out and has a dream where he and all the other Cul-de-sac Kids have aged by 90 years. When Eddy finally gets his hands on the desk drawer and the jawbreakers inside, it disintegrates into a pile of dust, which Edd points out has happened because it aged for 90 years.
* Ed, Edd n Eddy episode "The Day The Ed Stood Still" after Nazz kisses Edd for offering to sacrifice himself to Ed who thought he really was a monster after putting on a costume, his three hairs straighten out and curl up.
* Ed, Edd n Eddy episode, the Eds (read: Double D) are trying to figure out how to get the especially amorous Kankers off their backs. After watching Rolf using a smaller rock to break down bigger rocks, he comes up with the analogy that "only a rock can break a rock" (annoying Eddy) and notes that to win, they'll use reverse psychology. Of course, when Double D pulled out the textbook on the subject, Eddy assumed they were going to hit the Kankers with it.
* Ed, Edd n Eddy episode "Tinker Ed", after Eddy's scam causes Jimmy into believing imaginary tales don't exist, Jimmy gets gloomy with a cloud over his head. Later, Eddy gets the cloud on his head after Jimmy gets back at him by pretending to have found a golden horseshoe which turns out to be gold-colored nail-polished dentures.
* Ed, Edd n Eddy episode "Truth or Ed" has Eddy take over the school newspaper and use it to publish outrageous stories, like Atlantis being found in Johnny 2x4's nostrils.
* Ed, Edd n Eddy episode "Virt-Ed-Go", Ed is asked to climb a tree so they can build their new clubhouse on it. Ed struggles for a bit and asks for help, and the next shot shows he'd only made it a few feet up the tree.
* Ed, Edd n Eddy episode where the Eds "break" physics, Eddy uses this to get rid of Sarah by running in place, hopping out of the "foot wheel" and sticking her into it, which forces her to run away at high speeds.
* Ed, Edd n Eddy episode "Who Let the Ed In?" has this happen to Ed when Eddy hits him with an imaginary potato. "Don't blink."
* Ed, Edd n Eddy even has Edd noting that it took "130 episodes, 4 specials, and a movie" for them to finally be respected by the other kids. The best example is probably the episode "One + One = Ed" where the Eds play around with cartoon physics and the nature of their universe (including having Jimmy turn into a puddle of talking color when they remove his outline).
* Ed, Edd n Eddy features the occasional Big Ball of Violence. Amusingly enough,

one in "Home Cooked Eds" has the (three) Kanker Sisters reaching out to grab Johnny 2x4 and Plank, but four pairs of arms come out.
* Ed, Edd n Eddy fits this trope superbly in several episodes, right down to the leisure suit and the gold medallion. Even though, Nazz doesn't have any interest in him whatsoever, much to his frustration.
* Ed, Edd n Eddy for his school supplies. Rolf even describes him as "He who laments at the drop of a hat".
* Ed, Edd n Eddy for the titular characters (ex. "Over Your Ed," "Look Into My Eds").
* Ed, Edd n Eddy frames the Eds for ruining Friendship Day; he frames Edd by wiping off Plank's mouth with a rag and placing it in his back pocket.
* Ed, Edd n Eddy had an episode where the Eds played hide-n-seek against the Cul-de-Sac kids (particularly Jimmy, who is the champion hider and seeker of the Kids) with a tree on a wagon as Home Base. They win the seeking part, but when it's their turn to hide they carelessly ruin their hiding spot and rush to the tree wagon which they swing rapidly into a bunch of other trees. Ed declares they've won, but all three Eds are seriously injured from the collision.
* Ed, Edd n Eddy handle her "boyfriend's" new relationship well at all, drawing hateful pictures of her sister and violently restraining May whenever she gets a chance.
* Ed, Edd n Eddy has Edd and Eddy in a tight hug practically every episode. ("HUG ME!")
* Ed, Edd n Eddy has it along with its wobbling animation which makes it unique.
* Ed, Edd n Eddy has serious problems speaking to girls, which becomes a key plot point in "May I Have This Ed?", as he tries to avoid going to the prom at all costs.
* Ed, Edd n Eddy has some of Ed's toys, including an action figure of a small monster that acted as a flamethrower when its string was pulled, to the surprise of both Edd and Eddy when Ed was in a bad mood and they were using it in a puppet show.
* Ed, Edd n Eddy has the Kanker Sisters extreme romantic pursuit of the Eds.
* Ed, Edd n Eddy has the three searching for a television to watch a monster movie marathon on after Sarah kicks them out of Ed's place. At one point, Edd asks why they don't just watch it at his or Eddy's house.
* Ed, Edd n Eddy have, among many others, a Lard Bringing Badge and a Microwave Burrito Badge, as well as a Bringing Me My Badge Badge.
* Ed, Edd n Eddy have created several of these as part of Eddy's scams, including "Barnacle Ed's" from "Floss Your Ed". Smile Town in "Here's Mud In Your Ed" is literally just an empty, trash-strewn alleyway behind a cardboard facade to which Eddy tricks Jimmy into paying for entrance. Averted with the Chimp World park the Ed's built in "See No Ed", which is both fun and well-made...until a freak accident accidentally makes the various ramps and catwalks fall apart and traps the other kids.
* Ed, Edd n Eddy have done this. One time they huddled without anything happening because Eddy couldn't think of a scam.
* Ed, Edd n Eddy have virtually no muscles but are incredibly strong, but Rolf does when he flexes or becomes enraged.
* Ed, Edd n Eddy. He makes an industrial-grade excavator out of junk he found around his neighborhood.
* Ed, Edd n Eddy. He says the line earlier in the episode, and only references it in the 4th wall scene, where he says "Hello Ed Boys. Many doors, yes?"
* Ed, Edd n Eddy, he seems more upset about the toy eating his breakfast than the hole in his stomach.
* Ed, Edd n Eddy). He then makes obsessive yet futile attempts to protect his bike from danger throughout the movie "Big Picture Show".
* Ed, Edd n Eddy, his family was in a bloody conflict with a family of sheep rustlers who associated themselves with wolves.
* Ed, Edd n Eddy, his room is pretty much nearly uninhabitable for human life, including a bathtub filled with gravy.

* Ed, Edd n Eddy, "If It Smells Like An Ed": The Eds are framed for wrecking the other kids' "Friendship Day" celebration, and try to find out who set them up.
* Ed, Edd n Eddy: In "A Case of Ed", Ed and Eddy lock themselves in the latter's house to avoid a vengeful Kevin, but Edd, looking to get back at them for tricking him into thinking he was terminally ill, produces Eddy's spare house key in front of Kevin and "carelessly" drops it.
* Ed, Edd n Eddy. In "A Glass of Warm Ed", Ed starts sleep-eating and consumes just about everything in the refrigerator of almost every house in the cul-de-sac; one running gag throughout the episode is one of the things Ed keeps eating is chains of weenies, and in fact, Double D and Eddy, at one point, use this to their advantage to help track him down by following wherever a chain of weenies leads them.
* Ed, Edd n Eddy: In an episode where the Eds attempt to use reverse psychology to scare the Kanker Sisters away, Double D is seen pulling apart a flower saying "She loves me, she loves me also."
* Ed, Edd n Eddy: In "Brother, Can You Spare An Ed?", after Edd goes on a dramatic, guilt-ridden monologue about Eddy convincing Ed to buy jawbreakers with Sarah's money (instead of fudge, like she asked), Eddy responds with "Who writes this guy's stuff?"
* Ed, Edd n Eddy: In comic book story "An Ed for an Ed", Edd says "This is a mockery! A sham! A mockery of a sham!"
* Ed, Edd n Eddy In "Every Which Way, but Ed", Ed accidentally flashes himself, Eddy and Double D back to the time one of Eddy's scams ruined Jimmy's teeth. Ed remembers what happens next.
* Ed, Edd n Eddy: In "Fool On The Ed", Eddy uses one of these on Edd as a prank as one of the pranks he pulls on him and Ed after they unsuccessfully try to prank Eddy.
* Ed, Edd n Eddy: In "For Your Ed Only", Edd develops a formula for "inordinate bubblegum" that Ed blows on and whisks him into the air (with Eddy, Johnny, and Plank in tow) until Kevin pops it with a baseball. Later, when Sarah is chasing the Eds for stealing her diary and has them cornered, Edd tries to use his gum to carry them away, but because he can't chew it fast enough, Ed blows into his mouth and causes his hat to inflate.
* Ed, Edd n Eddy: In "From Here to Ed", after Kevin wrecks Eddy's latest scam, the Ed declares war on him.
* Ed, Edd n Eddy: In "From Here to Ed", the Eds lay a trap for Kevin to get stuck and be at Ed's mercy. However, Jimmy gets caught instead, leading to this:
* Ed, Edd n Eddy: In "Here's Mud In Your Ed", Rolf helps Jimmy get back at Eddy for scamming him by selling Eddy a seed for a bogus "money tree".
* Ed, Edd n Eddy, in "High Heeled Ed", towards the end of the episode, Ed makes a comment along the lines of "Spending an extended period of time in the presence of females can be mentally disorienting and physically confusing." After Double-D and Eddy stop for a second to register this, Ed then proceeds to shout "HUG ME!" for no particular reason. In short, he grabbed the Smart Ball and held it for all of 2 seconds before smashing it on the ground.
* Ed, Edd n Eddy: In "Home-Cooked Eds", Eddy struggles to get the Kanker Sisters' trailer off his front law, and asks Ed to "give me a hand". Ed can't resist making the obvious joke as he shoves Edd's hand in Eddy's face.
* Ed, Edd n Eddy: In "Keeping Up With the Eds", Ed tries to search through a field of tall grass for his little sister Sarah, and runs into a tree. "Ow... That wasn't you!"
* Ed, Edd n Eddy. In later seasons that showed the Eds and their friends at school, the crowds at any event (like the spelling bee from "Too Smart For His Own Ed" or the football game from "Tight End Ed") were just silhouettes.
* Ed, Edd n Eddy: In one episode, you can see Sarah and Jimmy when they are much older: they are still best friends, but there's no romantic relationship between them, even after all this time.
* Ed, Edd n Eddy: In "Run Ed Run", the Eds are trying to catch up to a bus while riding a land-based windsurfer. In an act of desperation, Eddy starts biting his

own arm to stretch it, after which he uses it like a lasso to grab onto the bus' back door.
* Ed, Edd n Eddy: In "Shoo Ed", one of the ways Eddy trains Johnny 2x4 to be more annoying is to suggest he say "Why?" all the time.
* Ed, Edd n Eddy instead of just being a short, chubby boy with a tan. Edd and Ed also look odd due to their art-styles.
* Ed, Edd n Eddy: In "Stop, Look, and Ed", Rolf is reluctant in joining the other kids in their rule breaking, fearing he might be "banished to the cupboard" if his chores aren't done on time.
* Ed, Edd n Eddy in the episode "Ed, Ed and Away", when at the beginning of the episode the Eds are selling bikes. They manage to catch Kevin's eye with an impressive-looking 3-wheeler, which he takes out for a spin, only for it to quickly fall apart because it's made from hand-me-down kitchenware.
* Ed, Edd n Eddy: In the episode "For the Ed, By the Ed", where Eddy tries to sabotage Plank in the race for the "King of the Cul de Sac", Eddy tells Ed to find ways to "put some dirt" on Plank. In the next scene Eddy walks into a rut, implying that it took a while for Ed to put some dirt, both literally with dirt, and figuratively with a photograph.
* Ed, Edd n Eddy: In the episode "Hanky Panky Hullabaloo", May Kanker jumps on Marie's face, grotesquely caving it in and leaving her tongue, which is now about three feet long, hanging out onto the floor.
* Ed, Edd n Eddy In the episode "If It Smells Like An Ed", the Eds see a silhouette in an old shed that seems to look like Rolf. When Eddy starts yelling at "Rolf" for apparently framing them, "Rolf" breaks apart into three separate figures, revealing it to have actually been the Kanker Sisters standing in-front of each other.
* Ed, Edd n Eddy in the episode "Pop Goes the Ed" when they're trapped in a kiddie pool at a party after their bathing suits fly off and they spend the whole day hiding in an inflatable pool missing out on cake and party games. It happens again in "See No Ed" when Eddy rips off his, Ed's and Edd's clothes off to look for their hand-drawn monkey mask.
* Ed, Edd n Eddy: In the episode "Will Work For Ed", Rolf says this verbatim when he discovers that the Eds cut up his potatoes into French fries.
* Ed, Edd n Eddy: In "This Won't Hurt An Ed", after Eddy's plan to scare Kevin with shots fails, he himself gets dragged by Ed into the nurse's office to have a shot which he's afraid of. Oh the irony!
* Ed, Edd n Eddy: In "Three Squares and an Ed", Edd's response to finding out Ed's parents completely removed the basement stairs solely for the purpose of keeping Ed grounded is "That's... disturbing."
* Ed, Edd n Eddy into character and go on a rampage. Ed's monster costume isn't seen in full until about two-thirds of the way into the cartoon.
* Ed Eddn Eddy: Inverted in one episode where Eddy attempts to hide a diary in a lawn chair. It keeps snapping open.
* Ed, Edd n Eddy is a preteen who is highly intelligent and even has the ability to make complex inventions out of simple junk.
* Ed, Edd n Eddy is either a board with a face drawn on it that Johnny goes through extreme lengths to support his imaginary friend, or an actual separate entity that really can talk only to Johnny.
* Ed, Edd n' Eddy is notably the last Western animated series to use traditional cel animation, with the show only switching to digital ink-and-paint after its fourth season.
* Ed, Edd n Eddy is somewhere between a mastermind and a headstrong leader.
* Ed, Edd n Eddy is that Ed mistakes a test of the Emergency Broadcast System for a warning that the world will end.
* Ed, Edd n Eddy is used to measure resistance. Resistors have power handling specifications too, but the unit for those is the watt, so that doesn't help.
* Ed, Edd n Eddy is very greedy when it comes to money and jawbreakers. Rolf & Jimmy even exploit this in "Here's Mud In Your Ed" by tricking Eddy into giving away all his personal possessions for an exchange for a fraudulent money tree seed.
* Ed, Edd n Eddy) it referred to the school as Peach Creek High. That was probably

an animation error, though.
* Ed, Edd n Eddy), it's apparently a cultural mishmash of Western and Eastern European, with a little West Asia and a sprinkle of Romani on top.
* Ed, Edd n Eddy, Jimmy of all people stages this to Edd, to challenge him to a fake fight at "The Pit". Because the sockhead had been hit with a scarlet letter, this was done intentionally.
* Ed, Edd n Eddy Johnny 2x4. It's so bad that even the music notes come flying out and smack Eddy in the face. Ed's fully aware of just how bad he is at the violin—the only reason he keeps practicing is under the threat of punishment from his sister, Sarah, or his mom for not doing otherwise.
* Ed, Edd n Eddy, Johnny gets his head stuck in tree simply due to its massive size and a forked branch. Initially the title heroes attempt to save him for rescue payment, but soon become distracted by a more profitable scam. He is stuck offscreen until the end of the episode when he frees himself in order to exact revenge — and now the tree fork his head was stuck in represents horns.
* Ed, Edd n Eddy, Kevin, acting as hall monitor, gives Edd detention just for standing up for Eddy, and all this over his hatred for the Eds.
* Ed, Edd n Eddy Kevin dares Eddy to go investigate a supposedly haunted house:
* Ed, Edd n Eddy later, and the Ed's have latched themselves to a sprinkler.
* Ed, Edd n Eddy: Lee Kanker (tallest female character) has a massive crush on Eddy (shortest male character next to Jimmy). This relationship is one-sided, by the way.
* Ed, Edd n Eddy living in the trash mound under his bed, although it's unclear if they evolved there or just moved in.
* Ed, Edd n Eddy, making it clear they are trying to force the Ed’s into a relationship with them whether they want it or not.
* Ed, Edd n Eddy). Many foreign dubs give him a more masculine sounding voice.
* Ed, Edd n Eddy. Nazz invites Ed and Edd to a barbecue; Edd accepts the invite first, and he and Nazz try to persuade Ed, who thinks Edd is experimenting on the kids, to join them by saying "Join us, Ed" over and over again.
* Ed, Edd n Eddy: Near the end of "Little Ed Blue", a grumpy Ed gets pushed too far and yells "BIG TROUBLLLLLLLLLLLLLLLEEEEEE!!!!!!"
* Ed, Edd n Eddy nicer than his little sister. It's implied that their mother wanted to have a firstborn daughter, not a firstborn son, as it's made clear through Ed's statments that his mom favors girls over boys to the point where his mom forbids him to fight girls, such as the Kanker Sisters during a wrestling match.
* Ed, Edd n Eddy, (not to mention that he's likely the direct cause of Eddy's jerkassery in the first place) even conspiring with the Eds to give him a much-deserved comeuppance.
* Ed, Edd n Eddy of how he, Double-D and Eddy ended up inside Johnny's wall featured gigantic versions of the Kanker sisters rampaging the cul-de-sac looking for the trio, who took up refuge inside the wall.
* Ed, Edd n Eddy often likes to insult and humiliate the Eds. The creators confirm he is 15-years-old.
* Ed Eddn Eddy once looked excitedly at the centerfold of a magazine, that he found in Eddy's basement. But it turns out that it was a picture of an insect!
* Ed, Edd n Eddy: One episode was almost entirely from the viewpoint of a camera. First there was a scene to set it up, then the rest of the episode is all the camera's view.
* Ed, Edd n Eddy only aired in foreign countries at that point, and had smaller marathons aired to lead up to their premieres.
* Ed, Edd n Eddy on one occasion: after beating up the Eds, Sarah admits that Edd didn't deserve the beating but then she adds "Give those cute ones an inch, and they'll take a mile!"
* Ed, Edd n Eddy on one occasion Eddy sticks his hand clean through one of Ed's ears and out the other, and in another Eddy squirts a turkey baster at the kids the water passes through Sarah, Jimmy, and Johnny's ears.
* Ed, Edd n Eddy), or any other person, female or male. He was also the only one

not affected by the cupids in the Valentine's Day special, and being the one who saved the day to boot.
* Ed, Edd n Eddy, orders his "baby" to shield his eyes when Double D, under the influence of the same boomerang to go naturalist, strips off his underwear.
* Ed, Edd n Eddy other Eds facing the consequences of another's actions.
* Ed, Edd n Eddy over a hunk of rotting cheese Ed keeps in his jacket. But Ed's only insult he made was "STINKY HAT!"
* Ed, Edd n Eddy promising a premiere in November 1998. Post-production delays ended up pushing the premiere to January 1999.
* Ed, Edd n Eddy prowess — and ruthlessness — to rival Machiavelli.
* Ed, Edd n Eddy puts a crimp in his plans. Furthermore, by the next day, the school is literally flooded by copies of Eddy's photo.
* Ed, Edd n Eddy results in the trio getting sunburns. Edd was quite distressed earlier in the episode about forgetting the sunscreen, even more so when Ed wasted all of Jonny's. Ed makes the best of the situation by likening himself to a chameleon.
* Ed, Edd n Eddy (said incident is theorized to have inflicted a head injury so horrendous, he covers it up being wearing his trademark hat 24/7) and collapses into a fetal position.
* Ed, Edd n Eddy, Sarah wears a pink tank top while her friend Jimmy wears a light blue sweater.
* Ed, Edd n Eddy's Big Picture Show and made him admit their troubles was all his fault.
* Ed, Edd n Eddy's Big Picture Show and seemingly sink to their deaths in front of Double D... but it turns out that they were just pulling a prank on him. Double D is understandably pissed at them for it, furiously chews them out, and even gets in a fist fight with Eddy before deciding to return home and face the kids' wrath, declaring he'd rather accept the consequences of his actions than wander aimlessly with a "so-called friend" like Eddy.
* Ed, Edd n Eddy's Big Picture Show brand. While the network had stopped using the branding for its original productions several years prior, it was the last show to end that had premiered under that label.
* Ed Eddn Eddys Big Picture Show, Edd and Eddy fight in silhouette as Ed looks on sadly.
* Ed, Edd n Eddy's Big Picture Show Ed is bitten on the leg by Rolf, who then attempts to drag him out of the car the Eds are escaping in. Ed tells his friends to go on without him and remember him. Right as Ed finally loses his grip and is pulled out, Double D and Eddy reach out and grab him by both arms and pull him out of Rolf's grip back into the car.
* Ed, Edd n Eddy's Big Picture Show has a dramatic example when Edd and Eddy have a falling-out after one cruel joke too many.
* Ed, Edd n Eddy's Big Picture Show has an inversion of this. At the beginning of the movie, the Eds' latest scam caused massive damage and severely hurt the children, resulting in them being hunted down. After the encounter with Eddy's brother, everyone got over it, except Johnny who didn't arrive until afterwards. Therefore, when he attacked the Eds, the children beat him up.
* Ed, Edd n Eddy's Big Picture Show Once the illusion falls off, he's finally accepted and forgiven by the other kids.
* Ed, Edd n Eddy's Big Picture Show resorts to clawing through the muck to save them.
* Ed, Edd n Eddy's Big Picture Show. Rolf, in particular, has a huge bite taken off the side of his torso.
* Ed, Edd n Eddy's Big Picture Show, so fans had to wait until the American airing to figure out what was going on.
* Ed, Edd n Eddy's Big Picture Show, when Edd has enough of the travel and wants to leave. Eddy admits his mistakes for the first time, and this is enough to make Edd stay.
* Ed, Edd n Eddy's Big Picture Show) where the Eds fall asleep together in a pile.
* Ed, Edd, 'n' Eddy's Boo Haw Haw", Ed goes around beating up people, thanks to

getting hallucinations from watching several monster movies. However, it's Edd and Eddy who get beaten up instead and Ed is unharmed.
* Ed, Edd n Eddy's Boo Haw Haw when he receives a map from his brother that supposedly leads to a town called "Spook-E-Ville" where candy is given out in bucketloads. However, the map merely leads the Eds in a circle back to the Cul-de-Sac.
* Ed, Edd n Eddy seems to be this, judging from the odd customs glimpsed from time to time.
* Ed, Edd n Eddy She always threatens Ed to do her bidding or she'll "tell mom." It doesn't help that their mother just goes along with Sarah.
* Ed, Edd n Eddy since all other characters retained their original names.
* Ed, Edd n Eddy's longest running series in terms of years on-air as a singular series)
* Ed, Edd n Eddy smacks him with a fish in their duel in "Dueling Eds".
* Ed, Edd n Eddy, so her kindness may be a factor in how attractive she's perceived to be.
* Ed, Edd n Eddy sometimes behaves this way towards the other two- for instance in one episode when Ed and Double D are arguing, Eddy's first response is to seperate them with a, "SHUT UP! Both of you!"
* Ed, Edd n Eddy. Sometimes it comes off and the other characters stare at it in horror and shock, although what is being seen is never shown to the audience.
* Ed, Edd n Eddy stubbornly insists that it's all a coincidence despite statistically impossible things happening to Eddy such as having a tree topple on top of him, getting crushed by a sandbox falling from the sky, getting trampled by wild hippos (in the middle of the United States), getting struck by lightning, and having a house fall on him all in the span of about 30 seconds.
* Ed Eddn Eddys Valentine's Day special, Ed and Eddy and Lee and Marie start a food fight over Edd and May.
* Ed, Edd n Eddy". Taking refuge in Eddy's Brother's room, the Eds try to get out the window. It's bricked in, as shown in a previous episode. ("My brother's a whiz at laying bricks.") While Edd tries to find another way out, he trips over a rug, revealing a heating duct. Eddy quickly pries open the grate, jumps in, and... more bricks. Then Ed finds the "In Case Of Movie Break Glass" case.
* Ed, Edd n Eddy, thanks to a sleepwalking Ed. The two groups finally meet up... but only after the entire cul-de-sac is in ruins.
* Ed, Edd n Eddy that he no longer needs any baby material sent to him. Towards the end, Eddy is shown in his bedroom giving his autograph to the cardboard cutouts of the children (walked around by Rolf's chickens), and when Edd, the cameraman, warns Eddy that Rolf is right behind him, Eddy nonchalantly signs his name on Rolf's face.
* Ed, Edd n Eddy the Eds are playing with one of Ed's robot toys. It accidentally collides with Eddy and chews a huge hole in his stomach.
* Ed, Edd n Eddy, the Eds need to dig something up from underneath the Kanker's trailer. Edd and Eddy take one look at how disgusting it is before deciding to make Ed dig.
* Ed, Edd n Eddy: The Kanker Sisters attempted to win over the Eds with three extremely greasy and unhealthy burgers, topped with pure lard. As Lee Kanker said, "The way to a man's heart is through his arteries."
* Ed, Edd n Eddy: the Kanker Sisters view the Eds (and men in general) as weak and more fit for housework. It's implied that this view comes from their mother, who is implied to have several bad romances.
* Ed, Edd n Eddy, the kids do this to poor, sleep-deprived Edd: the other Eds pull at his legs, Kevin pulls at his left arm, and Sarah and Jimmy pull at his right arm.
* Ed, Edd n Eddy: The Mis-Edventures, but with less frames and more limited animation.
* Ed, Edd n Eddy: The Mis-Edventures Edd explains the Tower of Eddy maneuver. After a beat, Ed exclaims, "HUH?!" causing Eddy to face fault.
* Ed, Edd n Eddy, the neighborhood is flooded, and after having gone without food

for a while, Rolf imagines Jonny's head as a turkey. Even though there was a cow, goat, pig, and several chickens on board the raft with them.
* Ed, Edd n Eddy: the played-for-laughs romantic pursuit of the eponymous Eds by the Kanker sisters is incredibly violent and completely unrequited, even in the context of a cartoon, and would be considered far less funny in today's society if the genders were reversed.
* Ed, Edd n Eddy, the titular key having been flicked into the gap in his front teeth. His rant, about how he perceived Eddy prefer whoever the key belonged to would suffer, went through a change in scenes.
* Ed, Edd n Eddy, the trio make pizza. Eddy, ignoring Edd's instructions for the proper amount, dumps in the whole container of yeast for the dough. The dough rises so much that Eddy's fist gets stuck in the dough when he tries to punch it down, and Ed has to bellyflop on it to do the job.
* Ed, Edd n Eddy. The trolling this guy manages to get done despite being unseen for the entire series is insane. He left a (fake) treasure map in his old bedroom on the offchance Eddy might find it (which just leads to the Kanker trailer), sends a crate with baby toys to Eddy in "An Ed Is Born", sends Eddy another fake map to Spookyville in the Halloween special... yet despite this, Eddy keeps falling for it.
* Ed, Edd n Eddy, they eventually manage to throw it into the distance. It comes right back with enough force to pin them all to a tree branch. Interestingly, it is the first point in the episode where the boomerang actually returns to the thrower at all.
* Ed, Edd n Eddy. This doesn't seem to apply to pretty, girl-next-door Nazz.
* Ed, Edd n Eddy: This is how Ed manages to destroy the Eds' cardboard city in "Urban Ed".
* Ed, Edd n Eddy this is the way Eddy "trains" Jimmy when trying to make a Sumo wrestler out of him.
* Ed, Edd n Eddy use one in the form of a giant, fake pull-string doll to sneak back into Ed's house after being kicked out by Sarah and Jimmy. Not surprisingly, it's not convincing enough to fool Sarah and instead of going back into the house, the Eds end up at the top of a lamppost.
* Ed, Edd n Eddy. Usually the goal is a variation on getting jawbreakers/money/respect. Never works out due to wacky hijinks, and the few times they manage to get one of the three they lose it in the end of the episode.
* Ed, Edd n Eddy Valentine's Day episode, Kevin gives Edd detention because Edd stood up for Eddy.
* Ed, Edd n Eddy Valentine's Day special, two cupids who resemble Sarah and Jimmy make Edd and May Kanker fall in love, and at one point defuse a food fight by making everyone in the room fall in love. This was finally counteracted by Rolf with dirty mop water: "The harsh realities of your miserable lives have been restored! Thank you."
* Ed, Edd n Eddy was Cartoon Network's longest running series and was notably the last of the Cartoon Cartoons to end.
* Ed, Edd n Eddy when a huge splash of water snaps him out of it, courtesy of a bucket held by Eddy:
* Ed, Edd n Eddy when Double D reads off the "Lackadaisycathro Disease," which includes symptoms such as "the rationalization of mundane circumstances, habitual cleanliness, and an abnormal fixation to headwear."
* Ed, Edd n Eddy. When Rolf asks Kevin (who had been watching the duel) to join in:
* Ed, Edd n Eddy when the Eds are around Nazz. Most noticeable in "Boys will be Eds":
* Ed, Edd n Eddy, when the Ed's tried to fool the Kanker Sisters, Eddy said "We're doing a survey," instead of "I'm doing a survey."
* Ed, Edd n Eddy when the former carries the latter in the episode "Urban Ed."
* Ed, Edd n Eddy when the Kanker Sisters kidnap the Eds to participate in a joint wedding in an elaborate scheme involving a supposedly haunted house. Not only are they trapped in the house (and their genuine cries of horror are ignored by the other Cul-de-Sac kids due to fooling them earlier), but they end up somehow

stripped out of their clothes on the "ride" for more tradition formal wear (which was painted on their vehicles theirselves), but also had pretend "rings" jammed onto their fingers (in the forms of a nut screw, a pull tab from a can of soda and an escutcheon plate from a broken door handle).
* Ed, Edd n Eddy when they suspect him of stealing possessions from the children of the cul-de-sac.
* Ed, Edd n Eddy, where Eddy and Kevin pretend to be nice to each other, shaking hands... and flipping each other onto his back in sequence ("After you!" *SLAM!* "No, I insist!" *SLAM!*).
* Ed, Edd n Eddy, where Ed presses down on Edd's head, causing Edd to rewind his statement about fruitcake and Christmas, especially the Christmas part.
* Ed, Edd n Eddy", where it is revealed that Ed keeps a block of cheese in his pocket (named Sheldon) for 59 days for good luck. The smell is so unbearable, Edd is unable to focus on their scam until Eddy helps him get rid of it. When Edd finally manages to dispose of the cheese by throwing it into the pond, various fish float to the surface.
* Ed, Edd n Eddy, where Kevin and Eddy do this routine while going somewhere, but they say "after you" while slamming the other into the ground in front of them.
* Ed, Edd n Eddy, which Eddy claimed to have learned from his older brother.
* Ed, Edd n Eddy, while Eddy is searching the closet in the beginning, there is a box labelled "exploding cigars".
* Ed, Edd n Eddy", while going through Eddy's stuff, Marie finds a pair of leopard skin underwear. All the Kankers and Ed laugh, while Edd states "That's quite a statement Eddy". Eddy tries to pass them off as his brother's, but Marie states that his name is on the tag.
* Ed, Edd n Eddy. While he is aware of the crushes Marie and Sarah have on him, he remains clueless that he attracts so many girls, both in- and outside their universe.
* Ed, Edd n Eddy, who comes up with odd traditions (many of which involve fish) and sayings ("Do not burn the candle at both ends, as it leads to the life of a hairdresser") from his home country in nearly every episode.
* Ed, Edd n Eddy who constantly abused Eddy before he went away, and Eddy lied about it in an attempt to gain admiration and social acceptance.
* Ed, Edd n Eddy, who has gone so far as to wipe crumbs from Ed's face and scold Eddy for poor behavior.
* Ed, Edd n Eddy, whose grip on reality has been severely weakened by a near-constant diet of horror comics and B-movies. His idea for a scam in "It Came From Outer Ed" involves dressing his friends as skeletons and astronauts, making them pass each other pancakes, shouting "Evil Tim has beckoned you all, for you all will pay with your brains!", and then ripping up a stuffed bunny with his teeth. Yet he still considers this a piece of light-hearted fun, even when the curse kicks in and he and his friends are mobbed by angry crows.
* Ed, Edd n Eddy, "Wish You Were Ed": The neighborhood kids all participate in an impromptu race. Rolf's method of racing has him riding in a basket atop his pig Wilfred, guiding him forward with a carrot on a stick. When he needs Wilfred to "go with the speed of cabbage", Rolf replaces the carrot with a photograph of Wilfred's mother.
* Ed, Edd n Eddy, with "The Prankmaster", whose calling card was a Joker with the word "PRANK-MASTER" written over it.
* Ed, Edd n Eddy would use sound effects like a cat screeching or an elephant toot when someone gets injured and falls to the ground.
* Edelgard, and finally her just taking in the sound of his heartbeat considering it did not use to beat before.
* Edelgard ascends the throne of Adrestia. Some Adrestian nobles are executed, including Hubert's father, by Hubert's own hands no less
* Edelgard forced her father to relinquish power and assumed power in a bloodless coup.
* Edelgard has "losing control" listed in her bio as one of her dislikes
* Edelgard is Dimitri's stepsister). Dimitri exasperatedly tells Sylvain to save

those foolish remarks for another time.
* Edelgard primarily stands for the Enlightenment ideals, pushing for dismantlement of Crest-powered
* Edelgard's transformation into Hegemon Edelgard, but she thinks of the pain as nothing compared to the torture she suffered in her past.
* Edelgard was actually planning on declaring war against the Church and other nations all along, and Dimitri's hesitation goes out the window once he erroneously concludes Edelgard is responsible for the Tragedy of Duscur.
* Edelweiss has succumbed to a joint Nazi-Imperial Japanese occupation.
* Edelweiss on which it is based, but they're just normal people who happen to follow them, not their sentient personifications per se.
* Edemm is a Spanish organization of female bodyguards meant to protect women from abusive partners.
* Eden, after being revealed as a mole, spends a lot of time wearing black leather.
* Eden and speak in this type of accent. Despite the fact that she speaks perfect English normally.
* Edenborn and its treatment leaves women incapable of carrying a child to term.
* Edenborn. Despite the fact that both of them are completely wrapped up in the experience of First Love, they're disastrously wrong for each other.
* Edenborn, Deuce uses his mastery of virtual reality to create a number of half-talismans to send to the object of his affection so that he can later present her with the missing halves. He also completely opens her ability to program her own domain and unlocks her parents' logs, all in an effort to liberate her from what he sees as intolerable confinement.
* Edenborn: Dr. Hyoguchi theorizes that it is possible to overwrite a mind with another one from brain scans if the two bodies are genetically identical. He leaves a message to the Ten asking them to clone him and then overwrite the clone's mind with Hyoguchi's so that he can live again. The morality is nebulous; the clone's mind will cease to exist, but the process is painless and gradual and Hyoguchi recognizes the incredible sacrifice and asks for it as a gift. Both the member of the Ten who receives the message and the clone in question take the proposal seriously.
* Edenborn has Penny and Deuce, both of whom have been raised more on literary tropes than human interaction. He expresses his affection by leaving mysterious gifts before making contact to plan abducting her from her family; she sees his actions as romantic and enthusiastically agrees.
* Edenborn in his long-distance romance of Penny. He succeeds, but later realizes she's massively unstable and manipulative.
* Edenborn to keep track of the separate camps and eventually to find the cure for Black Ep.
* Eden, Days younger brother, is a straighter example. In one particular instance, Day reminices about asking him for help fixing an old radio. Eden was four at the time.
* Eden Eternal has four healing classes that do this,but Sage class outshines them all. Sages melee enemies like most classes do, except their skills also have bonus buffs when used, such as healing allies' HP or MP when striking an enemy with said skills.
* Eden Eternal has two parallel worlds, one of which is the dark world.
* Eden Eternal, they are limited to up to one-three times per specific hour (1, 2, 6, 12, 24).
* Eden Green, an amateur biologist studying the alien needle symbiote that has infected her best friend, creates an in-universe document of 'important information', of which snippets are shown.
* Eden Green and hopes that destroying him will save the world from his parasite.
* Eden Green, a novel in which the main character's best friend is infected with an alien needle parasite and their city is overrun by horrifying monsters, takes a break for a few pages so the title character can 'set her affairs in order' (translation: clean her apartment).

* Eden Green are all infected with an alien needle symbiote that can resurrect them from any wound, even complete destruction of their heads. Whenever they have a disagreement, the resolution is sometimes horrifyingly violent, even between friends.
* Eden Green are immortal thanks to their alien needle symbiote. When one, the villain Tedrin, has his arm blown off, he picks it up and fits it against his shoulder to allow it to heal back into place.
* Eden Green are infected with an alien needle parasite that renders them immortal by taking over any sections of their bodies that become injured. The main character agonizes over whether, once her head is replaced with needles, she will still be human or have a soul. It doesn't help that Tedrin, the first infectee and first to have his original head destroyed, is a psychopathic monster.
* Eden Green are infected with a needle symbiote that can resurrect them from any death, including complete immolation and being torn down to tiny pieces.
* Eden Green are infected with a needle symbiote that can resurrect them from any death, including having their head destroyed. Having one's brain reconstructed is described (in part) as being steadily pressed down into a hole just large enough for one's constituent atoms.
* Eden Green are not immune to the agony of regrowing destroyed parts of their bodies.
* Eden Green become infected with an alien needle symbiote that makes them immortal and turns at least one of them dangerously insane.
* Eden Green can regenerate from a few cells; the title character's mission is to find a way to permanently die.
* Eden Green, characters ranging from slow to average to genius apply their instincts and skills to the aftermath of the symbiote invasion.
* Eden Green concentrates so hard on aiming her gun into the shadows, she doesn't notice the playful psychopath Tedrin sneaking up on her until he whispers, "Having fun yet?" This gets him shot.
* Eden Green contains several glitches, such as a Zalgo-ed 'scratch' when the main character is infected with the alien needle symbiote.
* Eden Green. Each infectee can eventually reach milestones at which their brain and even entire body is made up of needles, with horrible mutations possible along the way.
* Eden Green, enjoys lengthening his fingers into sharp points to creep out Eden.
* Eden Green follows a rationalist attempting to cure her best friend of an alien needle parasite. As she begins to realize the seriousness of the situation, she resolves to do whatever is necessary to make sure the parasite doesn't spread.
* Eden Green follows the spread of an alien needle symbiote that renders its hosts immortal; the title character is on a mission to learn how to destroy it and prevent further infection.
* Eden Green gradually loses her rationality to an alien needle parasite. The narrative is increasingly interrupted by incoherent visions, nightmares, paranoid fantasies, and babbling.
* Eden Green graphically depicts most varieties of transformation horror; the central theme of the book is Horrifying Metamorphosis. In addition, the rationalist main character imagines many possible scenarios in which the needle symbiote can ruin a person forever.
* Eden Green has a long neck ending in a lamprey mouth, which they use to pick up and shred humans.
* Eden Green has her teeth and nose broken in a violent murder; when an alien needle symbiote awakens her, she carefully describes the sensations of her face being repaired with microscopic needles.
* Eden Green has human characters become infected with an alien needle symbiote; they go through various Stages of Monster Grief at various speeds.
* Eden Green has the parasite-enhanced main characters sneak around abandoned parts of their city to fight invading needle monsters, all while trying to stay under the radar of any government organizations that would love to capture them.
* Eden Green has the title character explore an abandoned alien world, including

the mountain fortress of an extinct but advanced race, in search of the origin of an alien needle parasite currently threatening her home city. Her nightmares before and after hint that she (like Earth) is a tiny speck in the larger picture.
* Eden Green has the title character explore an abandoned planet from which horrifying needle monsters are spreading onto Earth.
* Eden Green infects two young women with his alien needle symbiote and attempts to recruit them into his battle against the horrifying monsters invading their city, with mixed results.
* Eden Green is a former cop with martial arts training, but other characters are forced to ad-lib in dangerous situations.
* Eden Green is a rationalist young woman infected with an alien needle symbiote that gradually takes over her body. Her intelligence is her main weapon, and her greatest fear is losing it to the symbiote's survival-obsessed instincts.
* Eden Green is a self-described rationalist and scientist, but her narrative goes further and further off the rails as the book goes on, implying that she's losing her mind to her needle-symbiote.
* Eden Green is a self-styled rationalist who always takes time to figure out the most logical action. This is momentarily abandoned as soon as she learns that the needle monsters invading her town can take the form of a nineteen-legged spider the size of a basketball.
* Eden Green is deviously insane due to the alien needle symbiote that has taken over his brain and body. The main character never fully trusts him, while her best friend (his girlfriend) believes he can be redeemed.
* Eden Green is going through a decade-long recession, leaving many businesses and warehouses boarded up — perfect hunting grounds for giant alien needle monsters.
* Eden Green is infected with an immortal alien needle symbiote, and makes it her mission in life to destroy the manipulative bastard who forced it on her.
* Eden Green is mutualist: The needles are able to spread to new life forms, and the hosts gain nigh-immortality.
* Eden Green is spent exploring the biology and various species of alien needle creature invading a Southern city.
* Eden Green mainly focuses on the main characters becoming infected with immortal needle symbiotes, a good portion of the plot's drama focuses on Veronica's promiscuity and the chaos it brings into Eden's life.
* Eden Green makes it her mission to destroy every human infected with an alien needle symbiote, including her best friend.
* Eden Green, many areas of Eden's city have been abandoned due to a decades-long recession, giving needle monsters many dark places in which to nest.
* Eden Green portrays alien needle monsters invading an expy of the author's home city of Fayetteville, Arkansas.
* Eden Green prefers to have a detailed plan ready for everything, the alien needle monsters invading her city often force her to come up with ideas on the fly just to stay alive.
* Eden Green spends the entire ride inside the title character's head as she discovers, researches, and deals with an alien needle symbiote and invasion of monsters.
* Eden Green take strange, absurd shapes, and the title character nicknames them things like 'herbivore' and 'giraffe'.
* Eden Green, Tedrin has horrifying injuries to his torso, and Eden notices that she can see right through in one spot.
* Eden Green: The alternate dimension features a striped blue sky due to an atmosphere similar to that of Jupiter.
* Eden Green, the main character is intelligent enough to contemplate controlled experiments with her best friend's new immortal needle symbiote, but works an office job and avoids the topic of college.
* Eden Green, the story (about a rational young woman drawn into danger by her trouble-seeking best friend) is based loosely on a true story. The alien needle symbiote is presumably an embellishment.

* Eden Green, the title character explores an abandoned church in search of a harmless, herbivorous alien monster, and finds something terrifying. Then, while backing away from it down a dark hallway, she bumps into something even worse.
* Eden Green, the title character is infected with an alien needle symbiote that renders her immortal. She immediately makes it her mission to destroy herself and all other infected humans.
* Eden Green to fight the monsters invading their city. But more than one species, especially the nausea-inspiring Exes, cause them to turn tail and run screaming in the other direction.
* Eden Green. When their brain grows back, they may be docile and amnesiac for a time, but once they learn what was done to them, they won't be happy.
* Eden, is an exception; the differences prove insignificant to an extent.
* Eden is covered in forests of red-leaved trees, some of them simply recolored dragon's blood trees, interspersed with plants somewhat resembling large jellyfish on stalks.
* Edenist voidhawks, however, are far superior to Adamist ships in every way — including FTL travel — due to the fact that they are made of "bitek" (a biological material). Voidhawks are lenticular in shape rather than spherical. Blackhawks — bitek starships with Adamist commanders — on the other hand can be pretty much any shape.
* Eden: It's an Endless World!: Eden is set in the near future, following a pandemic called closure virus which killed 15 percent of the world's population, crippled or disfigured many more, and upset the world's political balance greatly.
* Eden: It's an Endless World! features quite a few cities populated only by crystaline human statues.
* Eden: It's an Endless World!. It's nicely justified by the recent body drying plague that crippled half of the world's population and triggered a technological revolution.
* Eden Log. After not even knowing his own name throughout most of the film, the man discovers that he is actually Tolbiac, the chief of security of Eden Log.
* Eden Log. We are shown what is happening from his warped perspective, interspersed with shots of him violently attacking and about to rape the woman.
* Eden Log when he hallucinates that they are making love. He pulls back when he realizes what is actually happening.
* Eden McCain (Angela flatly states she called her down solely so Sylar could kill her), and doesn't even get a line — we only ever hear her scream.
* Eden of the East, Akira Takizawa and Saki Morimi meet in front of the White House in Washington, D.C., with the former carrying a cell phone, a gun...and completely naked.
* Eden of the East almost always has its characters refer to penises as "Johnnies."
* Eden of the East for its opening theme. Due to copyright reasons, The Dub uses Falling Down for the first episode and generic J-pop for the rest.
* Eden of the East got his nickname of "Panties" due to him becoming a total recluse who walks around only in a shirt and underwear after losing his only pair of pants.
* Eden of the East if he's the kind of person who could make the Prime Minister cry uncle. She responds by having him do just that. On national TV. And it only cost 60 yen. It's clear, though, that she was just being a smartass, as she's not as literal with other requests.
* Eden of the East is over a hundred years old but still has enough fight left in him to wrestle a fit twenty-something out of his car.
* Eden of the East is to stare at the man's groin for about ten seconds.
* Eden of the East, Osugi (Betty) and Takizawa (Scoundrel) to Saki's Archie.
* Eden of the East part an intrinsically bad idea—he just wants to create the same effect but without having to kill anyone.
* Eden of the East. We get to see a lot of slice of life, romance and occasional comedy all while knowing that the story has a much more complex and mysterious plot, setting and back story. We'll only get to see that piece by piece.
* Eden's other residents constantly cross his boundaries. When he complains to Ms.

Eom she tells him it's just a misunderstanding.
* EDENS ZERO, and is noticeably disappointed when she returns to her tiny bot body in the real world.
* EDENS ZERO: Illega is a frog-like alien who kidnaps and trafficks young women.
* EDENS ZERO in the anime, prompting them both to agree that they liked the manga better anyway.
* EDENS ZERO is set in a region of space called the Sakura Cosmos that's separated from the rest of the universe by spaceship eating dragons
* EDENS ZERO. It's also present in the atmosphere of planets, with many Ether-abundant worlds having unique planetary phenomena depending on its type (Blue Garden's Water Ether creates a river that floats through the sky, Norma's Earth Ether creates huge pillars of crystal in its clouds that regularly bombard the surface, etc.).
* EDENS ZERO own alchemy Ether Gear. Eventually, Sister Ivry uses her powers to restore the petrified girls.
* EDENS ZERO, right down to its name just being Tokyo's medieval name. The planet itself hardly deviates from real-life Edo one bit; it's just that the rest of the known cosmos has already entered the space age, and thus the planet is seen as "primitive" by comparison.
* EDENS ZERO rival, Labilia, who spends almost every moment they're in the same scene putting Rebecca down and bragging about how much more popular her own videos are. As much as they hate each other, Rebecca has to admit that Labilia is a very talented B-cuber who puts a lot of work into her videos.
* EDENS ZERO, which also destroys her glasses. She keeps trying to adjust her glasses afterwards, which just leads to her awkwardly groping air.
* EDF, and are smart enough to use cover, but are not nearly as efficient as the enemy, who will swarm you with loads of soldiers and gun your ass down before you can even blink.
* Ed featured a judge who used one of these to decide the punishment for anyone he found guilty. Notably, Carol had to sing "Bad, Bad Leroy Brown" as part of her sentence.
* Ed, filed both by Ed and his opponents, which would be dismissed without trial in real life.
* Ed filmed exteriors of its fictional location Stuckeyville in Upper Middle Class Westfield, NJ. Many local residents were used as "Stuckyville Extras".
* Edgar Allan Poe actually explains that this is the reason he can outwit the police and get his man. The police know who stole the document; the thief knows the police know. The difference between Dupin and the police is that Dupin knows the suspect knows the police know, and the police don't know that.
* Edgar Allan Poe always left three roses and a note, before making a toast with cognac and leaving the bottle behind. He made his first visit no later than 1949; the 1999 note indicated that the original toaster had died and the tradition had been taken up by a son. The second toaster made his final visit in 2009, on Poe's 200th birthday. The identities of the toasters have never been revealed.
* Edgar Allan Poe," a man bricks his wife's corpse into the wall of their cellar. Unfortunately, he didn't realize the cat had jumped in with her. The cat's howling eventually alerts the police.
* Edgar Allan Poe) and a long philosophical-scientific treatise. He was a pretty versatile guy
* Edgar Allan Poe and, more recently, Noble Prize winner Alice Munro, the format in general is often regard as "inferior" in literary circles and is much harder to be picked by publishers due to the public in general prefering novels to short story collections.
* Edgar Allan Poe a sherry. He also guzzles an expensive fine wine like cheap swill, holds plonk brands in high regard, and samples wine while already heavily drunk, something no real wine connoisseur would do; all actions that do little to refute Montresor's opinion that he is really a boorish idiot.
* Edgar Allan Poe at his phobias with the comedy "The Premature Burial", in which the main character gets worked up into a tizzy overhearing it happen to other

people, then awakes to find that it's happened to him... and then realizes he's fallen asleep in a crowded bunkroom aboard a ship.
* Edgar Allan Poe bear a strong resemblance to his young wife Virginia, who died of tuberculosis.
* Edgar Allan Poe, but a crow steals his underpants, so he gives chase before he can think of killing himself. He just ends up nearly falling to his death anyway.
* Edgar Allan Poe came from a wealthy family, although he had been reduced to a more humble lifestyle. Holds the rank of Chevalier (Knight) in the Légion d'honneur. Likes hieroglyphs. Can spell ratiocination.
* Edgar Allan Poe (creator of Sherlock Holmes) once said "Each [of Poe's detective stories] is a root from which a whole literature has developed.... Where was the detective story until Poe breathed the breath of life into it?" Although Poe's detective uses several early forensic techniques, this aspect of the genre didn't fully kick off until...
* Edgar Allan Poe, diminishing Poe's chances at lifetime success as an author.
* Edgar Allan Poe early on from the witness testimony (hearing a "shrill voice" that speaks in no identifiable language, and the extreme strength needed to mangle the victims' corpses.)
* Edgar Allan Poe ends in the middle of things, allegedly because Pym died before he could recount the end of his tale.
* Edgar Allan Poe finds the titular item because he's the only person clever enough to try to think like the thief does.
* Edgar Allan Poe has one of the main characters going through a pretty extensive analysis of crypto-graphical methods in order to break the encoded message that came with the titular device and hopefully solve the story's mystery.
* Edgar Allan Poe. In the story Dupin is walking silently with his friend who is also silent, and then says something apropos to what the friend is thinking. Dupin explains that he followed his friend's thoughts based on body and eye cues, and jumped in at an appropriate time.
* Edgar Allan Poe is able to deduce his friend's chain of thought, which works somewhat like this.
* Edgar Allan Poe is a master of this, especially in "The Tell-Tale Heart". *shudder*
* Edgar Allan Poe — Poe is known to have incurred large gambling debts while attending the University of Virginia.)
* Edgar Allan Poe on 'mason'. Later on, we find he had it on him for a reason.
* Edgar Allan Poe's genre-creating detective stories featured a subtle version of this, with the end of one being withheld until the completion of the criminal's trial.
* Edgar Allan Poe's in its final chapters, where the titular Arthur Gordon Pym and two other men sail through the surreal Antarctic waters.
* Edgar Allan Poe's main subject as well. He was writing about mental disorders that hadn't even been named or studied yet.
* Edgar Allan Poe's Murder Mystery Dinner Party has this as its primary plot. Edgar Allan Poe invites fellow famous writers to his home, offering them with a fake murder mystery that soon turns all to real. The guests even include Agatha Christie, who runs suspiciously late and misses the first murder.
* Edgar Allan Poe's Murder Mystery Dinner Party taking anything seriously, no matter how trivial.
* Edgar Allan Poe's Murder Mystery Dinner Party This is part of the reason why many quickly jumped on the Lenore/Fyodor ship. Also, the humor of the situation is not lost on him.
* Edgar Allan Poe's poem "The Bells", which was not even published until after his death in 1849.
* Edgar Allan Poe's short story "The Man of the Crowd," the people-watching narrator mentions the "Jew peddlers" he sees on the street, who have flashing "hawk eyes" that betray the humble facade they affect.
* Edgar Allan Poe's "Some Words With A Mummy" mocks ideas at the time claiming the Egyptians could not have built the Pyramids. When a group of scientists use

electricity to revive a mummy, he not confirms they did indeed build the Pyramids but had technology far more advanced that was available in the 1800s, along with living much longer due to having far better medical knowledge.
* Edgar Allan Poe's stories and poems. Poe himself wrote: "The death then of a beautiful woman is unquestionably the most poetical topic in the world"-"The Philosophy of Composition" (published 1846).
* Edgar Allan Poe that if you do, he might eventually come to collect.
* Edgar Allan Poe", the costume is completely empty and falls to the ground, because the stranger was actually the personification of the plague.
* Edgar Allan Poe, the narrator and his fellow treasure hunters succeed in finding the treasure of Captain Kidd. They dig up two human skeletons immediately above the treasure chest, and infer that the dead men were Kidd's companions who helped him bury the chest, and that Kidd murdered them so he would be the only one to know the location of the treasure.
* Edgar Allan Poe", the protagonist is saved in the nick of time by General Lasalle's army after all of his own attempts to escape have failed.
* Edgar Allan Poe. The titular raven speaks to the narrator, saying "nevermore".
* Edgar Allan Poe was an uninitiated Other whose works were influenced by the Twilight. It's speculated that his death was the result of him accidentally stepping into the Twilight and staying there too long, resulting in hypoglycemia (which humans attributed to alcoholism).
* Edgar Allan Poe, which led to them doing the same to his own works. One of them even tried to blatantly ruin his reputation immediately after his death. As time passed by (and despite the efforts of the man who tried to ruin his reputation), his works have become classics.
* Edgar Allan Poe", would appear at Poe's graveside and sip a glass of cognac, leaving three roses in a distinctive pattern. Fans and locals would also gather at the grave to commemorate the author and observe the Toaster. The yearly visits continued for 75 years until 2009, the 200th anniversary of Poe's birth. The Toaster's identity was never confirmed.
* "Edgar Allen Poen" is an even more fundamental change: it turns the episode "Owl's Well That Ends Well" into a pastiche of "
* Edgar & Ellen big enough to cram a small child inside, but is stated to be incapable of digesting humans.
* Edgar & Ellen book series features the town of Nod's Limbs. An incident regarding the statue erected to the town's founder is the reason the town (originally called Nod's Lands) bears its current name.
* Edgar & Ellen by Ellen), who causes disasters just by walking by.
* Edgar & Ellen In the end, Ellen is punished for her actions... and so is Edgar, by virtue of being her twin brother.
* Edgar & Ellen inventions so that she can sell them and become rich.
* Edgar & Ellen series has a constant slasher smile. During the TV adaptation, it is shown that he has had this smile since he was a child.
* Edgar & Ellen the books were steadily building up, it doesn't; it quickly diverges from that plot to become an episodic comedy.
* Edgar & Ellen: The titular twins enjoy playing sadistic pranks on each other, but neither of them will let anyone else hurt the other one.
* Edgar Bergen likewise also inspired the dimwitted voice of many cartoon characters.
* Edgar Cayce, Atlantis was destroyed when they discovered machines that were essentially ancient ideas of the Disintegrator Ray.
* Edgar Markov for immortality and became the first vampire on the plane of Innistrad as a result — all of the plane's other vampires descend from him
* Edgar Rice Burroughs’ Mars: Shadows of a Dying World for use with the OGL system.
* Edgar Rice Burroughs). A cliff-dwelling warrior of 100,000 years ago, Nu, is magically transported to the present, falls in love with Victoria Custer of Beatrice, Nebraska, the reincarnation of his lost lover Nat-ul, and the two are transported back to the Stone Age.

* Edgar Rice Burroughs, after Dejah Thoris believed John Carter died and promised to marry a foreign prince, she explains that they have laws to prevent this trope: she can not marry the man who killed her fiance. He carefully arranges that someone else kill him in their attack.
* Edgar Rice Burroughs and he got better.) His love, Kara, fled as soon as her father was assassinated and returned to be reunited with him.
* Edgar Rice Burroughs and promises his assistant that he can marry her if he rescues; as the assistant is lying and one of the villains of the piece, he does not succeed in the end, where the scientist agrees that the man who has rescued her can certainly court her.
* Edgar Rice Burroughs and that he is only repeating what others are saying.
* Edgar Rice Burroughs are threatened with great apes, and another prisoner leaps to join him, shouting they should all come, and they do.
* Edgar Rice Burroughs - are very common among the cities of the Red Martians. The Black Martians also have a formidable aerial navy, which features prominently in ''The Gods of Mars'.
* Edgar Rice Burroughs as a mercenary in plain clothing to win her favor.
* Edgar Rice Burroughs, Barney Custer of Beatrice, Nebraska, U.S.A, is taken for the title king. Played more realistically than usual; it's explicitly stated that they are not truly identical in appearance, only sufficiently similar that the description of one matches the other, and the people who make the mistake have only the description to go on, as the king has been sequestered out of the public eye since he was a boy. However, the sequel serial (which became the second half of the novel) slips into a more standard identical-stranger plot, with even those close to the king or to Barney not being able to spot the deception when Barney is dressed as the king.
* Edgar Rice Burroughs, Bulan collapses after days of sleeplessness and hunger, and Virginia must nurse him through the fever.
* Edgar Rice Burroughs, Carthoris and Thuvia witness a battle between auburn-haired, white skinned men, green men, and banths. But when it ends, they see only the bodies of the last two. Shortly thereafter, they learn that the city uses such illusions to protect itself—and are accused of being illusions themselves.
* Edgar Rice Burroughs, Dejah Thoris agrees to marry another prince, believing John Carter to be dead. He appears and leads an attack on the city to free her — carefully assuring that someone else kills the prince since she would be forbidden to marry the man who killed her fiance.
* Edgar Rice Burroughs, distance units were as follows, from shortest to longest: sofad (11.68 inches), ad (10 sofads, 9.75 feet), haad (100 sofads, 10 ads, 32.44 yards), and karad (1,000 sofads, 100 ads, 10 haads, 36.92 miles). The difference is that the karad is based on the length of an arc-degree on the Barsoomian equator, whereas the real-life meter/metre was originally based on a ten-millionth of the length of the Earth's circumference from the Equator to the poles as measured through the Paris meridian.
* Edgar Rice Burroughs, features an unfrozen caveman with politically incorrect views.
* Edgar Rice Burroughs first to make sure the reader doesn't feel sorry for him).
* Edgar Rice Burroughs flight. Sadly, he doesn't have his vessel throughout most of the story, having been thrown overboard by a mutineer in the first chapter.
* Edgar Rice Burroughs generally covers it. This results in these situations:
* Edgar Rice Burroughs, Gor Hajus is a respected assassin, and part of the reason is that he will not attack from behind.
* Edgar Rice Burroughs had one of these: only one of the room's multiple doors led to safety; all the others were deathtraps. (Once the jailers brought you in and left, the lights went out and the floor spun for a while so you'd lose track of which was the safe door.) Food and drink were provided — most of it poisoned. Oh, and to discourage hesitation, after a while dangerous snakes started slithering in.
* Edgar Rice Burroughs, having captured Dejah Thoris, the Jeddak of Zodanga insists on her marrying his son as the price of peace with Helium. Her grandfather rejects

it.
* Edgar Rice Burroughs, he comments that the women of Mars have effectively prevented these:
* Edgar Rice Burroughs, he feels guilty that he might have given her some reason to believe he might reciprocate. He tells her of Dejah Thoris.
* Edgar Rice Burroughs himself used the Direct Line to the Author approach for Tarzan, the Barsoom novels, and much of his other work. This makes Farmer's approach of representing literary agent material as a different literary agent. In the Barsoom novels, Burroughs went so far as to claim that John Carter was his beloved uncle.
* Edgar Rice Burroughs. In the Martian city of Phundahl, the idol of the god Tur has a system of controls that allow the operator inside to control the idol's eyes and speak through its mouth. The protagonists use this to their advantage by pretending to be Tur and giving the Phundahlians instructions.
* Edgar Rice Burroughs, John Carter is condemned to a public tournament to the death.
* Edgar Rice Burroughs, John Carter listens to Dejah Thoris call him "my chieftain" with what he admits (with hindsight) was total cluelessness, and then calls her "my princess," inspiring much mirth on her part.
* Edgar Rice Burroughs, John Carter, trying to escape, attacks the approaching jailor — only to realize that it wasn't the jailor, it was his own son. Briefly, he even thought he had killed him.
* Edgar Rice Burroughs novels are confirmed nudists, despite the harsh conditions on Barsoom. Dejah Thoris, in her first appearance, is described in these immortal words: "She was as destitute of clothes as the green Martians who accompanied her; indeed, save for her highly wrought ornaments she was entirely naked, nor could any apparel have enhanced the beauty of her perfect and symmetrical figure."
* Edgar Rice Burroughs, Number One abducts Virginia. To be sure, they were attempts to create actual men.
* Edgar Rice Burroughs. Number Thirteen rescues her and, knowing no better, carries her in the same manner.
* Edgar Rice Burroughs observes that Green Martians consider hitting a helpless prisoner the height of jests.
* Edgar Rice Burroughs only started writing in his thirties during a period of low employment. He had been reading pulp magazines and thought that he could write at least as well as this garbage and get paid for it, despite never having written anything before. After his stories became successful he made all the money he could, in particular marketing Tarzan, his most successful character, in every way possible. This was against advice that doing so would overexpose the character. Burroughs was right though, the public couldn't get enough of Tarzan.
* Edgar Rice Burroughs, Professor Maxon to the men he created. (He also wants to create a perfect one to marry to his own daughter.)
* Edgar Rice Burroughs Ras Thavas sells this. When Ulysses Paxton gets two victims restored to their own bodies, they briefly pretend to those who usurped them so as to abdicate; then Ulysses makes it appear to be a miraculous reversal.
* Edgar Rice Burroughs, section "John Carter and the Giant of Mars". John Carter fights a swarm of ulsios (six legged Martian rats) and is captured by them.
* Edgar Rice Burroughs, seeing all concerns of the body as beneath them. They keep things called rykors — which resemble perfect humanoid bodies, but without heads - as both vehicles and, when they have exhausted their use, food.
* Edgar Rice Burroughs series depicts Venus ("Amtor" to its inhabitants) as an oceanic world with a tropical climate.
* Edgar Rice Burroughs series has, by his own admission, been soldiering for literally longer than he can remember, but for some never-explained reason still has the appearance, strength, and stamina of a man in his prime. The combination of peak physical form and decades of sword=fighting experience makes him rather formidable even on Earth, and when translated to Barsoom where the lower gravity allows him to leap moderately-sized buildings with a single bound, he's essentially a one-man army.

* Edgar Rice Burroughs series; the Kaldanes are head-sized insectile beings who symbiotically live atop the bodies of Rykors, which resemble headless humans, connecting themselves to the Rykors' spinal columns to "drive" them.
* Edgar Rice Burroughs, Sing shoots at ships he takes for pirates, though he knows they might not be, because being taken by pirates is too horrible to risk.
* Edgar Rice Burroughs stories, John Carter often carried (and used) both his long sword and a radium pistol (the bullets of which had explosive warheads).
* Edgar Rice Burroughs stories. Martian civilization used the following time units: 1 Xat = 200 tals, 50 xats = 1 zode, and 10 zodes = 1 Martian day. Mars has a day almost identical to Earth (24 hours 39.6 minutes), so 1 zode = 2 hours 28 minutes, 1 xat = 3 minutes and 1 tal = .9 second.
* Edgar Rice Burroughs, Tan Hadron has this twice: the first time, he convinces himself that the woman is just dispirited from her captivity, but the second time, he realizes the truth and repulses her.
* Edgar Rice Burroughs tends the wound, confusing her, because he had ignored (actually, not recognised) a signal for help earlier.
* Edgar Rice Burroughs that extended their lifespan and allowed them to live indefinitely. Half their women are also infertile, and the other half is allowed to breed a limited number of children to avoid overpopulation.
* Edgar Rice Burroughs (the franchise is actually in the public domain given it started in 1912, rendering any claims of exclusivity on the part of the Burroughs estate moot).
* Edgar Rice Burroughs, the hero obtains invisible items from the villain for some effect. However, they lose them. You see, the invisibility was always in effect.
* Edgar Rice Burroughs, they tortured her mother in an attempt to learn who her father had been.
* Edgar Rice Burroughs, though he and Virginia can marry without it, von Horn knows he must either get Professor Maxon's consent, or have him murdered to prevent his changing his will.
* Edgar Rice Burroughs, Thuvia can tame with her words the banths that seriously threatened the combined forces of John Carter and Tars Tarkas.
* Edgar Rice Burroughs, Thuvia falls in love with John Carter. In the end, when he is reunited with his wife, they get to watch as Thuvia and their son are flirting (though they get a book of their own before they actually get to marry).
* Edgar Rice Burroughs, Thuvia has accepted an offer at the opening, though he doesn't actually appear. Then she's abducted, Carthoris chases after her, and the fiancé only reappears at the end — where Carthoris heroically saves his life and intends to leave Thuvia with him. Thuvia begs him to stay, though she admits it's dishonorable on her part, and her fiancé frees her.
* Edgar Rice Burroughs. To be sure, he's from Southeast Asia and would have had little practice speaking English.
* Edgar Rice Burroughs, von Horn has not set foot on a place under American jurisdiction in seven years.
* Edgar Rice Burroughs, was completed by Disney in 2012 and promptly bombed in a rather spectacular way.
* Edgar Rice Burroughs, when Gahal's ship is caught in a storm, one of his men is knocked overboard and barely manages to grab hold. On seeing it, Gahal instantly goes to the rescue — which results in his own fall.
* Edgar Rice Burroughs, when John Carter and Tars Tarkus enter a chamber, the door closed behind them and "And then, from unseen lips, a cruel and mocking peal of laughter rang through the desolate place."
* Edgar Rice Burroughs, when Virginia studies the man who rescued her, he looks at her. She blushes.
* Edgar Rice Burroughs who captured her while trying to convince them to join forces to save their dying world:
* Edgar Rice Burroughs) who tells them the main story of the novel. Oddly, while the framing character does seem to be Edgar Rice Burroughs (he lives in Tarzana and sometime characters allude to previous books he has published) some of his biographical details are slightly different, he grew up in the antebellum South

rather than Chicago and he has been on giant hunting safaris and other huge adventures the real Burroughs rarely had.
* Edgar Roni Figaro. Technically, he wasn't old (he was 27 during the events of the game), but he was implied to have an attraction to Relm Arowny at one point (specifically, before leaving the town to track down Kefka and Gestahl for their betrayal, he mentions that
* Edgar Ross and his army kill him. That's pretty much inspired by Arthur when he urges John to take Abigail and Jack and leave the gang while they had a chance.
* Edgar Ross is prone to snarky remarks but his humor is so dark and snide that he is the only one who finds them amusing. Best demonstrated when John is done with his mission, Ross "jokes" that John's wife Abigail was killed in a prison riot a week earlier, barely avoiding getting a bullet in his head as a result.
* Edgars Industries, "the biggest biochemical conglomerate on Mars." William Edgars specifically enlightens Garibaldi about the real power in the Alliance. One of the major reasons Clark is giving the Psi Corps extraordinary powers is because he is worried of the amount of control exerted by the Mega corps and want to return the power to the politicians... well, specifically to him.
* Edgar suffers from Obsessive-Compulsive Disorder, which is represented by a bull that keeps running through the mindscape's town in a tightly-defined route, causing its inhabitants to do the same things constantly as they try to do their own things in spite of the bull. Getting in its way will knock you back to the start of the level, causing you to repeat parts of the world over and over again.
* Edgar Winter has always lived deep in the shadow of his legendary brother Johnny, but he was able to do one thing Johnny couldn't: have a hit single. The instrumental "Frankenstein" went to #1 and follow-up "Free Ride" hit #14 shortly afterwards. That is all he is known for today, even though another song made it into the 30s a year later.
* Edgar Wright are chock full of them. Lines that were funny earlier on in the story become rather morose and depressing later, or alternatively everything that wasn't a joke comes back as a joke, and a lot early jokes come back as funnier jokes.
* Edge—they were born within a few months of one another, and raised in the same Ontario town).
* Edge1993 takes place in a futuristic city after most of the world was devastated by a gigantic magnetic wave.
* Edge and Christian once brought out two senior citizens dressed as the Hardys to mock them, claiming that they were the Hardy Boyz from the future. Christian asked them if, in the future, people still spell things with Z's instead of S's.
* Edge, an unlikeable, abrasive, selfish jerk of a robot... who hates robots and wouldn't mind seeing every robot except himself destroyed. The only reason he
* Edge as he uses her as a human shield. Edge was such a coward as a heel that it wasn't unusual for him on house shows to spend up to ten minutes stalling outside of the ring before eventually locking up with his opponent.
* Edge. At this point, Edge had been away from wrestling for nine years, and it was looking highly unlikely he'd ever make another appearance inside the squared circle. You can tell how sorely he was missed (and, going by the look on his face, how sorely he'd missed wrestling).
* Edge banned Edge's finisher, The Spear, telling him that if he ever used it in a match, he would be stripped of his title. Immediately after this, Edge hit Ziggler with The Spear four times in a row, since they weren't in a match.
* Edge became a team, dubbed Jeri-Show, and gained a mashup of their songs by Maylene and the Sons of Disaster.
* Edge being portrayed as brothers, then later as childhood friends. As close as they are, even a single line acknowledging the "brother" thing as either earned/chosen ties or an in-joke between the two would suffice, yet this has never come up.
* Edge: Came out of retirement in 2020 at the Royal Rumble, and won the 2021 Royal Rumble match, becoming the first wrestler to do so after entering the WWE Hall of Fame.

* Edgedancer, and the place she has to reach in a hurry is down a mild slope, so in theory, she should be simply able to slick herself and slide down. However, she can't get her balance right and keeps on falling flat on her face, so she ends up simply running there.
* Edgedancer): An in-universe variety with the various member states of the Azish Empire. Technically, the Prime Aqasix is the ruler of all nine states. In practice they only really have control over Azir, and the various other member states only honor their rule with some traditional practices and vaguely following their lead on international issues.
* Edgedancer breeds to fulfill a specific purpose, like storing memories or seeing, so that they might masquerade as a human. While it takes a great deal of effort for them to effect even a basic human shape, the fact that most of the Dysians are hundreds of years old means that they have a lot of practice, and they're scarily good at it.
* Edgedancer has found her funny, so he's going to endanger his boss' plan and let her live.
* Edgedancer): It's implied that this is how Nale feels about his acolytes. At one point, Lift overhears him giving a dressing-down to his acolytes, noting that he's managed to learn more about their target during a morning stroll than they did for the past week.
* Edgedancer, Lift pulls him in a hug and he cries hysterically with his head pressed into her chest.
* Edgedancer): Nale punishes every crime with killing the criminal under the assumption that milder punishment leads to recidivism.
* Edgedancer): Nigh-everyone in Yeddaw buys and sells information, as in their country, knowledge is a currency as good as - and sometimes better than - physical money.
* Edgedancer suggests that the Knights Radiant of old — or, at least, the Skybreakers order — used to have their own ranking system, based on the number of Oaths sworn. Going from one to five, it was initiate, novice, Shardbearer, an unknown one and Radiant. Nale still uses the system for his acolytes.
* Edgedancer that ultimately returns him to some form of sanity and calm.
* Edgedancer to "stay the same while the world changes around her", expecting this trope. Her first period proves that whatever Nightwatcher did to her, it wasn't making her unaging.
* Edged by Karkat, who is (like Kankri) apparently cute-looking and is a good guy, albeit a
* Edge, from this game. Any CDs that included his music or any releases/publications that included Gangrel always included a mention in the liner notes/credits that Gangrel was a trademark of White Wolf, Inc.
* Edge GravityWhen game mechanics prevent characters from falling off the edge of cliffs or platforms.
* Edge had long hair well past his shoulders, but cut it all off as soon as he was granted his release.
* Ed Gein could be considered an example of this. Decorating his home with parts from graves he dug up, and eventually two victims.
* Ed Gein has had several movies purporting to tell his story, as well as probably dozens that were "Inspired By" it; he was something of a
* Ed Gein, of all people. He was proven to be behind some truly disgusting acts (and suspected of worse), but when it came to kids? Before he was found out and arrested, his neighbors would hire him as a babysitter. He was consistently described as caring and benevolent to the children placed in his care.
* Ed Gein picks up a chainsaw and uses it to drive off the Zodiac Killer in
* Edge is a first ballot Hall of Famer living a mostly quiet life and loving every minute. Lita has people begging for her return after just showing up at Axxess and later joined the HOF herself in 2014. Matt Hardy is widely derided as an
* Edge is also Canadian (and Sean Morley's ex-brother-in-law, for that matter), but always tried to do an American accent when playing a heel. As a face, he generally

spoke in his native accent.
* Edge is later shot down in a similar situation (the missile that took out Bartlett had been fired at her, but he
* Edge of Battle, drug smuggler Ernesto Fuerza plays on Mexican ultranationalistic sentiment in his "Comandante Veracruz" guise.
* Edge Of Chaos has this in spades. The asteroids will blow up like bombs if you shoot at them a few times. There was even a mod that turned this up to 11 by making the asteroids fly around at ridiculous speeds, pelting everything like a space hail storm.
* Edge of Darkness: At the end, it's implied that the Earth's eco-system is deliberately acting to increase the greenhouse effect in order to rid itself of human civilisation.
* Edge of Darkness has probably the most realistic depiction of a criticality event in any fictional work not directly based on a real one. It's outside a reactor, though.
* Edge of Darkness: Parodied when the infiltrators stop in the middle of the raid to enjoy a three course meal, with fine wine, cigars and classical music.
* Edge of Darkness Quisling, having gone over to the Germans in 1940 when they invaded Norway. He regrets it.
* Edge of Sanity's "Crimson II" is about a demonic child born to a nun who read a cursed book. The child can read minds and kill victims by projecting "images too hideous for human minds to bear".
* Edge of Sanity, who eventually is overthrown and cryogenically trapped in a tank of crimson fluid.
* Edge of Sanity with the awakening of the tyrannical queen from the first album.
* Edge of the Empire includes Doctors as one of the three subtypes of the Colonist Archetype. As the name implies their skill trees focus a great deal on healing but can also buff party members through the usage of Stims and even their knowledge of anatomy can come in useful when knowing where to hit an opponent.
* Edge of Tomorrow ability to try to find a survivable path to it. After numerous setbacks and failures, he finally reaches the location on his own only to discover that the visions were a trap, and that the Omega was never really there.
* Edge of Tomorrow, adapting until the Mimics win. Killing the Omega, however, stops all the Mimics.
* Edge of Tomorrow. After it's done, he compliments it with "Terrific presentation!" (he used to be in Public Relations).
* Edge of Tomorrow as her preferred weapon, whereas Cage uses machine guns for most of the film.
* Edge of Tomorrow as when the movie starts he's a shallow and insincere PR officer who tries to blackmail a general into keeping him off the frontline and gets sent there as a grunt instead.
* Edge of Tomorrow: Dr. Carter tried to explain the whole situation with the Mimics, and even came up with a weapon to defeat them. Not only did they not believe him, but they fired him on the spot. General Brigham kept his invention, though, so it's possible there's more to his disgrace.
* Edge of Tomorrow dropping down on a cable which releases just before they hit the ground.
* Edge of Tomorrow: During the scene in which Cage trains with Rita in the target range for the first time: If you look closely in the background, you will see soldiers reacting to Cage's gunfire when it ricochets off the floor after he attempts to take down one of the spinning targets.
* Edge of Tomorrow escapes the aliens at the German Dam by sliding underneath a contraption that is too low for the aliens to fit under.
* Edge of Tomorrow features an amphibious assault on the alien-controlled Normandy beaches. The humans invade with helicopter dropships, hovercraft, and even landing boats.
* Edge of Tomorrow is an interesting example. It's actually unclear how competent he is, because the enemy's time-travel abilities mean that they can retroactively turn any decision he makes into the worst possible one. The overall effect is of a

particularly spectacular General Failure, but only because he's unaware of his outlandish situation and has understandably serious difficulty wrapping his brain around it once he is informed.
* Edge of Tomorrow is a typical example of an alien invasion with the aliens having extremely advanced technology, and human militaries are barely holding on.
* Edge of Tomorrow is intercut with shots of a line map of Europe, in which areas turn red where the Mimics are fighting humans, then pitch black where they've exterminated them. The red battle-zone's rim spreads outward from Germany to engulf nearly all of the continent.
* Edge of Tomorrow is revealed to have done this, sending the his pay to his fallen friend's family.
* Edge of Tomorrow) know that this death will be the final one. Up till then Rita had avoided getting close to Cage or any other soldier, having experienced the pain of watching her friends die over and over again.
* Edge of Tomorrow, Major Cage attempts to extort General Brigham rather than fight the aliens. It nets him a bust to private and put right on the front lines.
* Edge of Tomorrow more or less single-handedly beats them at their own game.
* Edge of Tomorrow move in a manner that involves whirling their body in a corkscrew-like motion while whipping limbs in every direction.
* Edge of Tomorrow powers. But when Cage gains their powers, he slowly but surely learns how to use his foreknowledge of the day's events to his advantage and learns more about how to fight in his suit.
* Edge of Tomorrow. She wasn't far along so they didn't have to do much to hide it, but she couldn't do as many stunts or wear the heavy armor for too long.
* Edge of Tomorrow, so when they need to make use of an abandoned car quickly (knowing that the enemy is waiting in ambush) they just rip the doors off, which also gives them room to dive inside wearing said armor.
* Edge of Tomorrow, the aliens greatest ability (to reset time) is also their greatest weakness, as it can be passed on to its enemy.
* Edge of Tomorrow, the Eiffel Tower, the Louvre, and other Paris landmarks have been seriously damaged by the aliens.
* Edge of Tomorrow. The film ends there, before we see what becomes of them now that the war is won and the loop is broken.
* Edge of Tomorrow, there is deserted trailer park including an Abandoned Playground behind the enemy lines.
* Edge of Tomorrow to escape falling debris, Rita ending on top of William. She kisses him shortly after, the only sign of affection towards him she's allowed herself to show throughout the movie.
* Edge of Tomorrow, where the primary object traveling back in time is information in the hero's mind, while everybody else' memory is reset.
* "Edge of Tomorty: Rick, Die, Repeat" features an alternate-universes variant; when Rick dies, his memories are transferred to a clone in another universe, which turns out to be a fascist dystopia. He dies again, waking up as a shrimp creature. "At least this time it's shrimps instead of fascists," he says before discovering that they're fascist also. This turns into a running gag. "When did this shit become the default?!?"
* Edge of Twilight game, was first revealed in 2007, but thought to be cancelled when developer Fuzzyeyes laid off many of its employees and ceased development of all projects in 2009. In late 2012, they announced it had not been cancelled, and gave a projected release date of summer 2013. Nothing has been heard since.
* Edge of Victory: Conquest averts this as Anakin's unspoken plan to escape Yavin 4 with Master Ikirt (size of a small dog) in his X-wing fails when other Jedi apprentices stay behind to rescue him.
* Edge of Victory: Conquest get the students out alive, inflicting heavy damage in the process, and inadvertently spark the Jedi Heresy among the Vong's worker caste to boot.
* Edge once mentioned in an interview that the reason he didn't like to be called his real name by fans is that the fans only know Edge, the wrestling character. They aren't familiar with Adam Copeland, the person who portrays said character. He

has since changed his attitude after retiring from wrestling, preferring his real name when it comes to things not directly involving wrestling, such as his acting career.
* Edge out from under the ring and proceeds to kick the everloving hell out of them.
* Edge picked up on this and implicated that Bradshaw might have raped some wrestlers.
* Edger Allen Poe the episode's staff note that the house bursts into flames long before there's any reason for it to do so.
* Edge refused to be among the returnees for that night's show because they saw it coming.
* Edge's boss, Blunt, is another example of the trope. He's a robot who considers intelligent machines the greatest danger to humanity and is very much in favor of wiping out the robots, with himself as the last one to go. After his disappointment at the above spoiler, he starts openly campaigning his cause and gains a fair-sized following.
* Edge states in his autobiography that he and Christian would do this
* Edge stint is the first time in their lives they weren't around each other constantly. The second being Edge's retirement.
* Edge. The last one is particularly notable because it happened on an episode of Raw and anyone who looked at the clock after Orton beat Barrett would have guessed that something like this would happen.
* Edgewalkers of the three monster races. It's what happens when a Sasquatch (A ghoul with lycanthropy) is infected by vampirism. Fear of becoming a Wendigo is the reason that Sasquatch's stay away from urban areas with a high vampire population.
* Edge was forced to retire at 37 due to a serious neck injury, but he returned at 46 in the 2020 Royal Rumble match, and won the 2021 Royal Rumble match.
* Edge (who'd himself been seen as a monster quite often) and torture and torment him and Kane. Just so happens to follow Kane being an even bigger monster than normal, it's almost as if the WWE wanted to make sure Kane had it coming.
* "Edgewise, that desk is the greatest desk in the Academy. It's made of real wood."
* Edge with a broken arm and winning. As a heel, his gimmick is that he's a sneaky cowardly bastard who wins most of his matches by being "the ultimate opportunist".
* Edgeworth also dismisses spirit mediums in general, despite the fact that Maya and Pearl have channeled Mia's spirit in court before his very eyes. It's implied that he doesn't see her because he doesn't
* Edgeworth begins to go through this process during the final case of the first game when he realizes
* Edgeworth definitely qualifies in the first game, a little bit in the second game, and his coldness is completely gone by Investigations, but no less snarky.
* Edgeworth himself does this if you present wrong evidence in at a few parts in
* Edgeworth himself is this to Phoenix Wright, who remembers when he used to be an idealistic child who wanted to be a defense attorney. After some
* Edgeworth himself, who has been praised by many people in game, got roughly the same treatment when he played for the Defense (he even wondered if there was a
* Edgeworth instead, followed by "I probably shouldn't say that out loud though. Thank god for inner monologue."
* Edgeworth is a by-the-book prosecutor (which is almost the same thing as a cop in this universe) in
* Edgeworth is the most important main character to undergo this, starting with the first game. For Edgeworth
* Edgeworth lampshades his own Arbitrary Skepticism when he scoffs at the impossibility of spiritual power, then finds himself
* Edgeworth was in his class, and stood up for him in a class trial after Edgeworth's pocket money was stolen, and it was thought Phoenix had been the culprit. It later turned out that Larry had been the culprit all along, but the event is ultimately no less important to Phoenix for that.
* Edgeworth, while harsh in his methods, always follows the rules, and while he

didn't mean to display forged evidence in the SL-9 case, someone else set him up to it, which started the rumors that followed him to the present..
* Edge would commonly both swing steel chairs into an opponent's skull simultaneously, known as the "con-chair-to."
* Edgey does this occasionally in the main series too, and since he's
* Ed Grimley: The police refused to search for a man's stolen car in favor of searching for Ed's fish. Ed commented to the man that, if that were not a cartoon, they'd be looking for the car.
* Edguy has "Sands Of Time" (1995 version), "When A Hero Cries", and most of all the extremely sad "Standing In The Rain".
* Edguy has vocalist Tobias Sammet and bassist Tobias Exxel. Exxel goes by the nickname "Eggi" though, so there's no confusion.
* Edguy is a symphonic metal act that uses metaphorical lyrics that allude to metaphysical and social themes, often expressed using esoteric or hermetic expressions that tend to give their songs a kind of classical epic feel that is very much in line with power metal. "Vain Glory Opera" is perhaps their best known album, but they've done a lot of other songs.
* Edguy's "Do Me Like a Caveman" is a hilarious song about trying to sleep at a hotel while a couple in the next room are banging each other's brains out.
* Edguy - "Trinidad", effectively "you don't give me respect because you're taller than me, so I moved to Trinidad without telling you".
* Edgy Backwards Chair-Sitting: A character sits on a chair backwards to show his rebellious or untraditional behavior.
* Ed had an in-universe example. A band sued their founder, lead singer, and songwriter, on the grounds that she plagiarized her lyrics. It was all a pretense because the record label didn't like her. They had already scouted a potential replacement, but the trial took so long, the replacement joined another band. They tried to take back their leader, in vain. The episode ended with the band performing in front of a not so impressed talent scout.
* Ed had this with Mike and Ed constantly betting each other $10 to do random stupid acts. This includes having to make an order at a diner in rhyme and only being allowed to say burger me to order.
* Ed Harris plays a CIA agent in the 1960's involved in many missions in Southeast Asia. In
* Ed has also been known invert this trope as he also goes to the hospital for the fights he gets into, which is reasonable enough since he often engages with immortal monsters.
* Ed has a nightmare that his mother is... Johnny 2x4. At some point, Johnny tells Ed to "wipe that smile off of his face," which causes Ed's mouth to disappear. If that weren't horrifying enough, Johnny then sentences Ed to be tossed into a pit of shark-like versions of the Kanker sisters, which causes Ed to
* Ed has another scar on his forehead, gained from a small injury early on in the story. It's usually covered by his hair and it's only purpose is to leak blood comically whenever he gets whacked. It eventually heals over time.
* Ed has been known to wind up in very large fights which almost inevitably result in his arm getting destroyed. Winry is
* Ed himself has one during his time in Briggs. While Winry is preparing his new cold-resistant Automail, Ed tries to warn her not to trust
* Edible Bludgeon: When the Improbable Weapon is a solid mass of (often frozen) food.
* edible to humans and vortigaunts. It's unknown exactly what Combine soldiers and Elites are fed but it's likely they get the same saline solution used by Stalkers.
* Edict Zero Fis is a borderline case; the holder can summon and control creatures using the device. Whether this is good or bad depends on the holder of the artifact.
* Edict Zero Fis is assumed to be an ocean world with only five islands.
* Edict Zero Fis, the Remote Mission Oversight System (RMOS) includes implants to track the location, status, and vitals of agents in the field. A similar system is used with patients in Harlan Hills Sanitarium.

* Edie assumes he's a gay gigolo that Pam hired because she didn't want to show up without a date.
* Edie Ernst, USO Singer - Allied Spy, a comic only available directly from the author.
* Edie Falco, nearly two decades after her original character's final appearance.
* Edie in Orbit (which has only seen the light of day as a Sunday special feature), Edie's robot buddy is a human mind scanned into a floating robot head.
* Edie is. Small inconsistencies in the situation trigger Jack's radar, making him suspicious throughout until he's able to confirm the truth while confronting Jane.
* Edie McClurg is seen as a weird casting choice for Helen, given that she was in her thirties already and doesn't fit in with the
* Edie throws Mrs. Huber's ashes in Susan's face when Susan confesses that she actually burned Edie's house down. Susan then decides to get hosed down on her own front lawn.
* EDI has the largest chest of any female in the series, which is saying quite a bit. Her body was designed as an infiltration unit that passes itself off as a human, but after the artificial skin was burned off, it just looked silly.
* EDI in the second game inverts this in that she projects herself as a sphere of blue lights, but is a genuine self-aware AI.
* Edika's short comics tells the story of a kindly well-meaning dentist who's not the least bit worried by his constant massive nervous spasms, and the horrors he inflicts with his drill.
* EDI, maniacally, for thirty seconds. That is not the only reference to Shepard's lack of dancing skills.
* Edinburgh, a 12-year-old boy joins the Pine State Boys' Choir as a first soprano. Turns out that the choir director sexually mistreats the boys, going so far as to drug them in order to do so.
* Edinburgh has the local story of how at every hanging of criminals, there would be three groups watching: onlookers, the family of the criminal, and medical students. Once the criminal was dead, a struggle would always erupt on who got the corpse down first.
* Edinburgh relationship with a somewhat younger man, whom he's married in a commitment ceremony. He then meets a blond 17-year-old boy, hitherto straight, who, in a subversion of the Lover/Beloved trope, falls in love with Fee and pursues him. Fee is attracted to the boy and they eventually meet for clandestine sex.
* Edinburgh Zoo once held a similar exhibition, using performance artists in an enclosure that used to have ducks in it.
* Edin Dan is known for his speed specifically. No numbers are given, but an example was shown in a test where his team was pitted against another in a contest where each team tried to reach the other's base. The opposing team seemed to have the advantage because they had members capable of tunnelling underground, but when one of the tunnellers popped out near Dan, the game was already over because he immediately ran down the tunnel and pressed the winning button at the other team's base before anyone could react.
* Ed in retaliation for Ed having shot his father in the earlier incident.
* Ed is a girl, which the rest of the cast doesn't realize until the very end of the episode in which she's introduced. Given that she's young enough to be prepubescent and her personality is halfway between
* Ed is implied to have neglectful parents. His mother treats him as
* Ed is more downplayed, as episodes have shown him joining the other kids to laugh at either Edd or Eddy's humiliation, and more often than not has he helped Eddy play cruel pranks on Edd ("My Fair Ed" being the most blatant example as the two deliberately got Edd in trouble with the other kids while
* Ed isn't exactly a stowaway on the Bebop (blackmailing the crew by taking
* Edisonades was created partially from a desire to fight the attitudes presented in the Edisonades (despite the genre being dead for several generations).
* Edison also paid gangs of minions with clubs to smash up early movie theaters and beat the projectionists because they weren't using Edison Brand Projectors.
* Edison Miranda hilariously showed why, unless you're Mayorga, you shouldn't try

to do this.
* Edison, recognized and redirected near the end by the target of his crush.
* EDI starts out as the ship's artificial intelligence system and is only present as a voice and a holographic ball. She is super helpful and everyone takes a liking to her. However, in the sequel she transfers her conscious to a
* EDI takes control over Dr. Eva's body She explains that it is not "hair" in the strict sense but a memory-shape metamaterial used to simulate hair. She just prefers to gather it into a protective bob shape when not using it for anything else.
* edit and re-edit each other's pages until someone smacks them both over the head with something.
* Edited for Syndication - Changes made when a network show or motion picture is placed in syndicated distribution
* Edited for Syndication: Most of the bowdlerization does occur after a TV show is put into syndication or makes its rounds on the international market.
* Edited for Syndication: Reruns of a show have scenes cut from the episodes' original broadcasts.
* Edited for Syndication: Reruns of a television show have scenes missing from the episodes' original broadcasts.
* Edited for Syndication versions with a whole ten minutes removed from each episode.
* Edited for Syndication: When a TV episode gets dubbed or rerun, a scene is edited out.
* Edited for Syndication who fakes her injuries so she can make her male fighters feel guilty about beating up a woman — and uses that moment of weakness to strike back.
* Editha," by William Dean Howells. The title character returns her engagement ring, along with every other gift he ever gave her, to her fiance before he goes off to war. Her intentions are good, if overdramatic; she tells him she wants him to love their country first, even before herself. He's killed in action, and she finds out from his mother that her act basically stripped him of the will to live.
* Edith Garrud began her career as a martial artist as a bodyguard and close-combat instructor for the more militant wings of the suffragist movement. After the movement succeeded in its goals and disbanded, she was headhunted by her old nemesis, the London Metropolitan Police, who, somewhat embarrassed over their finest having had their asses kicked by Garrud on a routine basis, asked her to spearhead their close-combat training program.
* Edith Piaf (of "Non, Je ne Regrette Rien" fame) always wore a black dress when she was on stage.
* Edith's eyes start to glow red whenever she uses her powers extensively.
* Edith stands out as one of the few people who didn't go to the Phanty U with friends they've known since childhood. She does apparently have siblings working at the Uni, though.
* Edith Surreal: Debuted in 2018 as Still Life with Apricots and Pears.
* Edith Surreal has red on her mask, Ursa Minor in the Night Sky had blue on his.
* Edith Surreal, she was previously the first openly non-binary champion in wrestling history.
* Edith Wilson) and helped lead to the 25th Amendment several decades later.
* Editing and post-production on the film was done in a studio whose address was...
* Editing any type of Wiki, including this one. There's no profit, and it's usually done anonymously or under a pseudonym.
* editing for U.S. television. Mainly, the Mazon-aliens in said show were always naked, and there was even a live childbirth on the show (which Macek left intact), and nobody ever said anything. Even people who watched the show never minded it!
* Editing pre-recorded sessions to produce the resulting work, such as re-recording scenes or removing side commentary unrelated to the game.
* Edition 3.5 contains the "Shield Other" spell, which shunts half of the damage the target takes onto the caster.

* Edition 3.5 had its 3 core rulebooks released in an expensive, black leather bound edition. The books included an official foreword, a red ribbon booklayer and the sides of the pages were colored golden.
* Edition 3.5 had the Mindsight feat, which allowed telepathic characters to passively detect any intelligent creature in range of their telepathy. The
* Edition 3.5 has a selection of poisons that deal a random amount of ability damage to one and only one ability score over two "doses". These damage doses happen exactly one minute apart regardless of the type of poison used. Terms such as dosage, dilution, or long-term exposure never enter into it. Poison-users
* Editions Lug, editor Jean-Marc Lofficier set out to link over 2000 largely unrelated characters from just about every comic book genre into a single continuity. Some characters had to be revamped fairly drastically to fit in, and a few had to be revamped to avoid duplication.
* Editor Christopher Knights voices the Three Blind Mice and Thelonious.
* Editor, director, and solo animator Ladd Ehlinger Jr. also voices the lead character "A Square" in the 2007 animated adaption of
* editorial edict supplement, completely denied that supernatural powers had any part in causing the Holocaust in the WoD, that it really was the product of Nazi racial supremacist theory and genocidal impulse. (Supernaturals did take advantage of the Holocaust, but the responsibility for it rests entirely with the humans who did it.)
* editorially mandated stories that no one else wants to do. He has explained in interviews that he's comfortable with this because the characters ultimately belong to DC and not to him.
* Editorial SynaesthesiaNon-visual senses like smell and pain have to have some form of visual representation.
* Editor-in-chief Frimand Pløsen's newspaper is failing because he keeps making incorrect predictions that it'll start snowing soon. His solution? Pressuring the inventor Theodore Rimspoke to make a snow machine. It gets worse as Pløsen undergoes
* Editor-In-Chief' output, has subsequently become standard operating procedure for all comics companies, and it also provided better pay for people occupying those posts, if not actual creative rights.
* editors, the fact is that the comic remains fresh in infamy over a decade later as one of the all-time worst Spider-Man stories.
* edits them for content to come out in a clipped, impersonal monotone (even the screams), is probably a lampshading of this trope.
* Edit Wars are often built off of relatively minor differences in wording, phrasing, or detail.
* EditZP (who is slightly memetic for making large quantities of workbenches then abandoning them), accidentally slipped up during his
* EDI vows to do this if they can't defeat the Reapers. "I would rather become nonfunctional than help them. I want you to know I will never be a part of the Reaper forces."
* Ed, Izumi, and Al don't have to draw the circle, but the series explains that they are still forming an array: their clapped hands form a circle out of the body/arms with a simple triangle on one end. The rest of the details of the array are held in the alchemist's mind. You need immense knowledge of alchemy to pull this off; this is why the only people who can do it are ones who have opened the Gate. Consider it
* Ed Kowalczyk, and Hawkman (the singers on the track) peel their faces off when the singer changes.
* Ed Kowalczyk has a three-part story about a man who's hanged, and wanders around as a ghost in the videos for "Seven", "Angels on a Razor" and "The One".
* Ed Kowalczyk, usually shed his shirt around the third or fourth song of most concerts. He also shows up shirtless in the videos for "I, Alone" and "Operation Spirit". In his older years, he's let go of this habit.
* Ed Lane, the lead sniper, will kill when he has to, but in something of a departure from this trope, he

* Ed Lauter, who played the guards' team captain in the original, has a more traditional cameo role as one of the warden's golf buddies.
* Ed Love, an animator at Hanna-Barbera at the time, animated some Wing Dings segments of
* EDM artist Robert DeLong always wears black jeans and a black T-shirt with his orange "X" logo.
* Ed may be a bit of a Deconstruction. As children, he and Al practiced alchemy and were prodigies at it, (probably because of their dad). When their mother died, they sought to do the unthinkable and try and bring her back. They paid
* Ed McBain novels. He may be the most casually racist man alive, but if he assigned to find your killer, he will find your killer, regardless of who or what you were.
* Ed McGivern set several records on standard Smith & Wesson revolvers. His most famous is to fire five shots into a playing card-sized group in two-fifths of a second. He also shot marbles midair, fired targets that live helpers hung onto, shot targets from vehicles moving at over thirty miles per hour, fired without having a line of vision, shot from the hip and basically got crowds to see him because of his skill. And, to top it off he set several records
* Ed McMahon position (and laugh), and for putting an APPLAUSE sign on the TitanTron when Abe gets introduced.
* Ed Mercer resolves several crises and manages to defeat a number of powerful warships in one-to-one fights.
* Ed merrily cries out: "EVIL TIM HAS BECKONED THEM!" This statement is never proven true or false as the episode ends there.
* Edmond: Edmond is married, with children, and sees the girl (Jeanne) as his muse and refuses to take the relationship any further once he's discovered (Edmond's friend is interested in Jeanne, but only for casual sex as he's a Casanova). Unlike the play, it all works out for the best in the end.
* Edmond Hamilton about a man who woke up in his family crypt, after being considered dead. He walked around the city, listened to what people really thought of him - and decided to go back into his coffin.
* Edmond Hamilton about the last man on Earth (an immortal) who tries to bring humanity back. He tries to resurrect the dead, and they, while alive (and sentient) are devoid of any human emotion, even the children they bear. Then he tries to bring people from the past - and the travel makes them raving mad.
* Edmond Hamilton: Has big love stories, epic space battles, oversized heroes and villains, awe-inspiring places, gorgeous women, and they usually rule the universe - or at least a star kingdom to boot.
* Edmond Hamilton, it is evidently assumed that crewing space ships would be a job primarily reserved for men, much like sailing was when the story was written.
* Edmond Hamilton, John Gordon, is somewhat disappointed to discover the far future is monarchical until reassured that they are constitutional monarchies.
* Edmond Hamilton revolves around the discovery that humanity is descended from the vast interstellar empire. A true homeworld of humanity was Ryn, the third planet of Altair. That empire was destroyed by unknown powerful alien enemies.
* Edmond Hamilton. Unfortunately, another thing the Angel seems to have inherited is a tendency toward tragic biography.
* Edmond has a sick subversion. During his mid-life crisis, Edmond breaks up with his wife and goes on a nightlong quest for redemption. He picks up a waitress at a bar and sleeps with her. Earlier in the night, he purchased a knife from a pawn shop, for protection, and uses the knife to stab a pimp who tried to rob him. Edmond is in the waitress' apartment, raving and ranting about... whatever. All the while, he's waving the knife around to emphasize his point. To make a long story short, he ends up brutally stabbing her to death in a fit of rage.
* Edmond Honda and M. Bison), though that only applies to that particular continuity.
* Edmondson actually played a psychotic ex-talk show host called Eddie Monsoon in
* Edmund attempts to explain to Baldrick how chickens are made ("A mummy bird, and a daddy bird, who love each other very much, get certain urges...") before Baldrick

interrupts with a cunning plan.
* Edmund believes that Mary Crawford's selfish behavior and glib attitude are merely the result of bad influences, and if she's just away from her high society friends long enough (by being with him instead) then she'll lose those traits which trouble him. It takes her wishing his brother dead so that Edmund will inherit for him to realize that as much as she does love him, she's perfectly comfortable being a
* Edmund Blackadder himself is always some variant on the Brighella figure, defined by his greed, cowardice (particularly in the first series), and the fact that he is never the highest-status person around - even when he's the son of the king, he's only the second son, and as the series progresses, his rank in the world gradually drops.
* Edmund Blackadder in the first season, but in series 2 he became the
* Edmund Burke, supporting freedom but not complete systemic overhauls based strictly on ideas).
* Edmund died to a viking stabbing him in the arse in 1016. The English got their revenge in 1066 when a Viking held off the English at Stamford Bridge... Until an Englishman hopped in a barrel with a spear, floated downriver, and paid back the debt. Then again, some historians say that the Viking was stabbed in the testicles.....
* Edmund Finney's Quest argument and was neither a fake bomb threat nor a real one.)
* Edmund Gettier was a philosopher looking for tenure at Wayne State University. To help with this he was encouraged to publish any ideas he had. He published a 3-page paper called
* Edmund is clearly a despicable person, but he is right to criticize the way that society treats bastard children. He also points out the foolishness of Gloucester's astrological beliefs and how they
* Edmund Kemper, might well be the Trope Codifier for the real-life decline of hitchhiking. He specifically targeted female hitchhikers in the '70s in California, typifying the psychopathic killer targeting young, innocent girls in the public mind.
* Edmund McMillen is becoming an official part of the game. You can't get much more approval from God than that.
* Edmund McMillen often reblogs fanart of his work on Tumblr, and this includes the porn. Of course, his games are as unsexy as can be, so Rule 34 of them is always made for its own sake.
* Edmund Pevensie, liked to bully and torment his younger sister, Lucy.
* Edmund Spenser is an allegory of virtues. It also has an interwoven political allegory.
* Edmund, the younger, illegitimate son of Gloucester, uses a forged letter to discredit his older half-brother Edgar and seize control of his father's estate and position.
* Edmure, backed by forces from the Riverlands, Vale, and North, kills every member of House Frey who was involved in the Red Wedding (which was most of them).
* Edmure Tully has a good eye for individual battles but fails to grasp larger strategies, such as when he defeats Gregor Clegane but in the process drives him out of a trap Robb was preparing.
* Edmure Tully is a minor example, being defeated in almost every battle. The one time he manages to win one it ends up screwing up his side's longer term strategy (though granted he wasn't
* Edmure Tully is not treated well in-universe by his uncle Brynden Tully and nephew Robb Stark for messing up their military plan by holding back Tywin Lannister at the Fords. His sister Catelyn sees him as young and foolish, and doesn't like the way he lets smallfolk into Riverrun for protection. However he is very well-liked among the fandom, many people thinking it was unfair to blame him for the strategic failures as he hadn't been informed of the plan and understandably misunderstood the order hold Riverrun. He also seems to be one of the few Lords who actually takes his duty of protecting his people seriously and

would make a great ruler in peacetime.
* Edna & Harvey: Harvey’s New Eyes, and tells everyone to shut up and leave her alone — including the game's narrator.
* Edna & Harvey: Harvey’s New Eyes had one of the restriction demons become a genie as well. However, instead of granting wishes, Genie Harvey only restricts the player from touching alcohol.
* Edna & Harvey: Harvey’s New Eyes in one part of the game is a Wendigo, despite it looking nothing like it.
* Edna & Harvey: Harvey’s New Eyes is shown to be wearing a hooded robe to cover his face and hide his identity from the players in Hoth Motigor during the game.
* Edna & Harvey: Harvey’s New Eyes one character is described by the narrator as "the most depressed looking man in a bee suit" the main character had ever seen.
* Edna & Harvey: Harvey’s New Eyes takes this to its logical conclusion: playing a tabletop video game is equivalent to, and has the same mechanics as, entering a hypnotic trance. Lilli even encounters a personified hypnotic suggestion in the game (much to the confusion of the DM, who finds himself describing a character he didn't create.)
* Edna & Harvey: The Breakout: Bobo, who gets stored in a shelf in a psychiatric clinic.
* Edna & Harvey: The Breakout: You can use everything with everything and even talk to inanimate objects (besides Harvey), which will give you unique responses. The only way to do something that doesn't result in a custom response is finding a bug that allows you to do something that wasn’t meant to be possible. The default responses aren’t even voiced because they weren’t meant to be triggered.
* Edna And Harvey Her father pinned himself as the murderer and was executed.
* Edna and Ned Flanders try to keep their relationship a secret too. Or at least, until Edna unintentionally reveals that she and Ned eloped some time ago.
* Edna, a witch who lives in the Haunted Woods. All of her potions are called things like "Potion of [species] [participle]", such as Potion of Lenny Shrinking, and she occasionally talks about wanting a "jubjub sandwich". However, she's also an
* Edna can increase defense with her arte and she gets an area healing arte that also cures slow.
* Edna catches fire before she topples off the top of the tower during the climax of
* Edna Fry's is frequently plugged on Twitter with the hashtag #HowToHaveAnAlmostPerfectMarriage. She has occasionally "accidentally" rendered this as #HowToHaveAnalMostPerfectMarriage.
* Edna joins in on the act too, even noting at one point that he can see why she has so much fun winding up Mikleo.
* Edna Mode. She appears three times, all in the first half of the film. She's the one who alerts Helen to her husband's moonlighting hero work, and convinces Helen to go track Bob down.
* Ed! Nobody finds out she's a girl until Faye tickles her! Everyone else can be forgiven since she's a pre-pubescent
* Edo. But only as long as he is in the car, outside he is an extreme wimp. This is in contrast to the other Natsu, who is very badass normally, but suffers from extreme motion sickness.
* Edo-era Japanese village set, which is part of a theme park owned by Toei. When it shows up, it usually requires some excuse to get the characters there; whether it's a dream sequence, time travel, or whatever.
* Ed of Meryl's Rat Patrol 1 group, after the SOP system was locked down due to it refusing Liquid's DNA, went Laughing Mad.
* Edogawa Rampo was born Hirai Tarō. He chose his pen name because it sounded like Edgar Allan Poe (
* Edolas) back through the subsequently-closed Anima, while staying behind to

assume his rightful place as the ruler of the now-magicless Edolas.
* Edolas set up two Animas at once to identify multiple agents in their way. One of those Animas was over Galuna Island, which not only led to the heroes helping the demons regaining their memory, but also led to Lyon to use two-handed Maker Magic and allowed Levy to find the stone tablets that grants her Holy Scripture.
* Ed O'Neill's character suggests that a man who got fired do it to his boss. The man replies that he'd rather file a grievance with his union.
* Edo period In a less obvious way, he also tends to assume social rules that no longer exist, particularly when it comes to the 'masters' he swears loyalty to, making him quite prone to exploitation, which unfortunately happened the previous year.
* Ed O'Ross, who hails from Pittsburgh, PA, has played Russians several times in both TV and film.
* Edo's second duel with Judai involved using Elemental Heroes, but he switches midway to using Destiny Heroes. Both archetypes had little to no common support at the time, and it looks like he's switched decks completely mid-duel. When the match is replicated in the
* Edo Tensei!Hiashi meets his brother Hizashi. His natural course of action would be to try and use the Caged Bird Seal, which by then had already been removed from him and the rest of the Branch House Hyugas.
* Ed owns Stucky Bowl, and vandals regularly steal the T. In the episode that dealt with it, they weld the T down, so the vandals change the sign to "Stucky Bowel".
* EDP445. Pretty much 98% of his dialogue is nothing but profanity. In fact, a huge chunk of his videos ended up being age-restricted due to how profane he is.
* Ed. Part of the premise of the show was the unresolved romantic tension between main characters Ed (played by Tom Cavanagh) and Carol Vessey (played by Julie Bowen). They got together, ratings dropped, show cancelled.
* Ed played this straight. The titular character's behavior would have gotten him a restraining order within the first episode in real life.
* Ed Reardon's Week. Milvane's fame as a film director really took off when he made a film out of Ed Reardon's first (and only) successful novel, without giving him any of the credit, and Ed still resents him deeply for this. They never pass up a chance to snipe at each other professionally and personally, but they've known each other for ages and play weekly music gigs together, and the only being Ed is on closer terms with is perhaps his cat.
* Ed Reardon's Week, one of Ed's (several) problems is that he's so ensconced in antiquated linguistics that he can't ape the speech patterns of his peers.
* Ed Reardon's Week: The main character's friend is a director whose latest blockbuster films are a trilogy about a dolphin named Dermot, who is in love with his human trainer. The clips the audience hears are all melodramatic twaddle. The trainer goes blind at one point ... and then Dermot donates his corneas to her.
* Ed Riche and manic depressive with what looks like a touch of autism at worst. Most of the play revolves around the protagonist reminiscing about what a chore it was for the family to put up with him and his own anxieties about the possibility of inheriting the man's mental frailties.
* Edriss 562 (Visser One) started out with a Hork-Bajir when she came to Earth, where she took over an Iraqi soldier for a few minutes after landing in the middle of
* Ed Robertson gives a blurred one following a thumbs-up to some customers in
* Ed's automail arm is only designed to be used as a limb, but his alchemy makes it a versatile
* Ed's defeat of the two brothers in Lab 5 fits this. Specifically, his line just before blasting their
* Edsel didn't bode well with most drivers due to the shift buttons being located where the horn is traditionally placed, i.e. the steering hub, resulting in drivers ending up shifting gears instead of sounding the horn.
* Ed Sheeran appears with a group of Lannister soldiers who befriend Arya.
* Ed Sheeran as "Eddie" in the premiere of Season 7. Though the character was never intended to return, the Fandom's reaction was so negative that his fate is

mentioned offhandedly by prostitutes in Season 8: His face melted off by dragon fire.
* Ed Sheeran" looks a lot like adult Ed Sheeran, a similarity very apparent in the transition cut near the end of the video.
* Ed Sheeran number, but is actually Nathaniel singing about how he looks down on Rebecca and really doesn't want to be attracted to her, but since he is, they might as well have sex and get it over with.
* Ed Sheeran's "Shape of You" at high volume for 30 minutes, which was considered "disturbing the peace".
* Ed Sheeran - "Sunburn", primarily about the narrator's regret that an old relationship didn't work out: "We never even tried / We never even talked / We never even thought in the long run". The new-girlfriend-who-reminds-him-of-the-old is a secondary aspect of the song.
* Ed Sheeran, the couple goes to a buffet on their first date. Because they want to save money, the woman fills up her bag. (The man merely fills up his plate.)
* Ed's limbs are a frequent victim of this trope, especially in "Breakneck", where his neck is stretched to about a mile long. This idea gets revisited in "Stretch Ed" and "Bendy Bird".
* Ed's room. It's a filthy pigsty and it's where Ed commonly acts out certain scenes from his favorite horror movies and comic books.
* Ed's stupidity is his flaw, since he's very gullible, prone to making mistakes and often doesn't understand what's going on, often meaning that more short-tempered characters like Eddy or Sarah take their anger out on him or him getting manipulated easily.
* Ed Stories college student who does everything from teleporting the Sun to sending the entire Earth backwards in time.
* Ed stories, Ed decides that true artificial gravity is impossible. However, the Andromedans are able to create quite a good facsimile of gravity through very precise use of their Momentum Cannon, by repeatedly applying a downward thrust to all objects on board the ship, so as to simulate gravitational acceleration.
* Ed "Strangler" Lewis didn't actually have a reputation for using any strangleholds and gave himself the name because he was a fanboy of 1890s wrestler Evan "Strangler" Lewis. This was fairly obvious to crowds in the US but utterly confused the fans and promoters in France, who mistakenly called his sleeper hold a "strangle hold" despite it being a much safer blood choke that does not actually restrain the airway.
* Ed Sullivan Show sketch as one of the evil monsters who wants to steal Santa Claus' toys.
* Ed that has the ability to melt and reform himself. Edd and Eddy, while in typical MeatCanyon style, show no such abilities.
* Ed the hyena (and to a much lesser extent, Shenzi, Banzai, and all of the other hyenas) actually gains this type of smile when
* EDtv, several scenes are shown from the view of a professional video camera, complete with internal indicators and battery life, and filmed by main character Ed Pekurny and his cameraman.
* Edtv would have been too long if it had kept all, or even most, of the 45 minutes of deleted scenes. Still, they tend to mourn the deleted subplots that flesh out Ed's family and introduce a rival TV personality.
* Eduard Limonovs "The Other Russia" also depict an utopic future russia with free love aspects.
* Eduardo Garza (Cartman), and Carlos Águila (Mr. Garrison) voiced their characters in both dubs.
* Eduardo Garza, remembers that strange things happened to him during the production. He had two popped tires. The door to his home was banging by itself. He found himself locked in a cabin. There were strange noises in the dub's audio that he couldn't remove. His lights went out, and his VCR turned on by itself.
* educated enlisted servicemembers method by which one can become an officer, essentially forcing all officers to come up through the ranks.
* Educating Alex" is an early original slash webfiction about openly gay college

student Ryan crushing on the athletic Alex who turns out to like him back.
* Educating Archie) was the UK equivalent. Of course, the main thing about ventriloquism is that the vent's lips don't appear to move when the dummy is supposed to be talking. Peter Brough's years on radio meant that he'd forgotten that, and when the show moved to TV ...
* Educating Rita: Pygmalion is a literary professor; Galatea is a hairdresser...and she eventually surpasses him.
* Educational institutions (primary schooling, college, etc.) have a few, because instructors that aren't
* Educational toys are now part of the fray thanks to the lucrative market for them. Check out a second rate toy store in a second or third world country and you'll find pretty blatant knockoffs of
* Education for Death. All things considered, it did show that not all Germans accepted National Socialism of free will, but rather were forced and indoctrinated into it from a young age. It further portrays Hans' mother to be deeply afraid of it all.
* Education for Death avoids portraying Germans as fanatically evil. Rather, it portrays the Germans themselves as victims of the Nazi regime. The main character, Hans, starts out as a decent kid, but a mixture of peer pressure and propaganda turn him into a merciless tool for the state.
* Education for Death character, from an evil witch that supposedly represents Germany's enemies.
* Education for Death gets a taste of Princess Germany's Marshmallow Hell.
* Education for Death which implies Hans is drafted to Nazi army, "marching and heiling, heiling and marching", when he comes to age.
* ''Education for Obedience'' is however a big reason why animation is taken as a serious medium by historians, especially because there is a decent flood of it because it was an easy source for those who could not read.
* Education Mama): A parent who obsessively pushes and pressures their child into succeeding academically and would resort to emotional and physical abuse if said child fails at meeting their academic expectations.
* Education Mama: A parent will get angry at their kid for not taking their studies seriously.
* Education Mama: Education is important! Forcing our children to dedicate their lives in going to school instead of focusing on their silly dreams of becoming musicians, athletes, or of the like is the best way to ensure their future as well as enriching society! God help them if they receive anything less than a A+!
* Education Mama: Stop wasting your time with your silly, childish dreams! If I don't see you score As consistently, I will make you study harder, even if it breaks you!
* Education Mama. Thankfully, she realizes the errors of her ways in the end and becomes less overprotective of Timmy, just as long as he doesn't allow contests to interfere with his studies.
* Education Mama which turn up her negative attributes to the point that she hates her husband and doesn't care if he gets killed and abuses Gohan. This may be intentional, as even the Funi dub and Super tend to play up her worst traits while ignoring her good ones.
* Education of Cyfranius bodies; spiritstove — a device to torture to death a recorded consciousness of a living or fictional person; exterrier — a former dog; piter — a person erased from global information network by mistake and hiding from civilization in a pit (people enjoying sex with anonymous piters employed packs of trained exterriers to search for them).
* Educator Howard Spicker believed child geniuses, what he called "bright" children, were actually relatively common, but went unrecognized because they don't fit the profile of what people think a child prodigy should be like.
* Educomix, Dave and Jessica's first kiss was actually dreamed by Jessica.
* Educomix has software to collect information from everyone's computers, like the real-life NSA scandal.
* Educomix, it's an established rule (from the very first strip) that that urine is

better for the "ecos" than water, so naturally, this trope is commonly shown.
* Educomix was fought between Ireland and the South Pole, and one of the combatants was Jesus.
* Educomix: When Jessica is in the Garden of Edam, she and Adam are the only humans in existence.
* Educomix, who has the power to speak and understand any language, needs a magnet to communicate with them.
* Edutainment Game had "Irrational Eddie" during the fake commercial breaks, trying to peddle irrational numbers and other mathematical peculiarities.
* Edutainment Game has one activity where the player is given a basket of fruit and a list of (different) fruits s/he is supposed to get, and must trade with the various people at the market for them, leading to this trope. (For example, you have an apple and need to get an orange. However, the person who has an orange only wants a banana, so first you have to trade with the person who has a banana, who wants two lemons, so first you have to trade with the person who has lemons...)
* Edutainment Game is a G-rated Zombie Apocalypse, with people turning into walking balls of TV static and infecting others.
* Edutainment Game; it uses digitized electro-mechanical pinball chimes to replace the original game's sound effects.
* Edutainment Game, one of the ways for your fish to die was by being caught and eaten by an osprey if you failed to dive to deep water quickly enough.
* Edutainment Game they say untrustworthy, you usually find other physical evidence too. Not so in one case, where a suspected Moon rock theft hinges almost entirely on the thief calling said object a sedimentary rock, despite the player researching in-game that it is physically impossible for a Moon rock to be sedimentary. No other evidence is found to implicate the suspect. (Because if you don't know your basic geology terms, you are clearly a thief.)
* Edutainment generally featured one or more of Janet Ellis, Sylvester McCoy, Mark Speight, Julia Binstead, Phillip Fox and Wilf Lunn.
* Edutainment involves protagonist Miles Woodman using time travel to bring a teenage Martin Luther King Jr. to the present to avoid his assassination. This results in an alternate timeline where MLK's civil rights work never occurred, where Miles' school is named after Robert E. Lee instead, his best friend Randy is now a racist bully, and his classmate Maria and his mother are both impoverished and work as maids. Miles is reluctantly forced to send Martin back to his time to restore the future.
* Edutainment left by his window. The rest of the intro is Alf chasing them down to get his sausages back.
* edu-tainment, one of the hosts gives this as the signal when testing the makraka, a sickle-like weapon used by the Zande tribe of Central Africa on a ballistic gel torso dummy. It does its job.
* edutainment premise, and then an innocent teenager and close relative of the Doctor was added so children could imagine themselves aboard the TARDIS.
* Edutainment Show (assumed it's the same girl from previous version, even when the design is completely different) and friend of the other animals. And in one song, there's Martin, another child as Lila, that only appears in that song.
* Edutainment Shows? A research study conducted by Disney back when they were about to rebrand their Playhouse Disney block into Disney Junior in 2010 showed that most kids learn important preschool topics via computer games and smartphone and tablet applications, and usually watch television for entertainment. Disney used this research to create the shows on the block, and it was successful, leading to a number of children's networks adding non-educational or morals-based preschool programming to their lineups. When Disney conducted the same survey in 2005 and 2000, parents wanted their kids to be educated by TV since computers weren't exactly a common commodity back then, although they were starting to become popular.
* Edutainment Show, which limited advertisements on kids shows, this decade focused on shows about teaching kids and teens on topics ranging from science to literature to morals to the environment to dinosaurs while also not losing the zaniness.

* Edutainment still shows up as late as Troughton, although sporadically - "The Moonbase", written by an actual scientist, contains a scene where Ben lectures Polly (and the audience) in how the design of spray bottles works, and a scene where Polly explains some basic organic chemistry to Ben concerning solvents, plastic and nail varnish.
* Edutainment were deleted when the show was recut and released in home video, Boganda now remains unidentified.
* Edvard Löwenström, one of the villains, is a very creepy example of this trope. It's not bad enough for him to be a grown man still acting like a
* Edvard Munch. He was mentally unstable to begin with. Thus, he became more and more reclusive as time passed, and when he got himself a rather big mansion, he rarely left it. He died almost isolated in 1944.
* Edvard Munch to match Munch's expressionist style for a few seconds.
* , Edward and Alphonse give one of Van Hohenheim’s journals to the Chang clan and since it was written by someone who’s ancient and revered in Xing, many of the clans attempt to steal it and it’s highly coveted. To the Elric’s themselves, though, it’s one of dozens they own and their father can always just write more.
* Edward Bulwer-Lytton (1871), combining elements of occultism, gothic horror, and science fiction.
* Edward "Butch" O'Hare, the namesake for O'Hare International Airport in Chicago (they even have an F4F Wildcat in front in his honor). He became the American navy's first ace of World War II by shooting down five enemy bombers in a single day (a feat which also earned him the Medal of Honor), and he was the one who proved that the F6F Hellcat marked the end of Japanese fighter superiority at Marcus Island, for which he received the Distinguished Flying Cross. He also helped the navy develop its night defense tactics, and according to a former wingman, always taught his pilots little tips and tricks to improve their flying. Unfortunately, though, he was lost in the navy's first night defense flight — he was caught in the crossfire between a Japanese G4M
* Edward Butler still considers himself the legitimate government of the United States, even after being driven off the mainland and into being holed-up in a fortified Guantanamo.
* Edward by chucking a heavy leather-bound copy of the Constitution at the shooter.
* Edward can use four of them (Understandably as he is a pirate) combined with two swords of different kinds.
* Edward Clariss/The Rival was an enemy of Jay Garrick who despite his best efforts, could not match the latter's speed.
* Edward comes to Mrs Jennings' house to leave his farewell card when he leaves London.
* Edward Cowley, a drag queen and fa'afafine (the third gender in Samoa).
* Edward Cullen, despite having lived for over 100 years as a teenage vampire at the age when males should be at their most sexually curious, has never been interested in any girls. Then he meets Bella, gets a whiff of the delicious scent of her blood, and becomes a committed Bella-sexual.
* Edward Cullen is wooing teenage girls everywhere with his Rape Face expression. Face aside, it doesn't help when you're probably over a hundred years old and pick up chicks from a high school cafeteria. And watch them in their sleep. A 117-year-old man dating a teenage girl.
* Edward Cullen's "mancarrot" (which may actually be a less horrible term than "throbbing lavender man-fruit thing", another description from the same fic) from
* Edward Current, an atheist vlogger and humorist who plays a rather extreme Christian character.
* Edward Diego. This is roughly two weeks after he boasted that he completely controlled SHODAN.
* Edward D. Wood's in hopes of using the profits to produce a religious film. One wonders how that worked out.
* Edward Eager actually acknowledges this trope when the children are hiding from pirates. "Katharine, like so many heroines in other stories, chose this time to

sneeze".
* Edward Eager a young girl gets really annoyed at Lancelot so she wishes that she was his match in strength and skill, then conjures a suit of armor and challenges him to a duel. She wins and the crowd cheers her. When the king asks her to remove her helmet she does so, having forgotten she still looks the same underneath. As the mood of the crowd shifts from shock to anger, she's called names and Lancelot is jeered for being beaten by a girl, for all of five minutes before Merlin erases everyone's memories.
* Edward Eager books he himself had loved as a child were too old-fashioned. So he wrote some original novels in the Nesbit style, but set in contemporary times with more savvy, snarky modern children.
* Edward Eager has a variation: the protagonists, four children, have been shrunk to a tiny size and the world of their toy knight figurines has come alive. They win the day in the end by bringing in one child's collection of toy soldiers, which includes soldiers from several different historical wars.
* Edward Eager, the children find a magic book that not only lets them wish themselves into other books, but also records everything that happens to them as it happens. And whenever anyone else picks it up, it appears as whatever book they would most like to read.
* Edward Eisen usually goes by "Ed", which helps differentiate him from the
* Edward Elgar is also a standard snippet, but it's open to question how many people actually recognise it as his.
* Edward Elgar's Op. 36 "Enigma" Variations on an Original Theme, the slow variation IX (Nimrod), which contains the most intense melodic and harmonic development of the theme, is followed by Intermezzo (Dorabella), a lightly scored and melodically understated Allegretto that does not use the theme at all.
* Edward Elric has amber-colored eyes that match his blond hair. Alphonse and Hohenheim also share this trait, since this is a trait of all people from
* Edward Elric is fairly broken up about what happened to Nina, but doesn't resign.
* Edward Elric is never shown to have any romantic interest in anyone except his
* Edward Elric is smug, rude, and claims to be motivated only by a desire to regain his and his brother's bodies, and yet he suffers from a really bad case of
* Edward Elric looks almost exactly the same as the younger version of his father, Van Hohenheim, as shown in the flashbacks. Later,
* Edward Elric to Alfons Heiderich. Edward majorly shook up Alfons' dull life with his determination, devil-may-care attitude and refusal to believe anything without proof and helped Alfons' rocket program take off. In fact Edward shakes up Alfons' life so much that when given the choice to go to Amestris with him, Alfons jumps at the chance without a second thought. Although the dark side of the trope is lampshaded when Alter!Hughes warns Alfons how dangerous Edward could be, so focused on his own goals that he ignores the possible fatal consequences.
* Edward Fox. The actor in question has a face which is instantly recognizable to most Brits, especially the age-group likely to enjoy Agatha Christie adaptations.
* Edward Furlong was approached by casting agent Mali Finn at a boys and girls' club.
* Edward getting stabbed in the eye. Tris goes to Four afterwards and he pretends to not care, but changes his tune as soon as he knows Eric isn't listening. This emphasises that the Dauntless rules are changing.
* Edward Gorey (1925-2000)'s work evokes Edwardian England through its visual style and peculiar linguistic flair, though the author himself was born and lived out his life in Massachusetts.
* Edward Gorey, a book where twenty-six children die in alphabetized ways.
* Edward Gorey. Don't try it at home, unless you have those peculiarities too.
* Edward Gorey frequently used anagrams or translations of his name (Ogdred Weary, Dogear Wryde, Mrs. Regera Dowdy, Eduard Blutig) as pseudonyms, though given his distinctive artistic style these were probably more for Gorey's amusement than actual disguise.
* Edward Gorey's death left his last work, "The Izzard Book" (a collection of words

beginning with Z, with pictures), poignantly unfinished: The illustrations become increasingly (and randomly) rough and sketchy until there's nothing left. He also died before doing the illustrations to The Admonitory Hippopotamus.
* Edward Gorey, writer and illustrator, was asexual and said that his orientation also informed his works.
* Edward Grey was broken by his experience in Akuze, and while he came back still heroic, he's quick to opt for the
* Edward G. Robinson features the humorous subversion described above, with the luggage-store front turning a brisk business.
* Edward G. Robinson. His character has an extended death scene in the film, and it was the last scene that Robinson shot; he passed on just a few days later.
* Edward G. Robinson. Nowadays most people have no clue that these characters and their speech mannerisms were based on anybody.
* Edward G. Robinson), purportedly on the first run-through without having to do a second take.
* Edward G. Robinson so they can drill a hole through a wall in the basement into the bank's vault. But, the luggage shop actually starts turning a big profit and becomes successful, and later, the bank offers them thousands of dollars for the use of their basement so they can expand the vault, making the criminals wonder if it'd be better to just go straight.
* Edward G. Robinson used. When characters in Looney Tunes use it, it's usually in a police or gangster context.
* Edward has relatively little angst given that at age 11 he lost two limbs and was exposed to
* Edward himself proves to also be very wise and have a great understanding of the world, which in the end
* Edwardian artist Louis Wain said that his favorite drink was Bovril and soda.
* Edward II, a character recites a list of famous male/male couples, justifying homosexual relationships by saying that "The mightiest kings have had their minions...And not kings only, but the wisest men." Most of these are lover/beloved couples: Hercules and Hylas, Tully and Octavius, Socrates and Alcibiades, Achilles and Patroclus — Achilles and Patroclus are not said to be lovers in the Iliad, but were seen as erastes and eromenos by later Greeks, although in the Iliad Patroclus is the elder. Alexander and Hephaestion, who were coevals, are also mentioned in the list. The historical Edward and his boyfriend Gaveston were actually the same age, but lover/beloved was the predominant homosexual trope in Marlowe's day: people learned the trope from the Greek and Roman classics they read at school, as the list shows. Marlowe himself is supposed to have said "All they that love not tobacco and boys are fools."
* Edward III is Edward the Black Prince's relationship with Audley, an elderly and loyal knight of his entourage. The friendship's crowning moment is Edward's impassioned speeches to the wounded Audley:
* Edward II's younger brother, the Earl of Kent, attempted to gather a rebellion to rescue him from captivity and put him back on the throne - over two years after his funeral. He got a surprising amount of support, considering, and was beheaded for his trouble. This plays into the
* Edward II where the titular king is murdered with a red-hot poker demonstrates how effectively horrifying this trope can be.
* Edward, in episode 29, is forced to remain a state alchemist even after he announces his resignation due to the homunculi threatening to harm Winry if he doesn't. This is used in a similar fashion against Mustang, who has the well-being of his whole team (Hawkeye most of all) resting on his willingness to comply, although he never threatens resignation. (They both find their own ways around it.)
* Edward IV defies the custom that a king should marry a princess by making Elizabeth Woodville, a penniless Lancastrian commoner with whom he's besotted, his Queen consort.
* Edward IV married Elizabeth Woodville because of love instead of political reasons. This got him a lot of enemies within his own court, as she was not only completely inappropriate (was the widow of a Lancastrian soldier with two

children), but she also did things like securing all the best jobs and marriages for her relatives. This helped cause the powerful Earl of Warwick, otherwise known as
* Edward James Olmos ended had him explained that he added several aspects of his character:
* Edward Jenner: Inventor of the smallpox vaccine and pioneer of vaccination, a major medical breakthrough for which he is still revered to this day.
* Edward just doesn't see how dazzling he is. Bella is happy to tell him.
* Edward Ka-Spel, lead singer of the Legendary Pink Dots, doesn't seem to enjoy wearing shoes onstage.
* Edward Kelly himself is one to some extent. To many, he's a noble principal who wants to help his students, and to the
* Edward Kenway, though. Which makes it amusing when his animation still has him pulling up a hood that isn't there.
* Edward knows Bella as a person and not prey for maybe a month before he wants to spend the rest of his (non)-life protecting her from every other vampire in the world.
* Edward Lear and 'runcible'... whose definition he never hinted at. 'Runcible spoon' from "The Owl and the Pussycat" has been adopted as a phrase, but no one can agree on whether a runcible spoon is any spork, or specifically a spork with wide, outward-curving tines, or a spork with a knife edge on the handle, or some other kind of cool spoon. None of these can be right anyway, since he used 'runcible' to modify other nouns, so whatever it meant isn't spoon-exclusive.
* Edward Lear invented the adjective "runcible" to provide extra syllables in his poetic writings. "Runcible spoon" (from "The Owl and the Pussycat") is now defined in dictionaries. It resembles an extremely large silver spork.
* Edward Lear, the title characters "sailed away for a year and a day / to the land where the bong tree grows".
* Edward likes sci-fi, fantasy, and video games, as they offer him some escape when he's hospitalised for the surgeries meant to treat his cerebral palsy.
* Edward Malus (Nicolas Cage) steals a bike from a woman after threatening her with a gun in
* Edward. Most of the guys at school have either tried to court Bella or had secret crushes that were never revealed. Mike Newton especially is a sensitive guy who tried for about two books to win her over. Poor guy.
* Edward, Mustang yells at him to the point of snarling before giving him the cold shoulder.
* Edward Norris, a former Baltimore Police Commissioner who had a somewhat controversial career that ended in an indictment and a felony conviction, plays
* Edward Norton - about an actor who's always stuck in supporting roles).
* Edward Norton. As it turned out, it was Brando's final onscreen role.
* Edward Norton. Given the relative unpopularity of the film with fans (most casual observers won't even realize it was a part of the MCU to begin with, despite multiple characters crossing between them), Ruffalo is generally seen as the superior Hulk.
* Edward Norton plays an actor who is brilliant, yet a pain in the ass to work with.
* Edward Norton throughout it, and when the producer handed out gifts to the cast over the movie's surprisingly strong box office performance, Norton returned the gift with a note stating "Give this to someone you actually like—or someone who actually likes you." He also wasn't happy at how the conditions of the deal meant that he was paid a fraction of what he'd have earned on any other film at that time in his career.
* Edward Norton when he spends the first act living in Brazil and speaks the local language (Portuguese) — poorly, and when he finds himself in Guatemala he barely knows a few basic words.
* Edward Norton, where Norton's character has his best friend hit him so that he won't look too attractive in prison, where he is going.
* Edward Nygma. He was in love with Kringle and demanded her abusive boyfriend's

face to leave her alone. He responded by assaulting him, and in the ensuing conflict he ended up stabbing him to death in an extreme move of self-defense.
* Edward of Woodstock, Prince of Wales, son of Edward III of England is known as
* Edward of York of noblemen who represented the worst of feudalism. His main benefactor, the Earl of Warwick, was alienated by the King's refusal to marry one of his daughters, rather than the Lancastrian widow who became his queen, and raised a rebellion with the help of his transparently treacherous younger brother George, which briefly put Henry VI back on the throne. Edward got the throne back, in battle, but he could never quite achieve enough political control to ensure a smooth succession.
* Edward Scheinerman, a writer of college math textbooks, has a tendency to go for the subtly
* Edward Scissorhands created the titular character as a robotic son, but died before he could replace Edward's hands with non-lethal prosthetics.
* Edward Scissorhands derives a contrast from the gothic castle Edward is from and the friendly, pastel mid-century suburb at the foot of the town. The townsfolk are friendly, if a little insensitive to his condition, at least until Edward's situation begins deteriorating.
* Edward Scissorhands, Edward is unfinished at the time of his creator's death, leaving him with, well, scissorhands, but also seemingly permanent black leather clothing that is always somewhat visible beneath the normal clothes that are given to him to wear.
* Edward Scissorhands, for example) depict worlds that are neither wholly good nor wholly bad.
* Edward Scissorhands has a mob of suburbanites lighting their flashlights and roaming the neighborhood with sports equipment and gardening tools.
* Edward Scissorhands has quite a bit of difficulty with his new waterbed after moving to the suburbs. He jiggles around on it hopelessly for a while, and then, to make matters worse, his sharp hand-blades actually puncture the bed, sending streams of water everywhere.
* Edward Scissorhands is divided into two "acts" precisely because of this trope - it starts out rather sunnily, but begins to move down a darker path as Edward falls in love with Kim (and rejects Joyce's advances). Once Edward participates in the house robbery, the comedy gradually drains from the film altogether.
* Edward Scissorhands, Joyce tries to seduce a plumber early in the film (to establish a basis for her attempted seduction of Edward later on).
* Edward Scissorhands. Justified because he is a creation by the Inventor.
* Edward Scissorhands might just be the kindliest Mad Scientist ever. His second-most-impressive creation (after Edward) is a giant cookie-making machine. And he creates Edward with the expressed desire to see if it's possible to make an artificial being with human love. And then amuses both of them with silly poetry later. Aw!
* Edward Scissorhands. She's first seen in a family photo where Peg describes her as her pride and joy. When we meet Kim, however, she seems like a bratty teenager. But as the film goes on and she warms to Edward, she is really kind and caring, thus fitting the trope.
* Edward Scissorhands: The inventor created Edward from scratch in his castle and treated him like a son. He dies of a sudden heart attack right after showing Edward his supposed model hands, leaving him alone in the castle with and with well... with his Scissorhands. Edward stays there for sometime until he is discovered by an Avon lady, Pegg Boggs kicking off the story's main plot.
* Edward Scissorhands: The Inventor who created Edward. He was an incredibly gifted scientist, a kindly eccentric old man, and a very good surrogate father to Edward. He lived alone in his mansion where he created impressive devices for making cookies and chopping up vegetables, until his loneliness drove him to create an artificial son for himself. He took care of Edward and taught him poetry and manners. Sadly, he died of a heart attack before he could give Edward his new hands.
* Edward Scissorhands there is a highly-stylized contraption used to prepare and

bake cookies by the Inventor early in the film.
* Edward Scissorhands was exactly like an ordinary human, but his Inventor died before he could furnish him with proper hands; thus he is virtually unable to touch others. It's suggested in the film that there's the possibility he could still be made "complete" in that way, but that never comes to pass. Perhaps more importantly, when he falls for Kim, he does whatever he can to make her aware of his love for her in hopes she will reciprocate it, despite what he is.
* Edward Scissorhands was marketed under the Fox family label on VHS despite being a PG-13.
* Edward Scissorhands would sometimes stop to stare at smoke alarms, walls, hairdryers, and other everyday objects, seemingly entranced by them.
* Edward Stratemeyer, he of the Stratemeyer Syndicate, could be seen in modern times as being a little chauvinistic (of course, remember,
* Edward Teach, A.K.A Blackbeard. The rest of his crew put up a fight even after the fact, but were outnumbered by the Sailors and ultimately surrendered.
* Edward Teach/Blackbeard after he is tricked to give his life for the immortality of the another.
* Edward Teach/Blackbeard wants to use the Holy Grail to wish for a harem, and he likes spending time with little girls.
* Edward Teller, the inventor of the hydrogen bomb, who pushed like crazy to get the U.S. government to build it and openly advocated nuking the U.S.S.R. Also advocated using a nuke to excavate a harbor in Alaska, and building a tunnel across America using nukes to do the mining. Once used a nuclear test to light his cigar (a man could get cancer doing a thing like that.
* Edward the Black Prince (see the page pic) fought in several battles during the Hundred Years War.
* Edward the Confessor was the last Saxon King of England because he was believed to have had one of these with his Queen Edith. He may have had religious motives or maybe it was because he despised Edith's father Godwin of Wessex. Whatever his reasons Edith seems to have been okay with it and they are credited with having an affectionate father/daughter-like relationship.
* Edward, the Duke of Windsor, was effectively exiled twice during his life. During World War II, he was sent to become the Governor of the Bahamas because Winston Churchill didn't want him undermining the Crown and the Government by running his mouth off about his fascist sympathies to the press. After the war, he spent most of his time outside of Britain after being ostracized by his family once and for all (
* Edward The King). Of course for most of his life, therefore most of the series, Edward didn't get to be king due to his mother's longevity.
* Edward The Seventh The three attempt a shortcut home, get lost, and seek assistance from a peasant driving a cart. The peasant is understandably sceptical when they attempt to explain who they are.
* Edward turns Bella into a vampire after she nearly dies during childbirth. The baby came out wrong, of course, because it's their baby and male vampires aren't suppose to interbreed with humans...
* Edward VIII of England was on the verge of causing this. Subverted in that his abdication got rid of a King with fascist sympathies, and put on the throne King George VI, who — with the help of his wife, Lady Elizabeth Bowes-Lyon —
* Edward VIII, the exterior footage was shot on more expensive but better quality 35mm.
* Edward Woods was originally hired for the lead role of Tom Powers in
* Edward Woodward for help that he started carrying leaflets for various organizations that could assist them. He would also top off about to expire parking meters and leave a "Courtesy of The Equalizer" calling card on the car's windshield.
* Edward Zwick, best known for Oscar-baiting historical epics such as
* Ed was bitten painfully across the neck, and Shaun bravely shouts "You leave him alone!" and charges to his defence.
* Ed Wasser appeared in the pilot movie as a crewman on the Babylon 5 command

deck, before being cast in a regular role as Shadow minion Morden.
* Ed wears a red duster, but has yet to be dismembered while wearing it (his missing limbs were before the coat). Unless you count the number of times his automail has broken, but otherwise, he's good. He makes a point of wearing a red coat anywhere for various reasons (the biggest being to cover up his automail). In one chapter, as his group is
* Ed, who got away with the loss of just an arm and a leg while Al lost his whole body.
* Edwin also references the trope at one point by claiming that if you really believe the Cowled Wizards are good for their word, he has a bridge in Thesk to sell you.
* Edwin Alva could restore his son from statue-form, which was the result of an earlier Superpower Meltdown
* Edwin Alva is the leader of an international criminal organization but is viewed by the public as a wealthy and influential philanthropist.
* Edwin Eugene Bagley, probably the most famous American march not written by John Philip Sousa.
* Edwin McCain Hot 100 in the late 1990s; "I'll Be", which peaked at #5 and remains his only Top 10 hit, and the Diane Warren-penned "I Could Not Ask for More", which only reached #37, but did better on the Adult Contemporary charts at #3 compared to #6 for "I'll Be".
* Edwinna Elbert, Stewardess of the Ald-Ruhn Mages Guild, studies Dwemer creations. If one brings her a copy of a certain rare book, she'll mention how she wants to be one of these, believing
* Edwin Odesseiron to such an extent that he can effortlessly outperform player-made mages.
* Edwin, perhaps the most powerful recruitable mage in the game, surely the less humble. He will constantly remember how amazing and superior he is, compared to the main character, while insulting everyone thinking nobody's listening;
* Edwin Starr had several R&B hits, but only two notable pop crossovers, 1969's "Twenty-Five Miles", and of course, the iconic anti-Vietnam anthem "War". His career fizzled out on both formats afterwards, although he had two disco hits in the UK later in the 1970s.
* Edwin the Boy Scout keeps getting behind on his "good deed a day" schedule and then causing trouble for his intended recipients by rushing to make up for it.
* Ed Wood. After Bela Lugosi dies, Ed spends the day re-watching cuts of the last footage he shot with Bela over and over.
* Ed Wood, as it was designed to cash in on a sex change operation that had just made the news.
* Ed Wood: Ed is shown to be a heterosexual who happens to find women's clothing more attractive and comfortable. This is probably because he was based on an actual person.
* Ed Wood features a car chase at about 20 MPH, possibly because Wood couldn't afford stunt drivers or insurance.
* Ed Wood near the end; he appears to be facing the exact same problems Edward has been facing throughout the actual film, but he appears in only one scene.
* Ed Wood's career and reduced him to filming pornography at the end isn't dramatized (brief text epilogues do reveal his and his colleagues' ultimate fates).
* Ed Wood's Ed Wood makes a statement about how he could make a whole film from Stock Footage. Ed Wood himself used a lot of stock footage, which led to amusing continuity errors.
* Ed Wood's most acclaimed films, even giving one of his stars an Oscar...and is the director's biggest box office failure with a mere $5.8 million domestically.
* Ed Wood's movies were because of his own incompetence, it was usually the most blatant ones that were caused by his refusal to do a retake. Even when his producers requested one, he'd make the flimsy excuse that audiences wouldn't pay attention to such things in regards to the overall story. This attitude may have stemmed from the tight budgets and deadlines he was given to finish each film.
* Ed Wood's trope in cinema after he was named "The Worst Director of All Time" by

the Golden Turkey Awards in 1980.
* Ed Wood, The Amazing Criswell, Bunny Breckinridge, Conrad Brooks, etc.
* Ed Wood; while Wood shows a blatant disregard for things like visual continuity and set quality, and justifies this by saying that no-one really pays attention to the smaller details, he does so because he's projecting his own way of watching films onto the audiences, rather than considering them to be... well, morons.
* Ed Wuncler III and Gin Rummy, both of whom served in the US Army during
* Ed Wuncler III and Gin Rummy from the same show. Both are white and come from affluent families (Ed in particular being the grandson of the wealthiest man in Woodcrest.) Both speak in
* Ed Wuncler III claims in the first episode that, after shitting himself over a dozen times in Iraq, and running out of toilet paper and having to use his thumb after the second time, he was nicknamed "Stinkbomb" and no longer taken on patrol for fear of the stench alerting enemies.
* Ed Wuncler III, whose grandfather owns everything in town and will never be arrested or prosecuted for anything. Riley even said "you're lucky your granddad owns the police" after a badly botched bank robbery. Ed's partner Gin Rummy denied it works that way and claimed they got away with it "because I am a criminal mastermind"... right before a cop comes by
* Ed Zwick, best known for historical war epics and the like (including
* E. E. “Doc” Smith can be used to read dead minds, as long as they're relatively intact and haven't been dead for more than a few hours.
* E. E. “Doc” Smith for this — "Driving Jets Are Weapons". (For those who want to know the details: the ship dives headlong towards the enemy base, then flips over and decelerates at full blast. This maneuver kills both its velocity and the target's shields, followed by the target. Twice.)
* E. E. “Doc” Smith (from the 1930s). Twice the arch-enemy gets in so far over his head that he's forced to call on the hero to rescue him, and incidentally wipe out a threat to human civilization.
* E. E. “Doc” Smith got around this problem by making his ships very, VERY fast (ninety parsecs, or about 300 light years, per hour). He lampshades this trope on one occasion when the hero's ship (stolen from the enemy) has a dodgy FTL drive. His engineer urges him to find the nearest base capable of effecting repairs, since "...you don't want to be fifty years away from the nearest repair shop instead of fifty miles." The conveniently close planet turns out to be infamous for the lethality of its environment, which routinely kills entities from both sides.
* E. E. “Doc” Smith, in the Atlantis section, Phryges is held at gun-point by a woman while he is undercover — and he realizes it's his childhood friend Kinnexa. She insists on his turning around so she can check for a scar to be sure it's him.
* E. E. “Doc” Smith is apparently still illegal. In many ways, Smith was a visionary (much of his military technology puts both Death Stars firmly in the shade). In some others, he was very definitely a product of his time and it shows in the writing. Thionite was one of his more lethal contrivances, in that unlike all the others, continued use of this drug would ALWAYS lead eventually to a fatal overdose.
* E. E. “Doc” Smith is the Lensman Corps, top to bottom. They even have a member named Arisia, after the planet where the Lensmen went (their Oa) to undergo training to use their Cosmic Lenses (GL rings).
* E. E. “Doc” Smith. Its size was needed to house the sensors required to travel at its full velocity. Later, their rival Dr. DuQuesne builds an even bigger ship.
* E. E. “Doc” Smith know what is right, to know what it takes to get it done, and to keep going until it's done.
* E. E. “Doc” Smith novels had boarding parties in space combat. With nifty zero-G axes. Yeah!
* E. E. “Doc” Smith novels, when they were fighting the space fleet of Boskone.

* E. E. “Doc” Smith, or maybe he was being flippant in his attempt to make it clear to her that these undying servants of evil are not actually human beings (at least, not any more).
* E. E. “Doc” Smith outgrowth of the series's earlier armor suits.
* E. E. “Doc” Smith, Part One ends with Kinnison watching as Madam Desplaines dies, with "END PART ONE".
* E. E. “Doc” Smith probably did more to popularize ray guns than any other single author back in the Golden Age of Science Fiction.
* E. E. “Doc” Smith rather quickly - a second dose taken immediately after the first dream WILL kill you, and thionite sniffers make sure they lock their stash up before taking a hit (so that the effort will bring them to their senses). Eventually the dose you take in order to keep having the expected effect will do the same. Thionite sniffers do not have long lives. Kim Kinnison turns an enemy base into the embodiment of this trope by dumping a massive dose into the air purifiers.
* E. E. “Doc” Smith series, after the Bergenholm inertialess drive was created. Some ships could go up to 90 parsecs (294.4 light years) per hour. Later books add the hyperspatial tube, which doesn't cut the travel time much (if at all) but does let you traverse the distance unseen (except at the point of emergence).
* E. E. “Doc” Smith series. Earth is always referred to as "Tellus" and humans as "Tellurians" in just the same way that all of the other species are named after their planets of origin.
* E. E. “Doc” Smith series had multiple examples, everything from one-on-one battles to huge space fleets fighting each other.
* E. E. “Doc” Smith series refers to himself as "the historian" in later books, and mentions that he was the first person to read the declassified accounts of the characters' adventures.
* E. E. “Doc” Smith series, the title Lens enhances the Lensmen's telepathic abilities, thus allowing instantaneous communication between them. There are also a variety of "waves" and "rays" that can be used for FTL communication and sensors by people who aren't Lensmen.
* E. E. “Doc” Smith series), the ultimate unrepeatable expletive on Tominga (where the language metaphors all revolve around plants) is "srizonified". Sentient telepaths, just like the Lens, leave this untranslated, but we are told that it is loosely rendered as "descended from countless generations of dwellers in stinking and unflowering mud."
* E. E. “Doc” Smith setting which allowed the heroes to direct the movements of thousands of starships all across the galaxy in a manner that was comprehensible for a single commander to understand what was happening and coordinate. A US Navy Admiral informed Smith after the war that the command and information control centers (ops rooms) the US Navy ultimately placed in their warships to manage and coordinate ship and fleet actions, now used by warships worldwide, was directly inspired by and based on Smith's creation.
* E. E. “Doc” Smith. Somehow, his version was even able to see inside of buildings.
* E. E. “Doc” Smith so that the book could then be used as part of the Lensman series.
* E. E. “Doc” Smith's stories referred to our planet as both Earth and Terra. He also used the alternate name Tellus.
* E. E. “Doc” Smith. The heroes are being dragged by savage other-wordly beasts to a cave in which they will meet their doom when Worsel, a thirty-foot-long sentient flying reptile, drops from the sky and scatters the beasts in a shower of body parts.
* E. E. “Doc” Smith, the last significant attempt to save Roman civilization was a Gladiator Revolt — and failed utterly.
* E. E. “Doc” Smith. To the human protagonists, meanwhile, it's basically a midsummer's day.
* E. E. “Doc” Smith. Twice he gets into serious trouble and calls on the hero, Dick Seaton, to team up to handle the situation.

* E. E. “Doc” Smith two layers of shields, PLUS a further layer more or less integral with the outer skin of the ship ("wall-shield"), which is tougher than the others. There is also a separate meteorite screen, which is basically a globular tractor beam with polarity reversed, but its usefulness against deliberate attack is essentially zero. (Actually Star Trek has all of those as well, primary and secondary shielding, structural integrity fields, navigational deflectors, which also protect against lasers.)
* E. E. “Doc” Smith universes, both with human (or humanoid) extraterrestrials and with definite non-humans (including flying lizards and even more grotesque forms). Whole planets were basically giant nudist colonies in space, with the inhabitants giving no more thought to their unclothed status than to the food they ate. Some races invert the trope.
* E. E. “Doc” Smith was a sphere over 1000km in radius and has a crew of four, it needed to be that big to contain the navigational instruments necessary to cross intergalactic space.
* E. E. “Doc” Smith, when the Osnomian King is much relieved by his son's adequate performance in a critical test. Had the younger man failed, the king would have had him executed for it and then would commit suicide for failure himself "...as only an incompetent would delegate an important task to another incompetent."
* E. E. “Doc” Smith: while the eponymous vessel was a sphere over 1000km in radius and has a crew of four, it needed to be that big to contain the navigational instruments necessary to cross intergalactic space.
* E. E. “Doc” Smith with the inertia-negating "Bergenholm" device. At the time of writing, the negation of inertial mass, though hideously energy-intensive, was believed theoretically possible. Advances in relativity and quantum mechanics have since destroyed the concept's viability.
* E. E. “Doc” Smith years) after the same human protagonists discovered space travel!
* E. E. Cummings although it doesn't say logic is wrong per se, simply that it's less important than love.
* E.E. "Doc" Smith flipped back and forth between hard and very soft sci-fi at times. In
* E E Doc Smith with the Kondalian civilization, which is slightly more advanced than Earth, but will still has a state-sanctioned religion, though it has a mythologized take on evolutionary theory. The idea is supposed to be that Kondal has been a technologically advanced society for so long that its religion has come to incorporate scientific facts, which is still a unique approach even today. However, this is ultimately not very important and the sequels written after SF pulp magazines came into being have no other religious aliens.
* eeeee-vil refused to meet Lincoln Hawk (or was it Hawks?) halfway by hiding all the letters Linc sent to his estranged son.
* "Eegah" has Dr. Forrester remove TV's Frank's blood and replace it with radiator fluid for the Invention Exchange. At the end of the episode, Dr. Forrester has to give Frank a tune-up because the coolant ran out.
* Eegah!, the titular caveman keeps the mummified bodies of his long-dead family in his cave because he can't accept they are dead (or perhaps is semi-oblivious, like Norman Bates in 'Psycho'. Same concept). He talks to them and even introduces them (in caveman grunt-talk, 'Ugh! Schtemlo! OOgh! Eshtablio!' etc.) to the heroine, Roxy (for whom Eegah has the major hots) and her dad, both whom he has captive.
* Eegah!, writer/director Arch Hall Sr. cast his son Arch Hall Jr. as the boyfriend of his character's daughter. There were probably some awkward moments on that set.
* Eek, a Mouse!!: A fairly common reaction towards small rodents, particularly mice.
* Eek, a Mouse!!. But playing this straight anymore is out of the question.
* Eek-A-Mouse's song Rude Boy is about people having a problem with him being so much taller than his girlfriend. With the lyrics
* Eek, An Urchin!", a sea urchin invades the Krusty Crab's kitchen much like a mouse would, and the crew trying to find a way to get it out of the restaurant.

* eek-kah-loo-eet) — including in one case in a press release by the office of the Prime Minister — which unfortunately means "unclean buttocks."
* Eek! The Cat and causes a lot of damages in the house. Eek's owners think it was him doing it and punish him several times.
* Eek! The Cat: Eek is an optimistic, well-meaning feline that tries to help others, only to often run into trouble because he gave a helping hand.
* Eek! The Cat episode, Eek has a very long scream after his dream ended with his head exploding.
* Eek! The Cat episode "Eve" where one of the little murderous clones watched the animation.
* Eek! The Cat from Eek), accidentally putting him into a pot of boiling water (instead of a chicken) and scrubbing butter on him.
* Eek! The Cat got dragged away by a carnivorous plant. Then one said, "But we don't have to hurry," and they smiled and moseyed.
* Eek! The Cat: In the episode "Honey I Shrunk The Cat", Elvis is alive, if overweight... but this is offset by him being of microscopic size and battling germs mano-a-mano.
* Eek! The Cat is a spy film parody and features a villain named The Brain, made of a brain, eyes, teeth and an ear in different jars.
* Eek! The Cat is behind it uttering "Won't you be my neighbor?", which also scares him.
* Eek! The Cat is often shown repeating absurd phrases from language learning tapes.
* Eek! The Cat lead the Thunder Lizards away from the command center... into a bathroom.
* Eek! The Cat slips on a banana peel and gets severely injured after he complains about the mob of angry reindeer.
* Eek! The Cat, the dinosaurs became extinct because of giant robot clown the dinosaurs unleashed. In another episode, they become extinct because a sitcom was keeping them too distracted to do anything about the Ice Age.
* Eek! The Cat, the Thunderlizards react with repulsion at the sight of Babs, a beautiful cavewoman genetically created to lure Bill and Scooter. Lampshaded when General Galapagos explains that Babs looks hideous to dinosaurs, but attractive to human males.
* Eek! The Cat. They go over a waterfall (much to Eek's cowardice) and the pig somehow disappears. Then Eek gets trapped inside a sewer and fortunately swims out of it.
* Eek! The Cat welcoming her to her new home when she's let out of her cat carrier). In fact, a running gag is others telling him that his girlfriend is fat, but he doesn't see it; to him, she's a beautiful goddess.
* Eek! The Cat) were former military special forces, who were allowed their freedom on the condition that they hunted down the humans, Bill and Scooter. Their origins though play with this trope in that they were imprisoned after being falsely accused of treason. (Their backstory had the Thunder Lizards working with an enemy Thugasaur to survive behind enemy lines. They were accused of treason, which they didn't do, and were incarcerated until the start of the series.)
* Eels about his sister who committed suicide in a mental institution.
* Eels about someone whose life has been unlucky from the start, but tries to marvel at the thought of having one lucky day in his awful life. As the title indicates this doesn't provide much fun to look forward to.
* Eels, and in context the phrase "angry little whore" was clearly being taken entirely too literally.
* Eels. "Flyswatter" also has a similar feel to it - both have verse sections that juxtapose a creepy minor key toy piano riff with surprisingly aggressive drumming.
* Eels. It starts with the singer apologizing for having no money, and then the rest of it is just him and his dog singing along to the song.
* Eenadu (As of Today) - A Telugu-language service operating in Andhra Pradesh and Telangana.
* Eena Meena Deeka episode "Baseball" starts off with the birds playing baseball

outside. When they hit the baseball in the air, it comes down and hits Bhukkad, and the main conflict begins.
* Eenie, Meenie, Miny Moai — Moai statues automatically make a setting cooler and more exotic.
* Eenie, Meenie, Mommy, Daddy, together. When he was developing the series' first Season 1 scripts, Sherwood recalled the incident and gave the problem to Cindy.
* Eerie #1 was a hastily assembled digest of horror comic stories with a print run of a few hundred copies, created by publisher James Warren to deny the title to rival publishers Myron Fass and Robert W. Farrell, whose company was named Eerie Publications.
* Eerie Anatomy Model: The inherent creepiness of anatomy models is used in a work.
* Eerie Arctic Research Station: An isolated research station in one of the Poles where horrifying things happen.
* Eerie Arctic Research Station: A remote lab in an icy cold location as a tension-filled setting.
* Eerie Cuties: At one point, Nina switches bodies with her older sister Layla, but doesn't want Layla to wake up and realize what has happened, so right before she makes the switch, she consumes a heavy dose of the most powerful sedative she can imagine:
* Eerie Cutiesboyfriend tries coaxing her into a make-out session in the janitor's closet.
* Eerie Cuties, but loses the glasses in the process (because her supernatural beauty would melt them).
* Eerie Cuties for her friend Ace. It doesn't do any good though, because while Nina is trying to figure out what just happened to her, Blair doubles back and hits Ace anyway.
* Eerie Cuties from her own... fond memories. Brooke covers Nina's ears.
* Eerie Cuties; implying a deeper connection between the three of them.
* Eerie Cuties: In a throwaway gag, a victim of the gender-shifting orb is in gathering signatures on a petition to save the "spotted chupacabra".
* Eerie Cuties is easily distracted by butterflies and her unfortunate werewolf classmate Ace, calling out "Puppy!" whenever she spots him and chasing after him.
* Eerie Cuties It's hardly any surprise that she was eventually killed.
* Eerie Cuties, Jacqui jumps on the Melissa's hands, hugs her and closes eyes.
* Eerie Cuties, just as he does - hinting at a deeper connection between them.
* Eerie Cuties — even hints on which make Chloe's face a little off.
* Eerie Cuties: Melissa regularly makes appearances in both comics, so which side of "the door" she's on depends entirely on which comic she's in at the time:
* Eerie Cuties, Melissa's "Daddy", Dakota, does this to Ace, offering to show off "his" sword collection. (Slightly subverted in that Dakota actually has a far better reason to be "showing Ace the sword collection" and is using this trope as an excuse.)
* Eerie Cuties of her new good friend as a bonus in bonus. Yes, "she leads a charmed life".
* Eerie Cuties, one vampire was born on Easter and as a consequence doesn't drink blood (but eat chocolate).
* Eerie Cuties orb, which he uses to transform people into Valley Girls, his "ideal woman".
* Eerie Cuties (presumably, not the first time) during an attempt to stake Layla. By her own count, it was 13-th time only in that park, so it's not like Tiffany would not find one more excuse to cancel the attack anyway, obviously. But she was running, and the distraction caused her to stumble and fall.
* Eerie Cuties ravening, murderous beasts. Granted, when someone like a succubus loses control, things get very dangerous very quickly.
* Eerie Cuties right as Cess is about to say Layla's name. Cess and Laura hastily pretend to be singing.
* Eerie Cuties she's busted her nose and been knocked senseless by a miss aimed spell.
* Eerie Cuties that sometimes has difficulty controlling his cat-like impulses.

* Eerie Cuties - the cast in the former are all listed by species, and the witches are "witch," as opposed to Tiffany, who practices the supernatural arts but is still listed as "human."
* Eerie Cuties, this is Nina's first action after borrowing Layla's body.
* Eerie Cuties, was born on Easter and consequently feeds on chocolate the way the rest of her family feeds on blood.
* Eerie, Indiana: A boy who could hear the thoughts of the neighborhood dogs through his headgear.
* Eerie, Indiana, after being told that Indiana doesn't observe Daylight Savings Time, Marshall sets his watch back an hour anyway, wanting to get the extra time. He wakes up in an extra hour inhabited by lost children and milkmen.
* Eerie, Indiana (and the book series based upon it) had the Bureau of Lost whose job was to make sure that certain items are "lost" so that people would buy new items and support the economy.
* Eerie, Indiana. As Marshall and Simon had hooked a video camera up to the television, Harley switches place with the film's star Sir Boris von Orloff. Harley becomes trapped in the film while Sir Boris enters the real world.
* Eerie, Indiana, a werewolf is shot with a silver bullet — in the foot. It instantly cures him of his lycanthropy, but he must then be rushed to the hospital to treat his gunshot wound.
* Eerie, Indiana: Dash X has a tendency to collaborate for the right price, though he never works out as he would like:
* Eerie, Indiana each play an exaggerated (if not outright deranged) version of their real life selves.
* Eerie, Indiana. Grungy Bill determines this to be a successful bank robbery and can finally rest in peace.
* Eerie, Indiana had a woman who was keeping herself and her children young forever by sealing them in bed-sized tupperware containers every night. When she was stopped, the three of them aged 30 years overnight.
* Eerie, Indiana: In both "Mr. Chaney" and "Zombies in P.J.s", Dash X can be seen at the World O' Stuff shoplifting a trench coat's worth.
* Eerie, Indiana: In "The Lost Hour", the Tellers see Janet Donner's face on a milk carton and realize that she has been missing for exactly a year, since the last time that the clocks went back an hour. Marshall later enters a parallel dimension as a result of setting his watch back an hour even though Eerie does not observe daylight savings time. While there, he discovers that he can communicate with Simon in the regular Eerie through the face on the milk carton.
* Eerie, Indiana: In "The Loyal Order of Corn", Ned tells Marshall, Simon and Dash X that he is an alien explorer who arrived in Siberia in 1908 through a tachyon portal.
* Eerie, Indiana: In "The Loyal Order of Corn", the alien Ned encouraged the development of radio and television.
* Eerie, Indiana: In "The Retainer", Marshall and Simon discover that Eerie's town borders create the exact same geometric shape as the Bermuda Triangle.
* Eerie, Indiana: In "Tornado Days", footage of numerous tornadoes is used to represent Old Bob devastating Eerie.
* Eerie, Indiana: In "Tornado Days", the tornado chasing NOAA meteorologist Howard Raymer has determined that the tornado Old Bob is alive, sentient, malevolent and has a very big ego. It sees Marshall and Simon refusing to attend the Tornado Day festivities as a sign of disrespect and brings the full force of its wrath down on Eerie in an attempt to kill them.
* Eerie, Indiana", in which Stanley gets splashed with special soap from the Eerie laundry mat and starts shrinking.
* Eerie, Indiana: Marshall Teller, a recent transplant from New Jersey whose family has just moved to the desolate town of Eerie, and Simon Holmes, an Eerie native, investigate the weirdness that inhabits the titular town.
* Eerie, Indiana most astoundingly effective tupperware in the history of mankind. She has been using Foreverware to keep both herself and her twin sons Bert and Ernie young since 1964.

* Eerie, Indiana Mr. Radford is the nominal leader of the Order but its true leader is its long serving bartender Ned, who turns out to be an alien explorer stranded on Earth. He founded the Lodge in order to unknowingly enlist the humans' help in building a tachyon portal so that he could return to his own planet.
* Eerie, Indiana: The Land of Lost Objects is located at the center of the Earth and is run by the US government that steals objects to promote consumerism.
* Eerie, Indiana. The portal broke down immediately afterwards. He founded the Loyal Order of Corn and encouraged the development of radio and television so that human technology would be advanced enough to build another tachyon portal so that he could return home. While investigating the portal, Marshall and Dash X accidentally send Simon to an ice planet.
* Eerie, Indiana there was a entire episode about Marshall's life suddenly becoming a television show, and finding out that he isn't even Marshall Teller at all, but somebody they keep calling 'Omri Katz' (which is, of course, the real name of the actor playing Marshall). Dash X is still a villain in the tv-show world rather than his actor, but acknowledges that the only reason he is one is because he's a fictional character.
* Eerie, Indiana: The titular town is said to attract all kinds of weirdness. A few examples are a family who sleep inside tupperware boxes to stop themselves from aging, a haunted house and Elvis living in the main character's neighborhood.
* Eerie, Indiana. This is not a plot in the series itself, it's mentioned by the main character in the opening and the pilot episode to showcase how weird the town is.
* Eerie, Indiana to pretend to be an IRS agent and get back all the townfolks' souls which had been swindled away by a demonic businessman.
* Eerie, Indiana version of Justin Shenkarow is a rude, bratty child actor who touches his co-star Julie Condra inappropriately, tries to get his history teacher fired when she gives him a D, and verbally abuses his mother when she doesn't sell stocks as he told her to do.
* Eerie, Indiana writer José Schaefer that they intend to kill him off. When he asks what they mean when they say dead, he receives the following explanation:
* Eerie Pale-Skinned Brunette: A love interest with ghastly skin and brown or black hair.
* Eerie Queerie. In the omake afterwards the two characters decide that they can finally call each other by their given names, only for Hasanuma's name to be *bleeped* out. And thus he remains with only one name.
* eerily cerebral". This one was more about the psychological horror rather than the blood and guts.
* Eerily Out-of-Place ObjectAn otherwise ordinary object made unsettling by being found somewhere impossible.
* eerily predicted a suicide bombing taking place somewhere. He claimed it was a joke.
* Eero is also the smartest of the lot, though his quick tongue often puts him at odds with his brothers.
* Eevee and its Eeveelutions take aspects from foxes, dogs, cats, possibly rabbits, and in the case of Flareon, a lion, Jolteon, a coyote and a cheetah, and Vaporeon, a mermaid. The fandom generally, but not universally, believes that they are supposed to be seen more as foxes or dogs more so than the other animals they borrow traits from. Atsuko Nishida, designer of Eevee and everything that evolves from it, stated that she wanted Eevee to look like a mammal but
* EEVIL GEN-EE-OUS alien with a faux Russian accent. He's not as evil as he claims, though.
* ef - a fairy tale of the two. for her parents' actual daughter, who drowned as a little girl. Mizuki herself underwent several traumatic experiences previously. Despite all this, she adores her parents, they adore her, and Mizuki says late into the story that she wasn't born to her real parents—she only came to be with them later.
* ef - a fairy tale of the two. has this in one if its first scenes. Miyako chases a thief who's on a motorcycle. Upon finding the arc's hero, she promptly takes his

bike and attempts to give chase to the thief.
* ef - a fairy tale of the two. parodies this phenomenon by having childishly drawn pink blossoms begin to cascade all over the game screen when Mizuki starts to go on a lovestruck ramble about Kei (and later, Chihiro).
* ef - a fairy tale of the two. starts with the ending, and jumps to two different points in the middle, before starting at the beginning.
* ef - a fairy tale of the two. tried to isolate herself due to her amnesia, until she met Renji. Though she is actually one year older than him, her mental age will always be 13 years old, which is the time when the amnesia-inducing accident hit her.
* ef - a fairy tale of the two. was released by Mangagamer in December 2014.
* ef - a fairy tale of the two. will not help along this road and Chihiro will never recover.
* ef: A Tale of Melodies, Kuze's heart machine beeps and then the Heartwrenchingly sad ending theme plays. At the end, his machine beeps again and he comes back to life.
* ef: a tale of memories and its sequel are rated TV-MA on DVD, but TV-14 on Anime Network.
* ef: A Tale of Memories: Chihiro's memory only lasts for around 12 hours, so every night before she goes to bed she writes in a diary what she did that day, and every day when she wakes up she reads all the diary entries she's written to remind herself of her life.
* ef: A Tale of Memories may not technically be the first girl Hiro meets, but she is the first girl introduced to him in the anime.
* E. F. Benson's "The Room in the Tower" features a dog who is very suspicious of Julia Stone's grave.
* "Effect and Cause": An aging hippie with a broken leg and her boyfriend witness the world's chaotic nature coming to a head, with things spontaneously happening, appearing and disappearing at random. They're both amazed, but she is really excited to be seeing the nature of the very universe. So...what does the universe do? Spontaneously change around the furniture as she walks around, causing her to fall and land on her broken leg, spontaneously cause some events that make the cops come to her house, spontaneously turn on the gas on the stove, and cause the broken doorbell to cause a spark and blow up the house while she can't do anything but watch it all unfold. Pretty vindictive for random chaos.
* effective at scaring off bears, and scaring off a cougar involves opening one's jacket and/or standing on someone else's shoulders to look big enough to scare it out of attacking. Examples could fill this entire page.
* Effective Knockoff (when an obvious knockoff still works as good as the original, if somewhat inferior)
* effectively an example of this: although having HIV doesn't directly incapacitate a person's ability to reproduce, hetrosexual survivors who refrain from unprotected sex to ensure their partners won't become infected are, in effect, removing themselves from the human gene pool.
* Effectively, a sufficiently-sized nuclear arsenal can be seen as the concept of Grand Strategy imposed, overwhelmingly and instantly: no matter its battlefield or strategic losses, a nuclear power retains the option of nullifying these results, declaring all players losers, and ending the game (and incidentally, all human life). There is a very good reason why no nuclear power has ever gone to war against another one.
* effectively ruin the gun's accuracy), leaving him open to summary beatdown shortly afterwards.
* Effectively subverted on the recent episode "Emancipation." The patient, an emancipated minor and orphan, vehemently rejects any pity from the other characters. She maintains this stance
* Effectively what Kazuichi's crush on Sonia amounts to. He's convinced she's a
* Effects of the quantum vacuum on magnetoelectric materials exhibit this, but again, it is unclear whether technological applications will ever be possible.
* effect that puts them into the Jurassic period. They return to the effect and

instead end up 30 years before their own time. The episode ends with them low on fuel and heading for the effect once more.
* effect (There is also an adjective "affective," meaning "related to affect or emotion," as in "seasonal affective disorder.")
* Effeminate Heterosexual, in which Carvey plays a garden variety, married suburban dad everyone that assumes is gay because he behaves in a stereotypical Camp Gay manner. When asked if he's gay, his reply is a heavily-lisping "That's insaaaaaane!"
* Effeminate Misogynistic Guy: A man who has a low opinion of women yet ironically is very effeminate.
* Effeminate Misogynistic Guy: A misogynistic man who ironically acts very feminine.
* Effeminate or Non-Masculine Appearance associated with introversion and lack of interest in physical activities.
* Effeminate Tomboy tends to be fairly masculine, but not overly masculine, nor overly feminine either, although she does not necessarily hate traditionally "girly" things. Although most of her qualities and interests are masculine, she may also have a few "feminine" qualities and interests as well.
* Effeminate Voice: A feminine male character with a soft and high-pitched voice.
* Effi Briest. Effie Briest, a 17-year-old girl, is married off to a 40-year-old guy who was once romantically interested in her mother, Baron von Instetten. She feels neglected by her constantly busy husband and frowned upon by the local gentry; and worse, the unsettling house where they live is allegedly haunted by the ghost of a Chinese Man, and not even the birth of a daughter improves her spirit. Her husband is never downright abusive and feels in his own way fond of her. She starts having an affair with Major Crampas, but she can't stand that she has to lie. She's relieved when her husband is transferred to Berlin, giving her a chance to break off the affair. Six years later she seems to be finally happy with her family but her affair with Crampas is discovered by Instetten who, despite still loving her and not being angry with Crampas, feels obliged to respect the codes of society: he divorces her and prevents her from seeing their daughter and kills Crampas in a duel. Effi lives her final years alone and gravely ill until her death.
* Effie's defining trait is her strength; her personal skill lets her deal more damage if her strength stat is higher than her enemy's.
* Effigy Nights famous for its art and literature. The wardens of the planet free legendary heroes from their books to fight the invaders, but the magic gets out of control and destroys their culture as the contents of books are turned into soldiers. Having run out of books, the magic then starts on people...
* effing!" He'd decided these words should be bleeped for release, to get people wondering exactly what profanities had been censored.
* Effortless Amazonian Lift: A man carrying someone is considered omnipresent, since men are expected to excel in the physical department.
* Effortless Amazonian Lift: An attempt to show a woman's unexpected physical strength or her dominance in a relationship.
* Effortless Amazonian Lift: A woman can lift a person off the ground without breaking a sweat.
* Effortlessly. After that, the mercenary was fleeing in terror. Ordinary opponents generally don't realize what the "friendly neighborhood" Spider-Man is capable of.
* Effort Post: On the forums, this type of post is used to propose a candidate for a trope or an action to be taken on an article. The poster is expected to do the work ("effort") to make a detailed and unambiguous case for the proposal.
* Efforts to identify and capture Hanssen were complicated by the fact that he and Aldrich Ames (below), a Russian mole in the CIA, were operating at the same time and in some cases leaked the same information.
* Efforts to preserve critically-endangered species persist, and even become
* Effulgence, anyone with the ability to torch will simply reset to a healthy state when they would otherwise die (accompanied by being momentarily engulfed in illusionary fire, hence the term "torching") Also, their physical age sticks around

twentysomething.
* Effulgence her boyfriend and producing wishcoins. Eventually the use of same becomes standard throughout the peal of Bells. Also, Brilliance had one installed for use on him, for less friendly purposes, although it eventually gets used for friendly purposes.
* Effulgence, the world of Chronicle has a cave inhabited entirely by ridiculously cute, and friendly critters. Most notably the poofs, which are cuddly colorful balls of fluff that go "whmmm" and exude a healing aura.
* Effulgence, worlds are time synced as long as information transfer is going on between them, but when there isn't they can get massively desynced, sometimes with hours passing in one world and years or even decades passing on another. Entering Milliways through a normal door pauses time in a person's origin world until they return, unless they go to another world and are never planning to return to the original.
* E for Effort to find out exactly what people are saying. Initially they use it to make films about the past.
* Efreets were not particularly distinct from djinn in older sets, and consequently don't appear there much. Modern efreets are closely tied to Red mana and to the element of fire, and have a clearer
* Efron, too, has had troubles with this. He became known as a party animal after the
* Efrosians tend to use a "Ra-" prefix on the surname (Ra-Yalix, Ra-Havreii, Ra-Ghoratreii), but not always.
* Efrosians tend to use a "Ra-" prefix on the surname (Ra-Yalix, Xin Ra-Havreii, Ra-Ghoratreii, Satlin Ra-Graveness), but not always. Ni- and Hu' prefixes have been see as well (e.g. Ni-Jalikreii, Fellen Ni-Yaleii, Hu'Ghrovlatrei).
* Efteling: The Italy section of the Carnaval Festival ride features a model of the tower of Pisa wobbling back and forth a bit as someone pushes against it to keep it from falling over.
* Eftepedia, the theme park in the Netherlands; it's one of the most-visited of Europe, and is older than the orignal Disneyland.
* ef. The Chief's very first interaction with Undercover Brother is a relentless browbeating typical of this trope despite the fact that they'd never even met.
* e.g. “the AFLAC Trivia Question” or “the Jeep Drive of the Game”). Commentators are also frequently made to plug other programs on the same network (perhaps as a way of making use of time already dedicated to station identification). Similarly in the Philippines, boxing matches are filled to the brim with enforced plugs for various products, some of them niche goods such as construction supplies and household chemicals thinly disguised as statistics for the boxers' performances or a highlight from the match.
* (e.g., a fear of prime-numbered Tuesdays... in March... during Leap Years)
* Egalia's Daughters: A Satire of the Sexes takes place in a gender-flipped version of the 1960s, where the "wim" have always been in power and "menwim" are currently at a stage where they're patronised, and treated as household stationary and sex objects.
* Egalitarians don't like the idea of using eugenics or "capacity boosters" to improve the empire's leadership, but they don't have a problem with genetic modification of the whole population.
* e.g. an old lady happened to be under the window and incompetent guildmates don't mix well.
* Egarus is a fungus from Abyss which was accidentally introduced on a Prime world, and after discovering that it grows everywhere and that they can't kill it the natives kick it out to the Quasiplane of Vacuum... and it survives
* e.g.. "Creme soda" has a slightly different origin, as it's named after the ice cream traditionally added to the original drink.
* e.g. Führerschein = driver's license), "Führer" still is commonly used.
* Egg also felt the effects of this trope in her youth once her village found out she was
* Egg as well. She was an insignificant yes-woman when she first arrived, a

cowardly background worker of AJCO. She gained a little more time in the spotlight after the creation of the Castle Crew, but rocketed into main character position following
* Egg Belly has Book Sharks. They're kind of like bookworms, only they're sharks.
* Egg Dragon. The Egg Ring grants whomever equips it with maximum stats and will pretty much guarantee that person will NEVER die and always do max damage.
* Eggerland for Windows 95, updated to run on Windows 98 and Windows ME.
* Egghead cartoon "Johnny Smith and Poker Huntas" is interrupted when the Indians stop their cars and the chief says "Hey, guys...isn't this fun?" The others chime in "Yeah! Let's do it some more!" And the chase resumes.
* Egghead Jr., a character that Foghorn Leghorn would occasionally be saddled with. A mute chicken lad with a spherical head, beady eyes, and huge glasses, he would quickly jot down some very technical-looking mumbo-jumbo and succeed at whatever he was attempting at the time... like throwing a 90 MPH fastball or winning a game of croquet with
* Eggies were designed to eliminate the difficult and time-consuming task of peeling hard-boiled eggs. It's true that pouring raw eggs into individual plastic molds and boiling those does eliminate peeling, but oiling and assembling each Eggie by hand (each is made up of four fiddly little pieces), getting the raw eggs through the small holes on the top of the Eggies, and cleaning them afterwards takes twice the time that peeling the eggs would have. Reviewers also found that the Eggies aren't really nonstick (you have to wipe each individual piece with an oil-soaked paper towel before assembling them), plus they leak egg white into the water, meaning the user has to scrub out the pot. Dang, if only eggs
* Egging: A prank involving eggs being thrown at somebody's house or car, or the person themself.
* Egg is also a shade of brown, lighter than Vinnie but much darker than the white characters such as Kaja or Lorelei.
* Eggman also does this regularly in the same show outside of that arc. Apparently his grandfather's talents rubbed off...
* Eggman and Wily also plan to take out each other first and then the others.
* Eggman does this quite a few times, pleading that he'll reform provided Sonic doesn't beat him to a bloody pulp, just before activating a new machine.
* Eggman Generations, as usual, Eggman's goal is to establish the Eggman Empire. His alternate selves want empires for themselves.
* Eggman Generations, with three versions of Eggman gathering a group of their alternates, so that they can come up with a clan to beat Sonic.
* Eggman has always showed spades of this, but in more recent games (especially in
* Eggman has another reason for encouraging his Grandmasters to plot against him, he actually finds it fun to have enemies to defeat, seeing it as just a game to him. But he wants them to be aware of the consequences if they lose.
* Eggman launched another attack on the city, but was repelled by the efforts of Team Freedom (with some anonymous aid from the Secret Freedom Fighters) and the fact that the Death Egg was running low on power.
* Eggman saves Sonic's life, then he betrays Sonic, then he teams up with and betrays Sonic
* Eggman's orbital station known as the Death Egg. The original was central to
* Eggman then shouts "What?! I cannot believe this is happening!" after you beat Hedgehog Hammer with Amy.
* Eggman with him. Most of his friends have shown signs of this at least once too. Justified somewhat as they're animals themselves.
* Egg of the Phoenix go back in time several hundred million years to the time of the dinosaurs. Magic was much more potent then, so spells have double normal effect.
* Egg of the Phoenix. The ki-rin Da-weng allowed himself to be changed to stone so that at a future time he could be returned to normal and fight against Evil. If released, he gives the party an amulet that will allow them to summon him to aid them.
* Eggo Waffle commercials have dumped their live-action gimmicks in favor of

crudely-drawn cartoon shorts featuring a bumbling dad trying to steal his daughter's waffles.
* Eggo Waffles and Google got free commercials during the war of words between Ring Warriors challenger Amber Rodriguez and champion
* Eggs How strange is this GOD? Well, it has three mouths all of which speak in an incoherent dialect which switches from English to Japanese to incomprehensible gibberish in seconds.
* Eggs in a clutch typically hatch in the same order they were laid, such that the smallest chick in the brood will be from the last egg laid. Being smaller, that youngest chick is often pushed to the edge of the nest by its older siblings, is fed last by the parents, and is most likely to starve if food isn't extra-abundant that season.
* Egg Sitting: Children or teenagers are tasked with looking after eggs, bags of flour, or robots to determine whether they'd make responsible parents.
* Egg Sitting: Students are tasked with looking after eggs, bags of flour, or robots to determine whether they'd make responsible parents.
* "Eggs, Tea, Bread, Rich Tea biscuits.. Are you sure this is the right list Mr. Schindler?"
* Eggsy is underestimated by his stepdad and accompanying thugs, none of whom realise that Eggsy is fresh from Kingsman training and
* Eggsy's reaction when he — having just fought his way out of Valentine's compound — is told by Merlin that he now has to fight his way back
* Eggsy's stepdad's thugs to Eggsy, when they find him (and Galahad) having a drink in the same pub in which Eggsy stole a car belonging to one of them.
* Eggsy. To the extent that finally donning the suit was how he prepared to infiltrate the supervillain's lair, illustrating the end of his training and the beginning of his life as a Kingsman. The suit itself helps him be more badass, being bullet-proof.
* "Egg War". During the California Gold Rush food prices in the San Francisco area led some enterprising suppliers to the nearby Farallon Islands, home to major nesting colonies of murre, which laid eggs the size of softballs. Shortly after, the Pacific Egg Company was formed to establish a monopoly on eggs from the islands, who got into gunfights more than once with rival "eggers" ranging from Italian fishermen to government lighthouse-keepers.
* Egil, from Icelandic "Egil's Saga". Modern interpretation of it see his description as a clear sign of Paget's disease. It leads to many, many disadvantages but to one thing that is extremely useful for a Viking: a head that can even take the blow of an axe.
* Egil's Saga: At age three, Egil is "as big and strong as other boys of six and seven" and already "clever with words". When his father Skallagrim does not want to take him to a feast at Egil's maternal grandfather Yngvar's, Egil rides to the feast all alone. At the same feast he recites his first poems.
* Egil's Saga: For two years in succession, the tax-collectors of King Hakon have been ambushed and killed on the forest-road returning from the outlying province of Varmland. The third year, Hakon forces Egil's friend Thorstein to choose between collecting the taxes from Varmland or being outlawed. Egil offers to go in Thorstein's place, and since the king's messengers know Hakon is ill-disposed towards Egil too, they accept, calculating that any possible outcome will please Hakon. The journey is undertaken in winter, the king's men desert Egil and his companions, and the Varmlanders ambush them with superior numbers twice; yet Egil succeeds in the mission.
* Egil's Saga: In his poem "Arinbjarnarkviða" ("Praise of Arinbjorn"), Egil recalls his last meeting with his deadly enemy Eirik Bloodaxe, when Egil, as a castaway, delivered himself to Eirik's mercy in Eirik's royal hall:
* Egil's Saga: Living out his life in the house of Grim, the aged Egil rides out at evening, accompanied by two slaves and carrying his two chests of silver with him. He does not return for a whole night, and in the morning returns without the silver and without the slaves, revealing that he has hidden the treasure and that he has killed the slaves to keep the secret.

* Egil's Saga: There are many hints that Kveld-Ulf's family line is part giant. All of them are exceptionally big and strong, and Skallagrim and Egil are moreover monstrously ugly, having abnormally thick and bulging skulls. All of them show occasional berserking behavior — as is typical for trolls — and Kveld-Ulf is rumored to be a shapeshifter. When Skallagrim goes to King Harald, the doorguard who announces the arrivals is not sure "if they can be called men" because "they are more like giants in size and looks", and when Egil seeks out Arinbjorn at York, the messenger describes him to Arinbjorn as "big as a troll". Kveld-Ulf's genealogy also suggestively mentions that he had a maternal uncle called Hallbjorn Halftroll.
* Egil's Saga: When Egil's father Skallagrim is in a fit of 'shape-strength', he is even stronger than usual but also an incontrollable madman who kills indiscriminately. When Egil is twelve and playing at a ball-game against his father and it looks like Skallagrim is going to lose, he suddenly becomes 'shape-strong' and kills Egil's best friend Thord, his nanny Thorgerd, and very nearly Egil himself.
* Egil's Saga: When King Herlaug of Namdal hears that Harald Finehair is preparing to conquer Namdal, he, together with eleven of his men, enters a newly-built gravemound, and "[t]he mound was closed after them." The End.
* egirl persona, explained that "she" sounds like that due to a past incident where "she" was punched in the throat while playing soccer.
* Egle, belle et poete, a deux petits travers: elle fait son visage et ne fait pas ses vers, but in the 18th century both were seen as equally dishonest.
* EGMi, EGM's digital magazine, the writer of the article said, "I'd like to be the first to welcome our new computer overlords as that's how a lot of apocalyptic science-fiction novels start."
* EGM previewer widely considered one of the worst games of all time), embarrassing him for many years.
* EGM where kids of the new millennium were asked to play games from before their time and interviewed on their opinions. The results were precious.
* e.g. in 1946. CBS and NBC's "no recordings" rules were abolished by 1949.
* ego cause him, Nale is at least smart enough to realize when a scheme has gone south and make his retreat — or tries to, anyway.
* Egocentrically Religious: A person is religious in a self-serving way.
* Egocentrically Religious: A religious character who expects special treatment from their deity.
* Egocentrically Religious: Someone whose religious beliefs are very fanatical and self-serving.
* Egomaniac Hunter Colonel Rimfire tries to pull the pin out of a grenade with his teeth, but ends up pulling out his dentures and hurling the unarmed grenade at Cool Cat.
* Egomaniac Hunter: Hunts the rarest, most exotic, most dangerous game, just to prove that they can.
* Egomaniac Hunter. Mule was the typical, cute robot, resembling a miniature train, and was able to analyze whatever quarry Joe wanted to go after, and was loyal, despite Joe treating him like dirt. however, when Lion-O defeated the villain, the heroes let him go on the condition he promise never to hunt again, and Panthro reprogrammed Mule so he'd make sure Joe kept his promise - and Mule seemed quite happy with his new programming.
* Egon Spengler is a master of this, almost to the point where he sounds bored even when he's supposedly being emotional in the
* Egopolis: Such as several Alexandrias founded by Alexander the Great.
* Egoraptor, catches a good bit of flak from fans anytime he mentions he doesn't think very highly of certain well-liked video games:
* Egoraptor combined them it wasn't a surprise that they had over a dozen memes literally just two weeks into the show.
* Egoraptor playthrough that it's weirder to write porn of them than fictional characters as they're "real people with their own lives," and Danny admitted that he's uncomfortable with it (especially since he has young relatives who can Google him), even though he also doesn't want to "ruin anyone's fun." They have a good

sense of humor about shipping, though.
* Egoraptor (which depicted Jon and Arin as bowling-pin people with never-changing faces). Since then, plenty of fan-made ones have been created, some of which even appeared on the official Game Grumps channel!
* Ego the Living Planet is the size of Earth's moon with Earthlike air and gravity.
* egotistical of everything about Matt, at least prior to him getting his life back together.
* Ego Trip: Dexter uses a time machine to go into the future, only to discover that his house is very different in the future, and runs into random rooms trying to find the front door. Unable to find it and frustrated, he uses a secret escape hatch underneath a lamp, which apparently was never changed.
* Ego Trip special plays with this trope and references the above episode. Dexter meets three older versions of himself. The oldest version is quite forgetful, but while he remembers the other two's names, he keeps calling his young adult counterpart "Billy."
* È già ieri, though as there is no Italian Groundhog Day, the loop is set during an ordinary day (August 13, in this case). The main character is still a jerkass, the location is still (to him) a backwater, and pretty much the same issues are covered, almost scene for scene.
* egregious ad in which the satellite company's picture for a hockey game is shown as blurry and distorted. In reality, the two services are quite similar for HD content.
* egregious, an attack helicopter is set onto a flatbed truck with its rotors locked for transport. The truck crashes and the chopper falls off a dam. The three characters are able to dive off the dam, catch the helicopter, unlock the rotors, spin up the engine, and fly away before it hits the ground.
* egregious and the use of the N-word to be "edgy" also seem to have only increased since the 1960s.
* egregious. As Mark runs out into the street to find his wife shot, he drops his own gun only to paw the dropped murder weapon for a second.
* egregious) but actually kicking them without holding back, sometimes even after being shouted by your coach/team captain/team partners to "break his leg". In real life, that would not only get you a red card, but it'd get you kicked from your soccer league, and probably get your team punished as well.
* egregious case, as the originally black and silver-colored creature became striking red, purple, yellow and bright blue for his movie appearance.
* egregious example is Apu and Manjula's octuplets, who they decide to have after seeing Maggie, and were conceived, born, and are now toddlers that have shown to be able to stand and talk, while Maggie is still the same crawling, teething, silent infant.
* egregious example is Nero, a very minor character who had just enough screentime to get his butt kicked by Franky. He was thrown off a speeding train. Into the ocean. In the middle of one of the biggest, most powerful storms in the world. And he was unconscious at the time. And also horribly wounded. Fans assume he survived. They're probably right.
* egregious example was when the rabbit legitimately purchased some Trix with his own money, only for the kids to take it away when he left the store, essentially mugging him. Nobody points out the sadistic glee the kids seem to take in excluding and denying the rabbit over and over.
* egregious handled it better: it explained battles are generally fought in two dimensions because that's as much as most starship captains can psychologically cope with. Apparently it would be too psychologically disturbing to have a Star Destroyer hanging upside-down above your vessel blasting the hell out of it. The RPG goes on to muse that a species psychologically comfortable with, and able to grasp, the intricacies of three-dimensional starship combat, would certainly stomp pretty much every other starfaring species in the galaxy. Which is how the Mon Calamari can survive against the Empire.
* egregious in its final seasons: the opening seconds of the episode showed previews of what was going to happen later in the episode. These previews were

included before and after every commercial break by the end of the run, with the opening section pretty much showing the whole reaction of each guest and what they were reacting to, which made actually watching the show a moot point.
* egregious into Billy, they just ran the footage backwards. That wouldn't have been so bad, except in both directions the sequence starts with a lightning bolt called by the magic word "Shazam", and they didn't bother to edit out the bolt "un-hitting" Billy at the end of the reversed footage.
* egregious is the Tender Turkey Tuscany In A Savory Sauce With Long Grain Rice And Garden Greens. Many cats eat better than their owners do.
* egregious language has been heard and seen written down all across the span of the previous series. Especially noticeable with the characters of Teyla and Ronon Dex, as while both are "human", they both come from other planets in other galaxies and yet apparently can speak and understand English without any problem.
* egregious, leaving not so much as a guard to notice when Bond inevitably escapes.
* egregiously, where the same clips of animation would be used over and over with the only difference being the characters' clothes... and sometimes, not even that!
* egregious Needless to say, Eddie obliges immediately and delivers a resounding smack to Crash's head.
* egregious offender is a particular trend in men's designer t-shirts, to cram as much random stuff on a square yard of fabric as possible. On one particularly offending sample: a skull with a rose between its teeth, five ravens, a statue of Justice, the innards of a cassette tape, a Shinto shrine, some more roses, a wreath of thorns, and what looks like a map of the coast of Norway. This is all on the same shirt.
* egregious since the ship was far, far away from support facilities and starbases. Outside of a few special episodes, the ship spent most of the series looking fresh out of drydock. Glad to know they're using their replicator rations for paint.
* egregious still hinted to be capable of birthing a viable human/Eldar hybrid, the sole example of which is one of the Ultramarines. This has since been retconned out of existence. The fact that female Eldar may have ample chests even though Eldar have literally not a single gramm fat in their bodies is almost tame in comparison.
* egregious the next year with the exact same story (save for the genders switched) with the "original" ending.
* egregious, the song "Goodnight, Sweetheart"). This effect was achieved by a small piece of plastic placed over the lens.
* egregious, though it still has its share of monologues. The amount of pointless chattering removed is truly amazing.
* egregious (timestamp 13m15s to skip to the relevant part, the specific example is about a minute further in, text of that part below).
* egregious to "find her true love". The ads for the season all but say this, saying that the engagement was broken off when "reality set in".
* egregious to give her any sort of versatility or credibility afterwards.
* egregious, well before Ian Fleming served. The agency now has to use the title in its recruitment advert. Still, no apparent hard feelings as SIS has allowed its real-life headquarters building to be featured in the Pierce Brosnan and Daniel Craig films as the home of MI6 and its 00 Section.
* egregious, where even the real life location of Manhattan is rendered into a more rectangular shape by shaving off the entire portion north of 129th Street.
* egregious, yet every contestant talks about the experience as if they're going to meet their one and only and live happily ever after.
* egress window to assist folks in their escape in the event of a house fire or emergency, but many folks often leave it open to get some air circulation going. Furthermore, many people are too large to make proper use of them.
* EGS: NP consideration for the polite expert and dismissal of the rude average person.
* EGS: NP who is specifically told he can't go on adventures; his fellow hobbits are Tedd and Susan.
* E.g. they bake Christmas cookies, they get flour everywhere, they burn the cookies to crisps, but realise these super-hard sweets can be used as tiles in

their pavement.
* e.g. thing — the negotiation is between the respective countries' foreign offices, and the courts are only there to ensure that the treaty is not violated and there's enough that the defendant can just stand trial in his or her home country.
* Egwene al'Vere also becomes a Guile Hero, as the Amyrlin Seat. The Aes Sedai thought she'd become a puppet… hoo boy, did they turn out to be mistaken when Egwene owned them all, just like that.
* Egypt. Famous for having Stasi-level infiltration/mass surveillance in a country five times the size of East Germany. Officially dissolved after the Revolution of 2011, but not really.
* Egypt has a similar loophole for buildings that haven't been finished, leading to many buildings with an unfinished top floor which appears in the original plans, but which the builders had no intention of ever finishing, and in many cases isn't even accessible from the floors below it.
* Egypt has only talked on one occasion, and that was because France asked him outright if he was capable of talking.
* Egyptian American actor Ahmed Ahmed has played a few roles as Ahmed, and many others as himself.
* Egyptian cotton, famously soft, light, fine, and breathable thanks to the long fibers and other factors.
* Egyptian - "Fade". The first verse has the male sing to the female about how while she has a pure heart, society seems to forbid their love. The second verse has the female sing to the male about how he seems shady to others, including her, by leaving her alone at night. The chorus has him ask her to maintain positive memories of their romance, even after it ends.
* Egyptian goddess, although in this case her attempt to restore him to life was actually successful rather than just play-acting.
* Egyptian goddess Anput is largely a female aspect of her husband Anubis.
* Egyptian god Horus was conceived by Isis hovering in the air over Osiris and beating her wings. At the time, Osiris was A: dead, and B: neutered, his penis being the one piece of his body Isis couldn't recover due to its being eaten by a fish.
* Egyptian gods (except Sobek) are usually called by the Ancient Greek versions of their names, not the actual Egyptian. For instance, the far more popular Greek translation of "Anubis", compared to the original Egyptian name "Anupev".
* Egyptian gods have at least a couple names. Re and Amun both have tons. Osiris has 100 in the Book of the Dead. Their true names, however, are supposedly unknown to mere mortals. To some extent, this is at least partially due to conflation. To emphasize that their particular regional deity was a Big Deal, local priests would combine him with one of the core figures, which is why there are so many Egyptian gods with names like Ptepshut-Re.
* Egyptian gods have winged humanoid forms, they usually have the wings fused with their arms. But occasionally a deity will have two wings fused to their arms and one or more pairs sprouting from their back.
* Egyptian inspired furniture and clothing can be obtained in most of the games of the series.
* Egyptian mythology actually had each god and goddess being partnered up with a deity compatible to them. You don't find many single gods in Egypt.
* Egyptian Mythology: Ancient Egyptians worshipped quite a few deities.
* Egyptian Mythology and a protector of the home rather than the nation, with some added associations with fertility, pregnancy and childbirth.
* Egyptian Mythology and Horus smearing Set's lettuces with semen when he found out about it.
* Egyptian Mythology and Isis are also sometimes depicted helping in this as well.
* Egyptian Mythology and the parts of his corpse were scattered all over the world. Then Osiris's wife Isis gathered the parts of her husband and resurrected him.
* Egyptian Mythology evil god of Egyptian religion, Apep. His demonization came about because Set was the god of foreigners (as an extension of his domain of

desert, since foreigners traditionally invaded Egypt through that terrain), and the aftermath of the Bronze Age collapse saw Egypt being ruled by foreigners for large stretches of time. While the Osiris myth far predated the event (it was probably the side effect of the unification of Egypt, as the cult of Set was displaced by the cult of Horus), Set was regarded as a mercurial god before the collapse, after which he was uniformly seen as evil.
* Egyptian Mythology; for example, Amun-Min gaining the epithet Kamutef, meaning "Bull of his mother".
* Egyptian Mythology has an earth god, Geb, married to a sky goddess, Nut, while most mythologies have it the other way around.
* Egyptian Mythology (he's only mentioned twice in the Book of Dead), is said to be able to shoot rays of light from his eye.
* Egyptian Mythology, Horus wants Set taken down for murdering Osiris.
* Egyptian Mythology: Human souls were said to manifest as white birds with human heads.
* Egyptian Mythology includes names and sometimes images of deities which represented, or at least whose names mean, such things as joy and plenty. Several objects used, perhaps ritually, by the Pharaoh were personified and deified, such as his beard.
* Egyptian Mythology. In some cases, like Sekhmet, it was described as basically them beating the crap out of the demons that supposedly caused sickness, which is why many of these deities are violent and war-like.
* Egyptian Mythology instead, and was only stopped and turned back into Hathor when Ra tricked her into getting drunk on beer dyed to look like blood.
* Egyptian Mythology is dead and his penis has been eaten by a crocodile. This doesn't stop him from being one of the strongest gods, or from siring a son.
* Egyptian Mythology), Osiris is murdered because he accidentally sleeps with his wife's twin, Nephthys, who also is his brother Set's wife.
* Egyptian Mythology: Osiris was a just, compassionate, and wise ruler, while Set was hard-hearted, self-centered, and violent, killing his brother for the throne of the Earth.
* Egyptian Mythology rather than any semblance of heroism. He fell into decline as the trio of Osiris, Isis, and Horus rose in prominence. Different cult centers always had different opinions on everyone, of course. He was also associated with the desert, which seems to have gotten less awe and more resentment over time.
* Egyptian Mythology seems to be the standard for Egyptian gods, who can age and die but are always reborn. However, with some of them it isn't clear if they actually have to pass through childhood when returning.
* Egyptian Mythology. She also was given titles such as the "(One) Before Whom Evil Trembles", "Mistress of Dread", "Lady of Slaughter" and "She Who Mauls". In a myth about the end of Ra's rule on the earth, Ra sends Sekhmet to destroy mortals who conspired against him. Sekhmet's blood-lust was not quelled at the end of battle and led to her destroying almost all of humanity, so Ra poured out beer dyed with red ochre or hematite so that it resembled blood. Mistaking the beer for blood, she became so drunk that she gave up the slaughter and returned peacefully to Ra.
* Egyptian Mythology that followed didn't help one bit. The most famous version in the modern day (the Heliopolitan myths) are the result of priests and scribes trying to sort all of this out in a way that legitimized the then-Pharaoh and his dynasty, and even then elements of the rest can slip in.
* Egyptian Mythology. The oldest son of the primordial gods Geb and Nut, he came down to earth to live as the first Pharaoh who taught Humanity agriculture and civilization. However, he was betrayed by his jealous brother Seth, who mutilated and scattered his body to rule as a tyrant. After his son Horus took revenge upon Seth, Osiris was pieced back together by his wife Isis (except his penis, which got eaten by a fish), and assumed the role of judge of the dead.
* Egyptian Mythology there was Neith, Sekhmet, Set, Horus, and a slew of lesser-known gods associated with war, due to different gods being worshiped from town to town.
* Egyptian Mythology, the serpent always comes back good as new. Should Apep win,

all light and life will be annihilated.
* Egyptian Mythology understood that the various forms ascribed to their various gods weren't supposed to be how the gods actually were. Those forms were supposed to be symbolic of concepts and traits found in the gods, with the actual gods themselves being thought to exist as abstract forces.
* Egyptian Mythology. When standard freezing spells didn't work, Nefrekeptah went for the direct approach and cut off the serpent's head, and threw it far into the river. However, the head came back almost instantly and blocked his path again. Nefrekeptah again cut off its head, threw it into the river, and this time put sand on the neck before the head could come back. The head couldn't reattach, and though the serpent couldn't die, it just lay there, helpless.
* Egyptian Mythology. When standard freezing spells didn't work, Nefrekeptah went for the direct approach and cut of the serpent's head, and threw it far into the river. However, the head came back almost instantly and blocked his path again. Nefrekeptah again cut off its head, threw it into the river, and this time put sand on the neck before the head could come back. The head couldn't reattach, and though the serpent couldn't die, it just lay there, helpless.
* Egyptian Mythology whether the world's first female was Atum's hand or his mouth.
* Egyptian Mythology, which was believed to be simultaneously below the earth, behind both the west and east horizons, and above/inside the sky.
* Egyptian Mythology, whom the Egyptians credited with protecting them from venomous animals. But get on her bad side, and they could expect a deadly scorpion sting.
* Egyptian myth, Osiris' coffin is built into a pillar in a noblewoman's house. To get close to him, Isis takes human form and gets a job as a nursemaid to the noblewoman's son, who she becomes fond of. One day, the noblewoman walks in on her son on top of a fire, surrounded by Isis' scorpions. Naturally, she yanks him off... but the fire was actually part of a rite to make him immortal, and as a result, he would now age and die like any other human.
* Egyptian president Anwar Sadat needed to make peace with Israel in order to gain Western support for economic reforms and figured that the only way to make it possible was if he could score a military victory, no matter how small. To accomplish this, he deliberately started the 1973 Yom Kippur war, sacrificing thousands of his own soldiers in a war that he knew was unwinnable. On top of that, he tricked his nominal allies (Syria) into joining the war with the full intent of leaving them to fight the Israelis on their own once he had accomplished what he wanted. It worked.
* Egyptian pyramids were essentially designed to look like sunlight (imagine the top as the sun, and go down from there), and originally had incredibly bright, reflective surfaces. They are rather poetically described as "resurrection machines" in
* Egyptian tombs were also deliberate attempts at Ragnarök Proofing, as the ancient Egyptians believed the body had to remain intact forever for their afterlife to work properly. They didn't have all that much success, at least in the case of the Pharaohs, as the conspicuous and treasure-filled tombs tended to draw robbers. That being said, the mummies themselves, while they aren't exactly full-fleshed, still have some meat on their bones, which is almost achievement enough for any sort of organic material that old.
* Egyptian wrestling (dating back to 2300 B.C.) is the oldest recorded martial art. However, it should be noted that there is no single grandfather of martial arts; while some historians claim that Egyptian wrestling is the root of Eastern martial arts, that wrestling was developed by the Egyptians, later adopted by the Greeks (as pankration) and eventually spread to Asia by
* Egypt Is Still Ancient: Egypt is the same in modern times as it was thousands of years ago.
* Egypt Is Still Ancient: Media portrays modern day Egypt as if it's still the New Kingdom period, with nary a hint of Islamic influence.
* Egypt itself was seized by Alexander and became Greek as time went on. It remained one of the bastions of Hellenism for centuries and its capital (one of the

numerous Alexandrias, the only one that really endured under the name
* Egypt) moved into a totally different social circle, with special clubs, dedicated hospitals, and even entire residential compounds and vacation resorts dedicated to them. After the Revolution of 2011, the SSIS was disbanded...only to reappear under the name of "Homeland Security" and back to its old tricks within only a few years. The Central Security Forces never went away at all.
* Egypt of the New Kingdom era, more precisely the beginning of the 18th Dynasty, is constantly referred to in the Bronze Age series
* Egypt to shill...Romero processed cheese. Add that Egypt is kind of a conservative country, and...
* Egyxos originally lived in Ancient Egypt, before finding a new home on a new planet.
* Egyxos the Golden and Dark armies duke it out often... and no one is ever shown dying, or even suffering visible injury.
* Egyxos, the ruler of Egyxos, Kefer lives in a golden palace built like a pyramid.
* Egyxos who is seeking to thwart Exaton from subjugating the people of Egyxos.
* E! has bugs running pretty much constantly. This makes sense during their normal shows, where a celebrity gossip newsreel would fit right in. It does not make sense, however, when this pops up during a movie screening.
* Ehfts. Although a running gag shows one habit common to *every* species, even Ehfts — when they ask for Kin's autograph on a copy of her book, they'll say it's for (the closest equivalent of) their nephew.
* Eh, he's not particularly big or strong either. Just vaguely menacing looking in a shamanic witch-doctor sort of way. Perhaps it's best to just stick with
* Ehlers-Danlos Syndrome is another disorder that can cause this. People with this disorder bruise easily and vividly as well as being prone to joint dislocations, which means they can end up with injuries that, without the context of the disorder, would seem suspicious. Exacerbating the issue, Ehlers-Danlos can also cause difficulties with balance and spatial accuity, so the true explanations of their injuries can end up coming off as excuses (so,for instance, a person with Ehlers-Danlos is more likely than the general population to
* Eh, not quite. If the Dude's bowling skills were being talked up the whole movie, then it would be
* Ehon Hyaku Monogatari is probably the oldest description of a shark ambushing people like in modern media.
* Ehren, too. He barely has any crafting powers, but still becomes a skilled liar and spy for the Crown. He also is guilty of something few can claim to have done. He
* EHUD Prelude To Apocalypse has his 'Plan', an elaborate scheme to to achieve his goals. Said goals haven't been made clear yet, but he did sic a pack of supersoldiers on the former president, and then spin the resulting public panic to get his underling made president... so there's something there.
* EI-15 (GGG Spare Parts Robo) got through too, and at a time when the Final Fusion program was disabled, forcing GGG members to pilot the GaoMachines. Big Volfogg grappled the Zonder to get it off.
* EI-15 parts, including some that let it mimic and counter GaoGaiGar's moves.
* Eibon is knowledge, Asura is fear, and Lord Death (and by extension Kid) is order, Excalibur is rage, and the unnamed one in the Book of Eibon is power. The other three have not been revealed as of yet.
* Eichhornia spp.) quickly crowd waterways, choke out other plant life, and may even deoxygenate the water enough to suffocate fish and other aquatic animals.
* Eichler homes of the 1950s. These were seen as outdated, inefficient relics for over forty years before becoming the holy grail of the mid-2000s house-flipping craze. They've since come to be viewed much like classic hot-rods, often receiving ultra-high-tech, million-dollar upgrades.
* Eichmann) has a bizarre scene where Eichmann has sex with a Hungarian noblewoman who is turned on by his boasts of the amount of Jews he's ordered to be gassed.
* EIC Roy Thomas. Thomas said that Gwen's death was the only logical way her relationship with Peter Parker could go would be to get married, and that would age

him more than than they wanted. The reality was that editors killed off Gwen because they, and a majority of readers, thought she was a bland disposable character.
* Eid Al Fitr celebrations. In Malaysia, the firing of such home-made "bamboo cannons" during the holiday is a tradition, even if it’s illegal. Some daredevil bloke in some random hamlet will try to make one and set it off anyway. Usually, there's at least one report of some unfortunate bloke getting some random body part blown off every year, and probably set a random house on fire while at it.
* Eidetic Memory, while the Teidar and Mizol are more psychically gifted than other Loroi.
* Eidolic Fringe day jobs taking more of their time, they stop updating the comic before the story got more exciting.
* Eidolon II, the ending text scrawl mentions millions of people around the planet celebrating.
* Eidolon of Madness is indestructible. They still have attack and death lines respectively.
* Eidolons are depicted as huge mechanical beasts that emerge to challenge whooever they're bonded with at their moments of
* Eidos (1996-2003) used to be this as well, but fell off by the wayside.
* Eidos Interactive, even after their acquisition by Square Enix in 2009.
* E-I-E-I-(Annoyed Grunt). Despite the taste, both of them ended up getting addicted to ToMacco almost immediately.
* "E-I-E-I-(Annoyed Grunt)" had a clearly male Asian elephant (complete with visible tusks) referred to as female.
* E-I-E-I-(Annoyed Grunt) in the course of slapping a long line of people.
* Eientei where Akyuu thinks she may have "a deep connection to the Lunar Capital."
* Eifelheim who crash-land near their small German village. He cites theologians such as Augustine saying mythic creatures like dog-headed men, if they existed, would have souls and be capable of receiving baptism to argue it wouldn't be something they couldn't handle. After determining that the aliens are rational, the priest engages in debate with them about religion and other things. Some of the aliens end up converting.
* Eiffel 65": It's another race / From outer space / We can't communicate, with their one-way brains / No matter how you try, you just can't understand them.
* Eiffel 65's hit "Blue (Da Ba Dee)" is about depression, of all things.
* Eiffel Tower Effect is an obvious natural landmark and easily betrays the apparently foreign (or at least non-Seoul) setting of a series.
* Eiffel Tower, even if the designer of the statue was the sculptor Frederic-Auguste Bartholdi. Eiffel is a genius and innovator in his field of course, but the people who created the look of his famous works end up being overshadowed by him.
* Eiffel Tower has indeed served as a militarized landmark during its existence, though it didn't become anything as wacky or awesome as the page image. During
* Eiga Sentai Scanranger and making multiple bad situations much worse.
* Eiga Sentai Scanranger armed with poison that dehydrates anyone who touches it/drinks it, but only if they're over 25. It's unclear why that was brought up when what wasn't brought up was what the villains hoped to accomplish. The poison would only work on one of the six rangers, for crying out loud.
* Eiga Sentai Scanranger: Lampshaded in "Scanranger vs. Jetman", although it mainly serves to call attention to how neither story bothered until the characters had to interact with people from their own planet who speak a different language.
* Eiga Sentai Scanranger seems to want his audience to like the comic relief team member and other characters constantly praise his sense of humor. Even though he tells jokes like this:
* Eiga Sentai Scanranger, since most of the members are cyborgs or aliens.
* Eiga Sentai Scanranger (whereupon she quotes the line). This isn't that big a deal to begin with, but it's even dumber because not only is the one who notices a Japanese guy who also speaks Japanese and English, the mentor knowing a second language doesn't even come in handy because a friendly alien uses her powers to

enable everyone to understand each other.
* Eiga Tamagotchi: Himitsu no Otodoke Dai Sakusen!) are dancing on a stage. However, some even dance while in the crowd.
* Eiga Tamagotchi: Himitsu no Otodoke Dai Sakusen!. However, Himespetchi, the space princess character who is known for her crush on main character Mametchi, doesn't even appear as one of the background cameos, which seems strange as she's a notable character in the modern incarnations of the franchise and serves a major role in several episodes of the TV show.
* Eigengrau Zwei: Die Welt Ist Grau Geworden: Blackbird Coffyn is the daughter of a hippogriff -half-pony, half-griffon- and a pony.
* Eigengrau Zwei: Die Welt Ist Grau Geworden gladly exploits this when indulging her Warrior Therapist tendencies, fucking the inhibitions away before letting them lay their souls bare.
* Eigengrau Zwei: Die Welt Ist Grau Geworden, one of the first things that Istanbull's new management did after ousting King Majid. They've now turned their sights to eliminating slavery in the neighbouring kingdoms.
* Eight Ball, even as "the Fonz" playing pool with his girl, a waitress in the background is hungrily eyeing him.
* Eight Ball one of the playfield images is a woman in tight jeans with her back to the viewer, leaning over the pool table...
* Eight Below features an American team of eight sled dogs, six of whom survive for six months in 1993. It was "inspired by" a Japanese team of fifteen dogs, two of whom survived for one year in 1958.
* Eight Below is about an American expedition in 1993 where almost all the dogs live. It was based on the true story of a Japanese expedition in 1958 in which almost all the dogs died.
* Eight Below) were based on the 1958 ill-fated Japanese expedition in the South Pole.
* Eight Cicadas to Annette. As a hybrid, she is immune to human painkillers and couldn't be anesthetized for delivering her daughter. It ends with her punching out a nurse and spending time in therapy.
* Eight Count's rookie year in a somewhat exaggerated and legally dubious pro boxing league.
* Eight Cousins, a woman named Rose was courted by the brothers George and Alec Campbell. She chose George and married him, but at the cost of the distancement between George and and Alec. Sadly, Rose died early in her life, and some years later George perished as well; in George's deathbed, the brothers were reconciled, and Alec promised the dying George to take care of his and Rose's daughter, Rose Jr. aka the female lead of the story.
* Eight Cousins because he's talking to himself, and no one else is around to hear it.)
* Eight Cousins — They've known each other for years, but it's her singing the night after her return from Europe that makes him instantly fall in love with her. Archie even notes the exact time when he feels it happen.
* Eight Cousins, Rose Campbell attempts to punish her cousin Jamie's playmate Pokey for petty theft (just some chestnuts and a rolled bandage), making the little girl cry. Jamie gets pissed off and reveals that Rose had her ears pierced by her friend Annabelle without permission of her guardian Uncle Alec, which upset Alec quite a bit.
* Eight Cousins, Rose Campbell goes to live with her Uncle Alec, and becomes the target of affection to her seven handsome male cousins.
* Eight Crazy Nights after Davey shoves Whitey into a port-a-potty then kicks him down a hill, he comes out covered in feces and Davey sprays him off and he freezes into a block of ice, Davey comments:
* Eight Crazy Nights), and at the end, they bring their secret weapon: a giant man named Hammer, who is knocked unconscious by a basketball to the face.
* Eight Crazy Nights and each of his heinous deeds have been completely ignored by the end of the movie.
* Eight Crazy Nights and — not being up to date on modern technology —

thinks Benjamin's Game Boy is an Etch-a-Sketch.
* Eight Crazy Nights ends with Davey discovering his home on fire after he and Jennifer sing about their childhoods.
* Eight Crazy Nights has the scene where Davey sends Whitey down the hill in a port-a-potty, and emerges covered in shit. Davey then sprays him with a hose, causing him to freeze, and he is un-thawed by deer that lick the ice (they even get shit all over their teeth). "Smell ya later Poopsicle!"
* Eight Crazy Nights provides an image of Hitler roasting on a menorah.
* Eight Crazy Nights's long history of blatant product placement, the use of company mascots in a song was actually not paid for by the companies. Sandler apparently does this whether he's paid or not.
* Eight Crazy Nights then saying it fell into the former category for not making sense.
* Eight Crazy Nights: When going to apologize to Whitey and running into Whitey's deer friends, Davey gives himself a wedgie to prove to them he's really sorry.
* Eight Crazy Nights when the crowd disapproves of his officiating at a youth basketball game.
* Eight Crazy Nights: Whitey furiously stops his car when Davey reveals that he (Davey) stole peanut brittle from the mall.
* Eight Crazy Nights, Whitey mentions the only time he had sex was through a hotline, the number being 1-555-BOOBIES.
* eight-day-old collard greens I ate couldn't pass through my stomach; I threw up shortly thereafter.
* Eight Days a Week boyfriend. He helps but also takes the opportunity to invoke this trope, falling down with her on top of him in a different position each time.
* Eight Deadly Words: Characters are so unlikable/underdeveloped that it's impossible to care about them and/or the story.
* Eight Deadly Words: "I don't care what happens to these people," i.e. the audience isn't emotionally invested in the characters.
* Eight Deadly Words: The characters in a work are written poorly enough that the audience doesn't care about what happens to the characters.
* Eight Deadly Words: You fail to get people to be invested in your story.
* Eight Dharma Protectors are Buddhist wrathful deities of which only one is female.
* Eighteen Days To Graduation: Miranda is 17 when she starts dating 30-something Jeff. This disgusts many of her friends.
* Eighteenth-century housebreaker (thief) Jack Sheppard (who stood around 162 cm) and his longtime girlfriend Elizabeth Lyon.
* Eight episodes into season 7 and Tony Beets's dredge has been sunk not just once, but twice.
* eight-foot-tall killing machines) may possibly still be alive and masquerading as an ordinary Alpha Legionaire.
* eighth book, where it happens onscreen, but is still in play for the main series.
* Eighth Doctor Adventures catches bullets in their teeth, but Foreman simply muses that this explains why it took him so long to learn it.
* Eighth Doctor Adventures describe them as "puffy". It's never explained what they were actually meant to be.
* Eighth Doctor Adventures features a device that can trap people in paintings; if they remain there too long, they're trapped permanently.
* Eighth Doctor Adventures, Fitz doesn't seem to be doing a good job tying a tie when he's forced to pass as a respectable businessman, so Anji helps.
* Eighth Doctor Adventures; having lost his memory and with the TARDIS reduced to a small box, he spends the entire twentieth century wandering Earth until his ship repairs itself (the novels set during this time take place in Britain, but the Doctor's dialogue suggests that he travelled to other parts of the world).
* Eighth Doctor Adventures in almost every book, it's believable his language would only be as vulgar as the situation warrants.
* Eighth Doctor Adventures is in danger and the Doctor is in his lab sorting it out. He leaves for a couple minutes and accidentally smacks one of his companions,

Fitz, in the face with a door, giving him a nosebleed, and doesn't seem to notice. Four days later, the Doctor gives him a soiled handkerchief and apologizes, apparently unaware that four days have passed. As Fitz said in a much-earlier book, "Ladies and gentlemen, the mind of a Time Lord."
* Eighth Doctor Adventures, is partly set at an arms fair where Sarah Jane Smith is undercover writing an expose.
* Eighth Doctor Adventures is set on the titular planet inhabited by expires of famous cartoon characters.
* Eighth Doctor Adventures maintains a continuous narrative crossing between three time periods, with four separate means of time travel, and only one point at which one of the characters is "out of sync" with the others.
* Eighth Doctor Adventures novels called the Eighth Doctor Life's Champion, but whether there's a Life amongst the Eternals or it just means life in general is unclear.
* Eighth Doctor Adventures novel "The Fall of Yquantine", the Eighth Doctor installs a Randomiser in his companion, Compassion, after she mutates into a sentient TARDIS, to try and keep her away from the Time Lords who want to use her as breeding stock to create a new generation of TARDISes.
* Eighth Doctor Adventures novel "The Taking of Planet 5"; most Time Lords take direct control of their TARDISes through a telepathic link, but the Doctor avoided forming such a link with his ship as it would have made it easier for the Time Lords to track him, instead relying on his own controls and leaving the ship with a greater degree of freedom than it would have possessed otherwise.
* Eighth Doctor Adventures of the writers liked the series' first companion Sam Jones. So much that they were always trying to kill her off. (Or, in Kate Orman and Jonathan Blum's case, make her a fully rounded character.)
* Eighth Doctor Adventures, Pandak, Aperion and Eutenoyar) in the six corners of the Panopticon. Until people start screwing around with time, so there are four statues (one of which is the Doctor) and eventually just one.
* Eighth Doctor Adventures reference — "Well, to tell you the truth I think I’ve lost count, sorry about that. So you’ve got to ask yourself one question. Do you feel lucky... sir?"). While said antagonist boggled at his antics, Sam would steal said antagonist's gun.
* Eighth Doctor Adventures seriously malfunctions, crashlands in a horrible spooky place, and spits out everything inside her, including the Doctor and his companion Fitz, who admits to farting with terror:
* Eighth Doctor Adventures situations with the Doctor, bookended by attempts on the Doctor's life, until he decides he's actually "more than a little fond of" the Doctor.
* Eighth Doctor Adventures survives the vacuum of space just fine — he does, however, have temperature, cosmic radiation, and the bends to worry about.
* Eighth Doctor Adventures taunts the Doctor with this parody of a Gallifreyan nursery rhyme:
* Eighth Doctor Adventures tend to be a bit less overt about it, mainly because they were generally a bit more niche and didn't try to chase the zeitgeist quite as much as the New Adventures did.
* Eighth Doctor Adventures, the Council of Eight, to prevent them affecting history, then rescued by the Doctor and adopted by a 21st century archeologist.
* Eighth Doctor Adventures, the main role of the Crooked World Electric Company is producing idea bulbs. When our heroes bring free will to the world, the resultant "Plague of Questions" results in the company being unable to keep up with demand.
* Eighth Doctor Adventures. There are a number of men there who wear dark suits despite the heat, and dark glasses despite the fashion in the 2060s being for light-reactive contacts.
* Eighth Doctor Adventures, the scientifically-minded leader of the vampires has performed experiments which show the "V-factor" can be added to any animal. Rather worryingly, she's not sure where the cats are, but she had a snail for a while (until one of the other vampires stood on it, and they decided the kindest thing to do would be to stake it with a toothpick) and undead ameobas that consume red blood

cells.
* Eighth Doctor Adventures. The writers seem to love leaving little hints about his backstory all over the books, and the Fandom extrapolates accordingly.
* Eighth Doctor Adventures will ultimately become a single gestalt race, the Ixtricite, with another crystalline race called the Rhotons and some other race whose name the Doctor can't recall.
* Eighth Doctor novel so that the Daleks could do their thing elsewhere without impediment. Unfortunately (or fortunately, depending on your point of view of this whole mess), Peel's novel was not particularly well-received or well-regarded, thus making it much easier for later writers to quietly ignore or overrule pretty much everything in the story.
* Eight, he can go toe-to-toe with Magitek Armors that tower over him with fisticuffs and magic skills.
* Eighth Grade offered a free, unrated screening in each U.S. state for a day.
* eighth person to know, he remarks that at that point it's not really a keepable secret anymore and will soon be common knowledge.
* eighth when she was called up to take over the second American spot in the AA final — something considered highly unlikely given that she was considered one of the weakest all-arounders on the American squad.
* eighties cartoon for the first time (brought over through a dimensional portal) Raphael points out, "He's not only from an alternate dimension, but also ancient Japan. So naturally, he speaks English."
* Eighties rock singer Huey Lewis, who sung the theme song "The Power of Love", shows up in the first
* 'eighties version of a modern Formula One design; but inside, there's a plain fiberglass and steel honeycomb, analogue dials, a H-pattern gearshift — no headrests or safety padding, no computers or telemetry, no tiny on-board TV cameras, and much less aerodynamic detail in general. Then there's the dated tobacco branding...
* Eighties was created, and it was decided that nationalism, tribalism and familial loyalty were the root causes of war and violence, to be eliminated through drastic social engineering.
* Eight Immortals, which represent people from different walks of life, contain one female member in the form of He Xian Gu, though the gender of Lan Cai He is usually ambiguous.
* Eight is a lucky number in China, associated with prosperity and confidence, so the
* Eight is Enough. Actress Diana Hyland appeared only in four episodes before being diagnosed with breast cancer. Joan was written out of the rest of the season and Hyland died twelve days after the first episode aired. When season two aired, it was revealed that Joan had died.
* Eight is Enough does it in the opening credits sequence, as the family plays touch football.
* Eight is Enough - he thinks it's the Disney version, but it's actually an X rated version. Tom hustles Nicholas out quickly with his hand over his eyes.
* Eight is Enough, this exchange between a newspaper reporter writing an article, and her father:
* Eight is Enough, Tommy drills a hole in his locker, which is against the girls' locker room. He gets caught peeping by the principal.
* Eight is Enough which shows the father slapping his daughter eight times and another one of the daughters stops him and tells them that "eight is enough" and they all laugh. Cut to the whole family (except Stewie, who has a big smile on his face)looking at the TV with their jaws dropped.
* Eight Legged Freaks, as do several other people. One scene has a character come across a number of cocoons that are still writhing and have their voices muffled, before one of them is impaled on the fangs of the biggest spider.
* Eight Legged Freaks attempts to jump through a shop window, only to smack "face"-first and spread-eagled into the glass, make a groggy noise and slide down slowly with an audible squeal while the people inside stare in disbelief.

* Eight Legged Freaks, but it plays the whole thing for laughs with the spiders' silly voices and antics.
* Eight Legged Freaks by repeatedly taking off his glasses, even when on the run from giant spiders. Eventually, he blindly walks up to one and is killed.
* Eight Legged Freaks, had a potentially very scary premise: realistic-looking giant spiders are pretty horrifying by themselves, but the decision to give the spiders all sorts of "wacky" jabbering noises as they run amok utterly wrecks the terror for the most part. There are some scenes that aren't played for laughs that manage to be genuinely frightening, but they are rare. There is a memorable scene where a spider jumps on the stuffed head of a moose, only to take a bite and look visibly annoyed at the taste. Though the shot of a truly gigantic tarantula moseying through a parking lot to a sinister, minor-key riff of "The Incey Wincey Spider" can be rather effective.
* Eight Legged Freaks has a brief, humorous scene where the heroine yells at the townsfolk to get ready. One of them has a chainsaw and hockey mask. Funnily enough, there's a second guy with a chainsaw right next to him — but he has a catcher's mask, instead.
* Eight Legged Freaks has Chris and Gladys escaping the mine on Bret's motorcycle as the methane in the mine was set off towards the end of the movie. Chris and Gladys are on a motorbike and trying to escape the ensuing blast. While they fail at completely outrunning the fireball and are temporarily engulfed they still manage to get out with only minor burns.
* Eight Legged Freaks one of the Characters is a Conspiracy Theorist with his own radio station, which he uses to rant about aliens and the government.
* Eight Legged Freaks released a very similar faux-Spider-Man commercial that summer.
* Eight Legged Freaks. The conspiracy-believing radio host is unwilling to believe the others' tales of giant killer spiders. This may have been as much him suspecting they were making fun of him, as him actually finding the idea itself unbelievable.
* Eight Legged Freaks, the state police arrive, expecting to find aliens, rather than giant spiders. However, the spiders have already been defeated by that point.
* Eight Legged Freaks was advertised as "the biggest, nastiest mutant spider movie of all time."
* Eight Legged Freaks where Harlan goes on a tirade about aliens and this very subject. "...I mean, what do they expect to find there? It's just wrong!"
* Eight Legged Freaks, with critters varying in size from large dogs to a tank (the "Queen" spider at the end).
* Eight members of the secret government organization Cipher Pol #9, were trained from young ages the martial arts known as Rokushiki (Japanese for "six powers"), pushing their bodies to superhuman levels for the purpose of carrying out covert assassinations in the name of the
* Eight Million Gods. This is clearly not a condition that puts herself or anyone else in danger. In fact, it's arguably beneficial, since she's been making a living off of the royalties of the books her compulsion creates. It's implied that her mother gets away with this because she's a wealthy politician with lots of influence.
* eight million years. After the bailiff whispers something to him, he revises this to four years.
* eight minutes on Earth. When he returns to Earth, he reverts to his pre-Neverzone body, meaning he's fourteen years old again.
* eight of her infant children over a nearly two-decade period from 1949 to 1968, and got away with it until the late 1990s. She ultimately pleaded guilty to second-degree murder and was given 20 years probation.
* eight of the 10 annual World League (now known as Nations League). Olympics results starting with 1992? 5th, Silver (losing to the Netherlands, who they beat in the World Cup and Championship finals), Bronze, Silver (losing to Brazil, who had taken over as the strongest volleyball team), 4th, Bronze, Silver (after winning the semifinal on an heroic comeback, only to again lose to hosts Brazil -

who had lost to Italy in the group stage, but rolled over in the finals with a 3-0) and another quarterfinals exit.
* Eight of the thirteen original Joes wore green uniforms with round helmets. The five standing out were Scarlett (blue outfit with tan torso), Snake-Eyes (all black with face mask), Stalker (green camouflage with a beret), Flash, and Grand Slam (both with red padding on top of their green uniforms).
* "Eight oh oh, three two five, three five, three five" — a popular Sheraton Hotels number.
* eight separate languages being multilingual is sometimes necessary to enjoy his work, particularly when he gets creative and composes a song made up of more than one language. One particularly delightful example is the song "For me Formidable" which alternates between French and English and uses a lot of clever wordplay between the two.
* Eight Simple Rules for Buying My Teenage Daughter", Meg's female gym teacher makes the girls strip down, get in the shower, and bounce around for her.
* "Eight Six Six, Sixty Six FASTER, You've got the Green Light!" (Green Light Financial)
* Eight Skilled Gentlemen is a very slight variation (and a massive elaboration) on this.
* Eight Skilled Gentlemen, Master Li Kao has apparently learned his lesson; after shooting through yet another series of water-filling tunnels, Master Li simply looks at them wistfully and comments that the man who could re-create that experience would make a fortune.
* Eight Skilled Gentlemen (so the lord of the castle won't start asking questions to the kitchen staff), and we get a really good description of how to cook a man.
* eight songs about the Trojan war... of which only two remain. The rest were lost even in antiquity, but everyone knew the general gist of the story (if not the specific verses).
* Eight's skill, Sacrificial Slug, deals high damage while reducing his HP to 1.
* Eight Tentacles of the Apocalypse. It had a tentative 2010 release date, but Absurdus got as a far as a trailer before the project went dormant.
* Eight warring clans used to inhabit the Flatlands, before uniting against an opposing army and founding the city-state of Atlasdam.
* Eight Worlds a race of aliens kick humanity off Earth to protect dolphins and whales. They plan on forcing humanity to live between star systems has they have to many other alien races.
* Eight Worlds future where humanity has colonised much of the Solar System… and then one day aliens came and evicted humans from Earth, with no (visible) rhyme, reason, nor response when contact was attempted.
* Eight Worlds (who tend to discard things like legs and feet that are not very useful in zero gravity), most people are so cyberized the lunar central computer admits to tapping the unused portions of their brains for additional processing power.
* Eight-year-old Arya Stark tries to warn her father that she overheard men discussing a plot to kill him. Eddard did actually stop and listen to his daughter, but she was so flustered her explanation came out as complete gibberish about monsters. The fact that the two men used so many code words only made it harder, even she barely understood what it meant.
* eight years, but Edgar managed to upset the champ with a set gameplan; mixing up his offense, and pushing the pace with his speed.
* eight years earlier, an all-European conflict that began when Prussia invaded Austrian Silesia in 1740. To further highlight the pointlessness of the conflict, there's even considerable doubt about whether or not some guy named Jenkins really lost an ear that way in the first place.
* eight years prior to his "death", he manages to repeatedly pull off ridiculous trick shots. He finally just goes with it.
* eighty when he became prime minister for the last time, and was generally referred to as the Grand Old Man. (He's sometimes referred to just as "the GOM" in the same way that the Republican Party is the GOP.)

* Eighty years before the start of the series came the bloody conflict between kingdoms known simply as the Great War, which pitted an expansionist alliance of Mantle and Mistral against Vale, which was later joined by Vacuo. The conflict was touched off by settlers from both sides clashing during the Mantle/Mistral expansion, though nobody knows who shot first. The aftermath of the War had profound societal consequences for all of Remnant. The
* Eiichiro Oda being God. Known for his wacky and imaginative character designs and use of clever plot twists.
* Eiichiro Oda chapter is astounding. With all the little details in both the art and storytelling, it's easy to see that he loves writing manga.
* Eiichiro Oda had Usopp talking in a heavy Arabic accent, plus he was renamed as Usuf. However, Usopp's mother Banchina was very pale, and had an Italian name, whereas his father has similar features including drawn lips. Also, while he now has blond dreadlocks, he was shown when Shanks first recruited him to have curly black hair, so it's likely he dyed/bleached it. This might point to Usopp being biracial.
* Eiichiro Oda, he plans on doing only short stories until he retires or dies and will never attempt another long series again.
* Eiichiro Oda may have some characters who are in love, but Oda's never going to write romance into the story because it would ruin the mood it's established. According to Oda, if you want that kind of thing you should probably read a girl's manga. Parodied in one letter written to Mr. Oda.
* Eiichiro Oda regarding what hairstyles he doesn't want Franky to have. Guess which character inexplicably got a new hairstyle every chapter.
* Eiichiro Oda, these explanations (as ridiculous as they may be) are also literally true. At least sometimes.
* Eiichiro Oda world, it's sometimes hard to tell when his answers are serious and when they're just jokes.
* Eiji Akaso, who plays Ryūga Banjō and was previously in Season 2 of
* Eijiro Kirishima as this, with a set of balanced stats ranging between power, speed, technique, intelligence and cooperativeness. This is also invoked with Manual, a minor character, who intentionally builds himself as a "normal" hero.
* Eiken Instead, it throws massive tits on most of them. Hell, they go so far as to change boob size mid-scene in the name of fanservice. And this is actually one of the tamer works by its author; his other stuff tend to make this series' busty characters look small.
* Eiken series of all time and has been bashed for its dumb plot/characters and ugly art. Both the manga and anime however allegedly sold very well, and fanart of the franchise is not uncommon.
* Eiki and Komachi, respectively as judge of the dead and ferrywoman of the equivalent of the River Styx, never really seem to complain about "outliving" everyone they know, but then, being
* Eiko in Makoto's Confidant. In the game, she gets angry with Makoto after Makoto tries to convince her to break up with Tsukasa, mistakenly believing that Makoto wants to steal Tsukasa from her, and is cold toward Makoto the next time they meet. In the anime, she simply asks Makoto for money and repeats her request when Makoto finds her in Shinjuku. While in the game, Eiko's last heard from when Makoto mentions that they made up at the start of the Rank 10 event,
* Eiko Masuyama, continued as the franchise's default Fujiko voice until 2010.
* Eiko Takao, a friend of Makoto's from the Priestess Confidant. Unlike Makoto, who's one of the top students in her grade, Eiko has poor grades, but is knowledgeable about fashion, has a boyfriend and seems to have a vision for how she wants her life to go. Unfortunately, it turns out that Eiko is also somewhat gullible, and her boyfriend turns out to be manipulating her in order to get her into debt and sell her to the sex trade.
* Eikou no Napoleon - Eroica Napoleon has to attack Acre without his siege artillery, that was on ships the British captured, forcing him to wait until replacements arrive. The guns are then able to utterly demolish the city's recently repaired medieval walls... But not the much newer ones Antoine de

Phélippeaux had built just inside, as those ones were built with more modern criteria to resist siege artillery and are defended by the same siege guns previously captured.
* Eikou no Napoleon — Eroica is the one attacking the city. Acre resists.
* Eileen: Eileen at the time of the events of the book had no friends, and had had none almost her entire life. This makes her very vulnerable to Rebecca's manipulation via overtures of friendship.
* Eileen, Eileen watches her crush Randy through the windows of his house for hours, while imagining and hoping to catch him with a woman. She also watches (and is aroused by) Leonard Polk masturbating, though she didn't intentionaly seek it out.
* Eileen from the recent Love Charm RIG plays the trope more straight, though —
* Eileen is basically storyboard artist Minty Lewis in mole form, with her biggest roles generally being episodes she works on.
* Eileen is set in the small, run-down New England town of X-ville. Downplayed in that the town isn't actually supernatural, but there's a creepy, disturbing feeling to everything there. The town, and particularly the police force, is full of corrupt hicks who are apathetic to actual crime and only care about protecting their own, and disturbing secrets lurk everywhere. The general landscape is one of abandoned buildings and empty snowdrifts that give everything an eerie vibe.
* Eileen the Crow, a very old woman who's tasked with hunting down Hunters who've gone mad or become infected with the scourge of beasts. In her case though, the trope is deconstructed: Her stubborn refusal to accept that she's passed her prime and is in no shape to hunt down her marks any longer ends up with her own death if you do not come to her rescue.
* Eileen They even put his son in jail without bothering to find out why he killed his own father.
* Eileen was a flop, though it was Victor Herbert's personal favorite of his works.
* Eilonwy. Their ages are rather vague, but they seem to be around 14 years old at most.
* Eina-afa, in particular, is a space station just barely small enough for people to comprehend how incredibly
* Eina-Afa, or "Synthetic Wind", is the mind of a space station with enough open air inside to house planets. After spending a few million years alone, she renamed herself T'kkkuts-Afa ("Broken Wind") and created storms in her otherwise paradisiacal sky in order to create evolutionary pressure for intelligent life to develop. Yes, she's old (and lonely) enough that she was willing to wait for animals to achieve sentience just so she would have someone to talk to.
* Einar Gerhardsen: Prime Minister from 1945 to 1965 (with a brief two-week vacation in 1963).
* Einarinn series features the city of Hadrumal, which is inhabited only by wizards. It is a kind of magic Athenian democracy, with a vote on an important issue decided not by the number of votes, but by the total magic power of those voting on each side.
* Ein Dalton becomes worse than Mikazuki ever since Crank's death, he has been plotting to retrieve
* Eine Billion Dollar (that's a trillion dollars in English), by Andreas Eschbach, has this trope as a premise: John Fontanelli inherits the fortune, originally just 300 florins, which his ancestor in the 16th century left for him, along with the prophecy that the heir will give mankind its lost future back.
* Eine Woche Voller Samstage", the Sams can grant a limited numbers of wishes. However, they are granted literal and any detail not specified is assigned randomly. (For example, wishing yourself into your room might end you up on the floor if you are lucky, but you also have good chances to stand on your bed or inside your locked wardrobe.) Wishing that another person does something for you leaves all unspecified detail to that persons interpretation. (If you wish that a person brings you some hamburgers, he might as well return with some inhabitants of the German town Hamburg.) In the later novel, characters learn from their mistakes

and try wording their wishes as carefully as possible, but still tend to leave out some important detail that leads to everything going wrong.
* Ein feste Burg ist unser Gott, a hymn by Martin Luther that is way too famous to be eclipsed by anything, even Bach's equally amazing chorale cantata based on that hymn.
* Einhänder, aside from small-fighter type cannon fodder, were usually segmented. Shooting the main body of the ship would destroy it eventually, but simply destroying the cockpit and (in some ships) the engines would cause the ship to crash and explode.
* Einhänder, as seen in a short cutscene of your intact ship after the end credits.
* Einhänder. Elsewhere in the game, the booster rockets for the satellite can kill you if you fly behind them.
* Einhänder has a laser blade weapon pod. The Einhander is a space fighter with a grappling arm specifically built to use enemies guns as it finds them. Enemies using a laser blade do not have a grappling arm. They just have a laser sword sticking out of a hardpoint in their front that may be pointed at you. It is the most beautifully nonsensical thing in the game, especially since doing a fireball motion while activating it will cause it to lance forward about three times its original length for a moment.
* Einhänder involves a battle against a series of armored trains.
* Einhänder is actually a reporting name used by the (German-speaking) Earth forces. The fighter's actual name is either "Astraea" or "Endymion", depending on the specific model you choose to fly.
* Einhänder name is either "Astraea" or "Endymion", depending on the specific model you're flying.
* Einhänder's Gummi-Ship sections (very much a Shoot-em-up) was their first introduction to the game via the secret boss of "Schwarzgeist", same with the ship "Endymion".
* Einhänder, Stage 6: Fail to destroy the space shuttle's thrusters in time and your craft plummets to earth, where it is immediately set upon by German forces. The game ends here even if you have extra lives remaining.
* Ein himself is the most extreme example: Mikazuki kills his commanding officer Lt. Crank in Episode 3, and he spends the rest of the season hunting Tekkadan for payback; he even gets pissed off when he realizes they've salvaged Crank's mecha for their own use, and resolves to take it back in his honor. After getting mangled while
* Ein Käfig voller Helden Hogan by everybody... thus playing the trope completely straight.
* Ein kleines bisschen Horrorshow (A little bit horrorshow) by german band Die Toten Hosen follows the plot of
* Einsatzgruppen. They were intentionally geared towards being an elite society within but apart-from the rest of Nazi Germany, one that would need as little contact as possible with outsiders. If a member of your family was in the SS, then you basically moved into a completely different social circle. One of Himmler's post-war goals was to turn Schleswig-Holstein — or according to some other sources, a recreated "Burgundy" between Germany and France — into an SS nationstate.
* Einstein Anderson, Science Detective series, the titular character loves cracking jokes and puns every chance he gets. His family usually reacts to them by groaning or pinching their noses.
* Einstein (as a synonym for ‘genius’, as it owns the copyright to his name) on an ad for their mobile internet service saying, ‘Suddenly everyone’s an Einstein.’
* "Einstein Express: When it absolutely, positively has to be there the day before yesterday."
* Einstein Hair. In personality and abilities, however, Agatha is much more similar to her father, which Lucrezia finds annoying beyond words.
* Einstein Hair: Nothing says "mad scientist" quite like having hair like Albert

Einstein.
* Einstein Hair she's been kidnapped by Nyssa Al-Ghul, who has her hung up by the heels from the rafters of an abandoned factory.
* Einsteinian Roulette count as this, ranging from mercenaries, petty criminals and discarded experience subjects to farm boys, spoiled brats and crazy doctors.
* Einsteinian Roulette. Fiery and incredibly beautiful, she is capable of impressing feats of crafting and combat, going unscathed through several high-risk missions without having so much as a scar to show. Before being put under the service of the HMRC, she worked in a bakery. She was good at that too.
* Einstein on the Fritz, an opera by Philip Glass and Robert Wilson, which is notorious for lasting four and a half hours without plot. Summarized thusly:
* Einstein on the Fritz before reaching the final chord of J.S. Bach's original piece.
* Einsteins Bridge, The Hive have taken over several worlds by making tiny robots by light though tiny wormholes that builds into new Hive on that world.
* Einstein's Mind. If you could set up a book so that it would have all of the correct responses for any query, would the book be sentient or not?
* Einstein Sue: Albert Einstein may have had a lot of knowledge, but he was an actual scientist, so it's not implausible.
* Einstein would do something similar when people stopped him on the street.
* Einstürzende Neubauten in exchange for increasingly quiet conventional styles while maintaining the usage of custom musical instruments built out of found objects. Nonetheless, they still showcase a wide range of textures.
* Einstürzende Neubauten" is made entirely out of springs, pneumatic pistons and air horns.
* Eion Bailey characters. In interviews, he's far less of a wisecracker than the characters he plays.
* Eion Bailey had auditioned for August knowing only what was in the script for his first episode (one scene as he arrives into town). According to him, the writers tried to hide his character's true identity from him for as long as they could.
* E/I programming had secured itself in the Guinness Book of World Records in 2009 as the most successful trading card game worldwide, and the fact that a theatrical film was released during this time period.
* Eira's name in itself is winter or ice-related, which has something do with where she's from or, rather, presumably, how she died, which was stated to be in "one of the coldest parts of the world".
* Eirick and Freyja and they were lovers prior to the movie's start. After Eirick fell in combat, Freyja restored him to back to life and made him immortal on the condition they can never be together again.
* Eirika, too. Despite her naivete and seeing her kingdom and others go down, she keeps going on.
* Eirin's shady new drug, generally considered canon, uses this explanation.
* Eirin's sidekick, Reisen Udongein Inaba, has the ability to manipulate waves.
* Eirin Yagokoro, as a super genius once known as "The Brain of the Moon", basically has the superpower of making
* Eisenhorn, all through his utter refusal to compromise or stop fighting.
* Eisenhorn books display Alizebeth Bequin discovering her limits as a blank.
* Eisenhorn books. He has a shaved head, and he’s a former bounty hunter who can singlehandedly take out a roomful of thugs in seconds.
* Eisenhorn brings us Inquisitor Gregor Eisenhorn, a moderately powered Psyker who falls for one Alizebeth Bequin. Alizebeth is a "Blank" who not only cancels out his powers, but is difficult for him to be around as it causes him pain. Never the less they fall in love.
* Eisenhorn by recording himself reciting one of the (many) Imperial declarations of faith and continually transmitting the recording into the stone.
* Eisenhorn: Daemonhost Cheruabael demonstrates some shades of noble behavior, especially towards the end of the story.
* Eisenhorn has Eisenhorn investigate the death of a nobleman who had had his picture taken at a traveling fair two days before. He discovers that the

photographer’s camera is tainted by Chaos, killing anyone whose picture it takes.
* Eisenhorn, the heretical House Glaw tries to dispose of Eisenhorn and his associates by forcing them to fight to the death against two carnodons. This backfires when Eisenhorn’s team kills one of the beasts and breaks the chains restraining the other, allowing it to leap up into the stands and rampage through the audience.
* Eisenhorn the Thousand Sons, locking them out of the webway and preventing them ever reaching the Black Library, and supposedly Commorragh got sealed off into a pocket universe for good. Games Workshop then decided to retcon the whole thing to right before the campaign started for whatever reason out there. The forces of Disorder being a lot more organised certainly helped their cause.
* Eisenhorn this state of affairs. In the new Rogue Trader rulebook it is shown that unobtrusive bionics do exist, but are frowned upon by the Adeptus Mechanicus who view overt and baroque augmentation as a mark of honour.
* Eisenhorn trilogies both use a combat language called Glossia, which is an elaborate and often invented-on-the-spot system of attack patterns and generally useful code.
* Eisenhower And Lutz. In the final episode, an enemy of Bud's vowed to make his life miserable. He did so by sending both women engagement rings in Bud's name!
* Eisenhower - from "Eisenhauer" (iron-hewer) is a German version of this.
* Eisenhower late in 1944 found a note in his jacket pocket which was the speech he had written regarding the failure of Operation Overlord (i.e. the Normandy Invasion).
* Eisenstein, Starr was able to corner Eisenstein in a building in San Francisco and successfully threw the little man off the rooftop.
* Eisner also did one in "The Appeal" (a short story that can be found in
* Eis Shenron pulled this off when defeated by Nova Shenron and Goku, successfully blinding Goku as well. Unfortunately, he didn't dull Goku's other senses.
* Either an inability to survive in Earth-like conditions, or the ability to survive nearly anywhere.
* Either a songwriter, singer or someone closely associated with the band
* Either averted or downplayed with most non-artificial aliens. The Fobott'r are
* Either averted or played straight (depending on how you look at it) in the anime/manga series
* Either because Elena is in the country illegally, and also because her conservative aunt and other relatives would not approve of her living in a polyamorous relationship,
* either end of the field. This resulted in Barbados defending both ends of the field and they succeeded in bringing the game to extra time and then scored a winning golden goal, winning the match 4-2 (despite only scoring 3 goals), and then qualifying in first place.
* either God or Satan to test the faith of the less committed Christians.
* Either Huey, Dewey, or Louie will be the Savvy Guy to Webby's Energetic Girl whenever she pairs up with one of the triplets. Although Dewey is more energetic than both Huey and Louie.
* Either incarnation of Melchett - and, indeed, any character played by
* either irredeemably evil. On the other hand, some support conversations and several gameplay features in the later games tend to shift more towards the silly end.
* Either Java, Python or C and some of its successors (C++ and C#) are considered some of the main gateways to learning programming in general due to their accessibility and versatility in different fields. On older computers, BASIC served this purpose since it was included on so many personal computers.
* either Mayumi Kamijou or Yumi Matsumiya (who can't be romanced if at least a good part of Mayumi's path isn't unlocked first).
* Either Moraine or Siuan did it as well using Air, to demonstrate how stupid doing it was. While she was going for a gender thing, it's still accurate: at least Rand knows how to

* either of the Bardock backstory, this appears to be a trait among Saiyan men. Goku's mother, Gine, notes that it's very unusual for a Saiyan male to care at all about his offspring or mate. In either version, having sex is implied to be purely for procreation and lineage alone.
* either of them in trying to recover from their younger brother Damian Wayne's death.
* Either of these can be said of something that's technically work-safe but completely insane.
* Either one of the World Wars could easily eat up all the time allotted to history secondary education. Each nation participating in said conflict tend to focus or emphasize their part in the conflict over a broadly global perspective, mostly for nationalistic reasons. American students as well as international students on account of
* Either/Or Offspring: When two species breed, you always get one or the other, never a hybrid.
* Either parallel to or shortly after the Forulkan War, the war against the Jhelarkan happened, but even less is shown of that even though it must have happened recently enough that the Jhelarkan are still licking their wounds and have yet to deliver the promised hostages as of the start of the first volume.
* Either played straight or averted in wrestling. For example, a cowardly heel will often strike his enemy from behind rather than spin them around and punch them; if they do spin them around, it'll be to do their finisher. Faces (good guys) aren't above attacking from behind either, but a lot of faces will spin their opponent around to attack them when they can. For a comedic effect or just to look awesome, a face will wait for the opponent to turn around before destroying them.
* Either played straight or subverted by legendary airline hijacker D.B. Cooper, depending on who you ask. On the one hand, he's the only person who ever successfully hijacked an airplane and escaped custody. On the other hand, many experts believe that this is because he died after jumping out of the plane in the dark over a remote stretch of Washington wilderness while wearing shoes and clothing that weren't suitable for the terrain or weather, which indicates a lack of skydiving and wilderness survival experience.
* Either reminiscent of or the inspiration for Rorscharch's Dynamic Fridge on poor Moloch, Kato (having been instructed films ago to keep ambushing Clouseau at any opportunity as training) managed to get the drop on the Sellers character by attacking from the icebox. Being rather cold by then, he was a lot more savage than usual..
* Either spouse has the one true pairing with someone else, but he's too much of a good guy to divorce or kill. The plot comes to the rescue, and the
* Either subverted or deconstructed with San, the eponymous Mononoke-Hime of
* Either subverted or played absolutely dead straight, depending on your
* Either that or the film takes place in a Verse where — to better facilitate this trope — all three of these events can and do happen
* Either the bubble or flower version, or possibly a combination, occurs in
* Either the family gets famous ("A Simpson on a tee-shirt? I never thought I'd see the day") or the Simpsons is symbolized by
* Either there is no such thing as fate or there is no way to find out what is "fated," no way to see into the future and no prophecies, two effectively indistinguishable states. If the prophecy exists then it is little more than a portentous guess with no actual power or fate behind it.
* Either the song "A Furchester Never Gives Up" or "A Furchester Catastrophe". (Season 2 adds "We Can Solve Any Problem".)
* Either they are teenaged themselves when they first become stars, or they are in their twenties and can pass for teenage with
* Either TV Land or Nick-at-Nite once ran a commercial that lampshaded the entire TV-birth process, including this trope. It went something like this:
* Either under special circumstances never revealed or just randomly,
* Either way, against large numbers of highly maneuverable opponents,
* Either way, he burns him, along with every other remaining animatronic, down in

the next game.
* either wind up badly beaten or dead at the hands of the instigator.)
* Either "World Domination", or Something About Bananas: A character translates another character as having said either a logical phrase or a silly one.
* Either "World Domination", or Something About Bananas: A character translates something as either something serious or something silly.
* Either "World Domination", or Something About Bananas: Someone tries to translate someone else and narrows it down to two completely different options.
* Either "World Domination", or Something About Bananas: When an idiot translates another language, they'll come up with an absurd translation of it.
* Eitri uses an axe to fight in the campaign, though he can use it to cut wood. His brother Brokk has a hammer instead.
* Eiyuden Chronicle Hundred Heroes, it became so popular that the site suffered a 20-30 minute outage due to the sheer number of people pledging to the campaign at once.
* Eiyuu*Senki. A few characters are based on actual female figures, such as Himiko, Joan of Arc and Cleopatra.
* Eiyuu Senki: The World Conquest as the player takes control of the Zipang/Japan army before embarking on the titular world conquest.
* Eiyuu Senki: The World Conquest has Oda Nobunaga constantly ordering supplies from Amasson, though in that universe it's based in South America and not the USA.
* Eiyuu Senki: The World Conquest—given it's even in the title—but for the purposes of having a united world against a common foe that's powerful enough to destroy them all.
* Eiyuu Senki: The World Conquest: Nero's outfit screams this, and she can cast spells as well.
* Eiyuu Senki: The World Conquest, the Illuminati are the main antagonist faction, creating strife and discord in nations all over the world to keep everyone in a state of perpetual war.
* Eizan Etsuya is 17, and not only the holder of the ninth seat on the
* "Ejaculate" is from a Latin root meaning "throw" or "release", and has commonly been used as
* ejection seats that killed the entire crew. One of the pilots for the Gemini 6 mission (which aborted after an unexpected primary engine failure 1.5 seconds after ignition) later remarked on this:
* Ejector pin mark / Knock-out mark: Usually shallow depression on a kit where a metal pin is used to punch a sprue out of a mould. The bane of the Rivet Counter.
* Ejector Seat. Contestants, if they get a question wrong, will be slowly slid backwards in their seats towards the "Danger Zone", and must answer a question correctly to stop themselves. Taking too long will have them be "ejected", which means "eliminated". The contestant's seat tips back and drops them out of the game (literally).
* eject the core from the ship when it's about to explode. These also always fail.
* Ejen Ali: Dos and Trez spy on the M.A.T.A. base with a hidden camera in a robotic cockroach.
* Ejen Ali is titled "Misi: [subject of episode]" ("Mission: [subject of episode]").
* Ejen Ali, which Rudy objected as nonsense and that Djin appeared that way due to his speed. The smokescreens were used to mask his movements, and this is implied to be a technique taught to INVISO agents of M.A.T.A..
* Ejiofor is offered an outrageous sum of money for a debuting, unknown fighter on the undercard. The sum is also not divided into show/win purses. It's apparently a flat fee, whether or not he wins. Only on rare occasions do
* Ekaterina Demina (nee Mikhailova). While being the only Russian nurse awarded with Order of Florence Nightingale and saving more than 300 soldiers during WWII, as a medical officer of the Marine corps she fought on par with her comrades. For example, during the recapture of Bilhorod-Dnistrovskyi, not only she rescued 17 wounded from the battlefield but single-handedly assaulted a fortified German position, taking 14 prisoners and killing 10 enemies in the process.

* Ekaterina, when Catherine's carriage is knocked over and Prince Saltykov opens the door to check if she is okay, Princess is sure that the handsome man is her bethroted, Pyotr Fedorovitch, and tries her best eyelash batting. She is very disappointed to learn that the actual Pyotr is nothing like Saltykov.
* Ekaterin doesn't like to give offence. After falling down four metres into a muddy pond while wearing her best clothes (and a VIP falling in after her while trying to save her):
* Ekimu being an exposition-delivering but suspiciously secretive mentor also makes him similar to Turaga Vakama (who was likewise a mask maker), though Ekimu shares this role with Narmoto, the Protector of Fire.
* Ekipazh cargo (of the human variety) during an extreme mid-air emergency.
* ekklesia who asked him for help in writing Aristides' name (he was illiterate and also didn't know what Aristides looked like); Aristides (being just) wrote the name for him and asked him why he wanted to ostracize Aristides, and the man replied, "I'm just so tired of hearing people call him 'the Just'!"
* Ek Main Aur Ekk Tu, an uptight architect accidentally marries a free-spirited hairstylist after a night of debauchery. They mutually decide to annul the marriage as soon as possible, but he starts to fall in love with her.
* Eko Eko Azarak Japanese film, where students are magically trapped inside a school and being killed off one by one.
* Ekons, as they prefer, can go centuries feeding very lightly if at all.
* Ekundu Cyclops depicts a female figure riding what appears to be a giant phallus (with the twin moons in the background as testicles).
* Ekundu Cyclops features a cyclops jumping on a tree branch that looks like an erect, circumcised penis. A female is straddling the branch, with several mushrooms aimed at her butt.
* elaborated in hilarious detail by Voltaire's filk "U.S.S. Make Shit Up".
* Elaborate Equals Effective: Items and weapons will have a better look as they grow stronger.
* elaborate in which Nathaniel Hawthorne explains that he did not write the story of Hester Prynne; he only found it.
* Elaborate toppling-domino shows often incorporate elements of this trope, such as mousetraps, weight-triggered hanging baskets, or pivoting rods.
* Elaborate Underground Base: A base that has a hangar, silo and laboratory.
* Elaborate Underground Base has quite a few: an egg storage room marked "Storage Room", an arena for creating Frerp eggs labeled "Frerp Arena", an entrance control panel marked "Entrance Control", and an obvious elevator with an "Elevator" label. At the end a number of buildings are created that are labeled "City Hall", "Barber Shop", "Library" and "City Jail".
* Elaborate Underground Base. However, if being forced to leave their old life is the main cause of angst, it's this. At times it can be both.
* Elaborate Underground Base in order to save the rest of the SHIELD higher-ups.
* Elaborate Underground Base it's accessed through what looks like just another section of wall paneling in his loft which leads to a compact lift.
* Elaborate Underground Base strands Bond in a large pond full of crocodiles and/or alligators.
* Elaborate Underground Base: Villains often set up shop in complex and high-tech bases hidden underground.
* Elaborate University High instead. Though they have a reputation for devouring souls if they want to, which is why the protagonist isn't exactly happy about discovering his heritage (plus, his clan has an affinity for pain and his mother is widely considered to have been a remorseless monster).
* Elaborating, Leonard told Penny he couldn't go to a performance of hers because he had a work-related seminar to be at, which Penny accepted as a valid reason. Sheldon noted afterwards that this lie could easily be found out by the simple method of tracking down the event in question and discovering that neither Leonard nor Sheldon were scheduled to attend. Never mind that Penny would not investigate this lie so thoroughly, even if she could. In response, Sheldon told Penny that they weren't going to a seminar, they were in fact going to a drug intervention for

Sheldon's fake cousin, with blog and Facebook page detailing a descent into addiction and despair.
* Elaborating on that, there was only one Viera in the game who seemed to outright like Humes and the world outside her village, but she was a bit... weird (her "liking" could be argued to be a fetish). There is a young Viera who was unsure what to think of the outside world, but at least she liked to be around Hume children. There are two traveling Viera who were very disappointed by what the world had to offer and only were impressed after watching the sea, of all things. One Viera looked down on humans initially, but after learning that a human sacrificed his life in an attempt to defeat dangerous dragon, changes her mind and begins sharing her knowledge with Humes. Fran, one of the main characters and a Viera who has led a pretty interesting life and is best friends (and possibly more) with a Hume, seemed quite regretful of leaving the village and cutting her connection with the supernatural woods, calling it a life of solitude.
* Elaena Targaryen was a pretty young girl when she was in her early teens, but when she grew up she became the
* Elain attacks Lechuck this way with the cursed cutlass of Kaflu in
* Elaine and her boyfriend of the week get into a heated argument leading to their breakup about when it's appropriate to use exclamation points.
* Elaine dates a med student who has repeatedly failed his licensing exam to officially become a doctor. She insists on calling him "doctor" anyway so she can say she's dating a doctor, and helps him study for his exam so he'll pass it. When he finally does, he dumps her immediately.
* Elaine falls in love sight unseen with a video store employee named Vincent after he begins calling her up when she repeatedly rents his staff picks. Entranced by his taste in movies and his enigmatic, moody personality (he's never at the store because he sets his own hours), she figures out where he lives and ends up arriving to surprise him at the same time as his mother, who's horrified to find a grown woman carrying a gift of vodka and cigarettes to her 15-year-old son.
* Elaine has Sue Ellen, "The Bra-less Wonder," who provokes Elaine's
* Elaine hires Newman to kidnap a dog that has been barking loudly all night every night and keeping her awake. When she finally sees it in person, she is surprised to discover how small it is.
* Elaine, his teenage girlfriend. Harry killed their adoptive father Justin DuMorne in self-defense, and Elaine disappeared in the property damage. Note - they were both adopted and fairly late in life at that, so there shouldn't be any
* Elaine is offended when her friend thinks she's not responsible enough to babysit for her and asks
* Elaine Mallory, who starts up a similar Wizard for Hire business in Los Angeles.
* Elaine May (which May co-wrote and has since disowned) was given a G rating, in spite of the fact that "damn" was used several times, "son of a bitch" twice, and there was a scene of one of Matthau's suitors about to take off her bikini top.
* Elaine's boss Mr. Pitt raises his hand in a... familiar way... to indicate to his shareholders that their stock will rise "high". The fact that his upper lip is smeared with ink in the middle doesn't help. And wears a riding suit. And says "We WILL annex Poland by the Spring, at any cost!" (
* Elaine's typical out is to yell "Hello?" very loudly and then pretend she heard someone in the next room calling her.
* Elaine, too: she told Crazy Joe Davola to his face that he has a terrible singing voice. Granted, she was not aware of the "Crazy" part at the time.
* Elaine (who shows up later in the books than Susan, but whom Harry has known longer): She and Harry fall in love when they teenagers both apprenticed to a dark wizard; when Harry turns against the dark wizard, Elaine betrays and nearly kills him (we later find out she was under a geas); and now they've run into each other occasionally but are in no kind of relationship.
* Elain The Bounty Hunter crashes through the window of an office building and fall several stories, splattering on the pavement. She recovers immediately afterwards, and takes more punishment as the series ges on.
* Elain The Bounty Hunter includes characters named Elain and Dennis alongside

characters named Dento, Gop Donsterly and Love Nugget the Heart Eater.
* Elaith Craulnober and Arilyn "Moonblade" < Amnestria Moonflower + Bran Skorlskun. "
* El Alamein: The Line of Fire features the Italian Army and German Afrika Korps fighting in Egypt during the titular battle against the British 8th Army.
* El Alamein: The Line of Fire have avoided the draft but volunteered who gets advised to remove the "Volontario Universitario" (College Volunteer) patch before the veteran soldiers can see it and get mad at the idiot who had actually a good reason to stay away from combat and wasted it.
* El Alamein: The Line of Fire logistic situation of the Italians in North Africa: a few of the old 91s are alongside the standard issue 91/38 because simply there weren't enough of the latter (notably, Serra first arrives from Italy with the original model but is later seen with the 91/38) and they used the same ammunition, while the latter were simply "liberated" from their German allies, if not directly supplied by them (it helped that the mortar used the same ammunition as the Italian one).
* El-Alamein was the turning point for the Commonwealth, putting the Germans on the defensive for virtually the rest of the war.
* El Alma del Diablo, a Mexican, is played by Puetro Rican actor David Zayas.
* El Al security guards ask similar questions of the airline's passengers. For example, they might ask if the passenger saw a sporting event that didn't actually happen. If they say "yes" it's a good sign they're hiding something.
* El amor brujo: Cockfighting seemingly was no big deal in 1967 Spain, as it's merely a background detail when Antonio is at a cockfight, quizzing a guy about Diego's mysterious death.
* Elan, after being stabbed by Nale and healed by Belkar from the brink of death, mumbles "Mommy... I don't wanna go to school today..."
* Elan and Banjo. Banjo even gets a "Brother," Giggles, who leaves to be the god of an orc tribe. *sniff*
* Elan and Hailey from the Order are a general teamwork couple during their adventurer raids. After Elan literally
* Elan and Haley go back to their room to give their pet orangutan a bath for bonus points.
* Elan and Haley leave to speak with Durkon in secret, and they use the excuse "give their pet orangutan a bath", which, according to Elan, is more believable than saying that they went back to their room to rest.
* Elan and Nale's father only considers him one of his "B-list villains".
* Elan and the Beanstalk": Falling damage can't kill a giant – and the giant is reasonable once people actually try talking to him.
* Elan and Therkla, though it was incompletely requited (Elan is mostly devoted to Haley).
* elan are used. The surname Inviere is said to be "Old Gemenese" for "resurrection" (in reality, it's Romanian).
* Elan continuously spouts innuendo and treats women like sex objects, and even Durkon had a fling with an evil female dwarf. Haley isn't off the hook either, blatantly ogling or fondling Elan even before they're an item.
* Elan does end up seeing Julio again, when he desperately needs something that can blindside his very Genre Savvy
* Elan does this all the time, much to the other party members' chagrin. Well, this is Elan's designated role as the party's bard.
* Elanee in the official campaign is very reserved. It takes the foundations of her world being ripped from under her and the only person she has left being set to duel a really nasty giant evil guy to force her to admit she cares about him.
* Elan found out the hard way. Bards can already be surprisingly dangerous, and ever since Elan took a prestige class that gives him special abilities and bonuses based on swashbuckler novel-esque narrative conventions he's become a very competent battler. He will crack a terrible pun with every thrust of his rapier, and the pun will make it strike true and hard.
* Elan gets a bit of this when the half-orc Therkla is killed trying to protect

him. She's poisoned, and Elan lacked the Bard spell that would have cured her. It affects Elan enough that when he reunites with Haley, he reveals that he took "Neutralize Poison" at his next level up.
* Elan has one after Roy suggests not to focus on Tarquin and Nale as part of his family and that he should focus on his figurative family instead. He decides to send a message to
* Elan in particular is extremely well versed in tropes due to being a bard, and is the fastest and most clever in exploiting them. When he
* Elan is also not the brightest bulb in the chandelier, and will do things like insisting on
* Elan is apparently extremely attractive, although it's hard to tell from the stick-figure art. He is the sweetest and most innocent major character in the comic.
* Elan is trying to mend the airship wondering what flavour clouds are.
* Elan learns that the more armor you have, the more it counts against Hide checks. This leads him to the conclusion that wearing absolutely zero armor will make him perfect at hiding, in other words, that going naked will make him invisible.
* Elans are arguably the prime example of this here. They can sustain themselves indefinitely without food or water, and are incapable of dying of old age. However, they're actually humans that have been altered through a "mysterious psionic ritual."
* Elans are psionically upgraded humans who have no limit to their lifespan - although they accrue the aging bonuses and penalties, after that they just keep on going until they are killed by other means. They also don't need to sleep, can forsake food and water by spending an insignificant amount of psionic energy, and cannot breed (they need to convert humans). Outside of becoming a god or an undead, they are the only canonical way of truly living forever.
* Elan's "Dashing Swordsman" prestige class gives him actual combat boosts based on puns. To the annoyance of those around him, they don't need to be
* Elan's enthusiastic attempts to help his friends with his music are sometimes... less than useful.
* Elan's entire family is susceptible to this. Elan, Nale, and their father Tarquin are drawn
* Elan's father later gives one to Elan. He explains every detail of how his plan is going to go, including his own death (that is, the father's death, not Elan's). Explaining
* Elan's father Tarquin inverts this. Elan is the only one he will allow to defeat him — a fair chance anyway — since that would make an epic story. Tarquin is pretty savvy otherwise and takes precautions against letting anyone else get close enough to even try to kill him — especially not
* Elan's father Tarquin is full of this, as he acknowledges that it's in his best interest to help the heroes save the world, so he can keep running his empire, and in the best interest of the heroes to
* Elan's father Tarquin, so why not be the one running it? He uses his trope-awareness to secretly control most of a continent and keep it firmly under his boot with an aim to keep expanding his influence. He even gloats about how his eventual and inevitable defeat will be meaningless because he gets to live the good life for years if not decades until that happens and then his story will live on forever, inspiring generations of new villains.
* Elan's speech in the book and actually builds to a pretty good heartening crescendo, until Elan makes one offhand observation that just deflates the whole thing at the speed of sound.
* Elan suggests that Therkla might be able to get one if she switches sides.
* Elan tells Haley he would like to see her come back from a dangerous fight "in one big Haley-shaped piece."
* Elan the bard. Once he's separated from the party (and stuck in a prison cell, no less), he
* Elan thinks only in terms of narrative tropes which leads to him being
* El Anticristo, two Hispanic dudes from Youtube who say the most aggressive things

about anything via a by-definition-monotonous speech synthesizer, are famous for doing that.
* Elan, to the point where Elan dresses as a wizard to try to be like them. However, after Therkla, a ninja who had a crush on Elan, dies, Elan is extremely upset and Vaarsuvius is simply unconcerned about it, caring more about the danger to the world in the quest they are on. V also disintegrates Kubota without knowing what Kubota did, and accuses Elan of cheating on Haley with Therkla when he expresses sympathy for Therkla's unrequited love for him. V's cruelty causes Elan to distance himself from them.
* Elantris: A fairly weak but completely by-the-book version where pre-Reod and post-restoration, pretty much anybody had a random chance of becoming one of the Elantrians, a race of super-powered, magical, semi-immortal pseudo-deities that basically everyone wanted to be. Kinda sucks if you got in after the universe broke down, though.
* Elantris) and fixed it. Although there were multiple other magic systems on the planet that still worked fine during this time.
* Elantris available to the Elantrians, that heals the person it's used on. To work best, it requires a number of modifier Aons targetting a specific body part and ailment, and using it incorrectly can even kill the patient.
* Elantris, but he's nowhere near as physically powerful as a magically-enhanced Dakhor Monk. He's still able to hold his own against them because he's an incredibly skilled swordsman, while their power has made them arrogant and sloppy.
* Elantris, everything in the once-beautiful, now-accursed city of Elantris is covered in a grimy blackish substance, and anyone who lives there rapidly gets covered in it too. Unusually for this trope, it’s turns out that it’s not fundamentally harmful, can be cleaned off with sustained effort, and has a mundane explanation: it’s a type of phosphorescent microbe that made the buildings shine during the city’s glory days and that died when the city, in effect, lost its power source.
* Elantris: Following a tragic series of romantic problems, Sarene is actually queasy at the sight of gooey romantic bliss. Her kindly escort has to guide her away from any couples at the party he's taking her to, though he logically points out that she's going to need to get over this eventually.
* Elantris is set up this way. One chapter follows Raoden, the next shows what Sarene is doing during the same time period, then Hrathen gets a chapter. Then cycle back to Raoden and continue onward with the story. It's not a hundred percent overlap, and the structure breaks down toward the end, but the idea is there.
* Elantris, meaning that any wound they take, from a stubbed toe to a sword through the guts, perpetually hurts exactly as much as it did when it was new. Most of them go mad relatively quickly. Even though they don't need to eat, they still feel hunger, and they have no way of getting food other than stealing the small amount given as part of each new Elantrian's funerary rites. Somewhere between a third and half of them have gone mad just from hunger. They've even tried eating each other, but for some reason Elantrian flesh tastes so horrid that not even they could stomach it.
* Elantris; political positions are awarded according to who earns the most money. Even the king could lose his throne if someone made more than him in a given year (though being able to count the nation's tax revenue as his personal income makes this unlikely).
* Elantris: Sarene taps her cheek with her index finger when she is deep in thought.
* Elantris shorter, and has developed something of a complex about her height (which the cultural height difference only exacerbates).
* Elantris: The Seons perform many of the functions of a personal computer, including preserving documents and long-term communication in the manner of a videophone.
* Elantris was sent to convert a neighboring nation, but failing that the plan is just to storm in and conquer them anyways. Derethi priests wear heavy armor as their vestments and Hrathen, despite technically being a high priest, is perhaps

the most personally dangerous person in the book.
* Elan, when having some life force drained and then restored: "Whoa... I feel super lightheaded. Except I think my head is pretty dark inside, so I guess I feel darkheaded."
* Elan. While Europe has thankfully not seen any large scale war since 1945, some observers say that the war plans and war games drawn up since still suffer from the "fighting the last war" disease.
* El Apóstol, from 1917, was the first feature-length animated film.
* El Apóstol is the Ur-Example of a feature-length animated film.
* Elara Dorne, a romance option for Republic Trooper characters, isn't really supposed to get into a relationship with her commanding officer but is sufficiently
* Elara Dorne has shades of this; she may not be an attorney per se, but she can navigate the bureaucracy of the Republic military like no other.
* El Arca is mostly remembered for the bottom-heavy lioness Kairel and, to a greater extent, the top-heavy pantheress Panty. Not to mention Panthy's dance scene. Wasn't it also based on Noah's Ark?
* El Arca (Noah's Ark), in the English dub at least, Xiro and Dagnino are having their final battle, and this happens-
* El Arca) were repulsed by the sexualization of animal characters. The movie seemed to have no idea who its audience was supposed to be and consequently, it failed and fell into obscurity.
* Elastica's 'Stutter' is from the point of view of a woman having to deal with her boyfriend's failure to rise to the occasion.
* Elastica - Stutter (Unlike most of these, this one isn't about the ex's personality, it's about his
* elasticity to act as armor for Finn. In the episode "Jake Suit", the situation is reversed so Jake can control Finn to see how much he can take.
* Elastigirl can reshape herself into different forms like a makeshift boat or a parachute, thanks to her elastic powers. In the sequel, she takes on a glider shape similar to a flying squirrel to travel quickly through the city.
* Elastigirl's primary power is her elasticity but the first movie shows her using her body to tether an RV Camper to a rocket ship which implies some degree of super strength.
* Elayne forms a squad of these as her bodyguards when she claims the Throne of Andor, led by the
* Elayne has to turn to mercenaries to help secure her claim to the Lion Throne. They are not played with the remotest hint of sympathy. On the other hand, they're not portrayed as avaricious turncoats, like so many other works, either. At one point a mercenary captain tries to ask Elayne for more money after saving her from an unanticipated threat, and she points out that he was acting within the bounds of his contract and must continue to do so. He grumbles, but the group continue to fight on her behalf. She isn't worried about their loyalty, since no one would hire a mercenary band that changed sides in the middle of a campaign.
* Elbaf is based on medieval Scandinavia, particularly Viking culture, as can be seen by the inhabitants' horned helmets, thatch houses, and that they travel via longboats.
* El baile del perrito" ("The dance of the puppy"). Although the song itself didn't describe the steps, the videoclip plenty of showed (and the moves were pretty risqué).
* El Baille de la Muerte arc and Hansel and Grettel in the Vampire Twins arc.
* El Bananero, which prompts him in a semi-permanent Hulk state out of horny frustration.
* Elbonia and given a quick course in Elbonian culture beforehand. According to the instructor, waving one's hand at someone either means "hello" or "I'd like to see your mittens on my bedroom floor, baby."
* Elbonia before the fall of communism: everything is labeled (pig, house, mud farm). The next panel shows it after the country became capitalist: MY pig, MY house, MY mud farm.
* El bosque de Karadima, based on the true story of Fernando Karadima, a priest who

for decades abused male adolescents. The church gave strict orders not to comment on the film, hoping that the lack of controversy would make the film go unnoticed. It did not work, as the film attracted more than 300,000 viewers, making it the most successful Chilean film of 2015.
* Elbow does this with a blast of trumpets and percussion that repeats several times in "Starlings", an otherwise quiet song. It's more of an awestruck sense of surprise than a scare, though.
* Elbow Grease is sometimes used for hapless rookies who are unaware of the term "put some elbow grease on it."
* Elbow's song "Mexican Standoff" uses this trope as a metaphor for two guys who are competing for the attention of a woman, but apparently neither is brave enough to physically fight the other one.
* Elbow Weapon: A variant of arm weapons above, these are attached to the elbow. Likely to make your hands free.
* elbow when Toph (ironically, "The Swamp" was Toph's first early appearance prior to her actual introduction) pulls off an elbow leech that Korra failed to notice.
* El Burlador de Sevilla,, like other retellings of the legend before it, conflates the two incidents and the two women, making Donna Anna the fiancée of Don Ottavio.
* El Buscón lampoons a duel he fought with Luis Pacheco de Narváez, during which he knocked the fencing master's hat off.
* El Caballo de Troia, which allow the time travel that the whole series is based on.
* El Camino, after confronting and killing Neil and Casey over the $1,800 he needed, Jesse covers his tracks by using some propane tanks rigged with a blowtorch to blow up their workshop.
* El Camino). At this point, he has no clear legal source of income, and he wouldn't have been able to afford it in his previous job as a pest exterminator either. Still, it seems he managed to stay under the radar until after his death.
* El Camino de la Muerte), the most dangerous road in the world, with a yearly death toll of 300. It is built into a cliff face, is only 4m wide, has no guard rails at all, and attempting to pass (any time you meet a car traveling in the opposite direction, which is quite often) can easily send your car over the side and down a 600 m plunge.
* El Capitan and Half Dome in Yosemite National Park most definitely qualify.
* El caso del bacalao against the wall behind by the momentum and leaving them KO.
* El Caso does this quite a bit, since this is a newspaper dealing with censorship. For instance, in episode 4, Jesús hands Aparicio an article and tells him to change the front page behind Cabrera's back... just minutes before the paper goes into the rotary.
* El Caso: Jesús Expósito is still convinced that Pepe Garcés didn't kill himself, and tries to compare the letter of the alleged suicide note to his handwriting. He heads to the police station and asks his friend Commissioner Montenegro for Garcés's forced confession of "The Rosary Killer"'s murders:
* El Caso, one of Commissioner Camacho's favorite ways to soften up suspects is clobbering them with a phone book.
* El Caso, with TVE scheduling it on an overly competitive Tuesday night timeslot and refusing to move it despite its poor ratings performance. The series got shut down after one season, with right-wing TVE execs allegedly feeling uncomfortable about the show being set in the 1960s Spain.
* El Cata a one-hit wonder in his homeland. Strangely enough, the song was never released in the UK.
* El Cazador an alliance (possibly conditional on his knowing Latin). While his reply was not actually given, under the circumstances it was almost certainly a "yes".
* El Cazador de la Bruja: Antonio is average looking and a bit portly, though he does have blond hair and blue eyes. Margarita is drop dead gorgeous, sexy, exotic, and always dressed stylishly and made-up impeccably.
* El Cazador de la Bruja explains this trope, before launching into a rather funny

speech about how someone must surely be talking about her beauty and prowess as a bounty hunter.
* El Cazador de la Bruja follows a bounty hunter named Nadie who, instead of killing her assigned target, decides to become the bodyguard of a young witch named Ellie as they both seek their own freedoms. As the two slowly move further south through Mexico, they find themselves being chased by other bounty hunters and getting involved in a sinister conspiracy from an ancient witch coven. The setting never strays too far from desert and cactus environments and small towns.
* El Cazador de la Bruja found it necessary to let the two female leads wear cat ears in one episode.
* El Cazador de la Bruja is a rather nice and personable girl, who is very very skilled with her pistol and will not hesitate to kill you.
* El Cazador de la Bruja is nominally a bounty hunter, but her actual job seems to blur the lines between bodyguard, hired gun, and assassin.
* El Cazador de la Bruja, Nadie uses Ellis's catchphrase "Yes, sir" when Ellis scolds her on telling a lie in episode 8.
* El Cazador de la Bruja "Squenchy". And there is also another matter with the Sniper Cat in the ED video, too...
* El Cazador de la Bruja. The name is brought back several times in later episodes, gaining a logo, official waitress uniform and annoying commercial jingle. Eventually an entire episode is set in an "Amigo Tacos" restaurant.
* El Cazador de la Bruja turns out to be the product of a project to genetically engineer witches, but these witch powers are genuinely supernatural in nature. The main characters also meet a psychic girl and a harvest spirit disguised as a deceased writer along their journey, without any "rational" explanation given.
* El Cazador protagonist Donessa Cinzia Elena Marie Esperanza Diego-Luis Hidalgo is better known as 'Lady Sin'.
* El Cazador ("The Bloodhound"). Had the series run longer, subsequent ships would undoubtedly have followed the same pattern.
* Elcenia and, with no further prompting, retrieves a spare blanket from the linen closet to curl up on the couch that night.
* Elcenia as a result — except in the case of dragons, since dragon genetics override all this.
* Elcenia: Barashi has two suns, one brighter and one dimmer. As such, everything there naturally casts two shadows.
* Elcenia, dragons' colors indicate their magical abilities. In addition to breathing fire of their color, reds gets improved firebreathing and fire resistance, greens get magical empathy, blues are better shapeshifters, violets can breathe underwater, blacks get improved senses, and whites fly better.
* Elcenia, due to spending the first twenty years of their life suffering from constantly-worsening pain from esu. It's not common knowledge, but this functional immunity to pain extends to spicy food. At Rhysel's wedding, Ehail makes a point of not eating spicy troll arrabek too quickly, to avoid anyone possibly catching on that she's a shren.
* Elcenia: Elcenia-native dragons have this as one of the abilities they develop as they reach adulthood, and can transform into animals, though cannot control what they look like within a species.
* Elcenia: Elcenian dragons can do this as a native trait, and there are a number of wizard spells that do the same thing for speech and written language. A sufficiently odd language—for instance, wolfrider, which includes a telepathic part—is not fully translated by standard spells, and poetry and songs translated do not rhyme.
* Elcenia, kyma can learn elemental kamai, which allows them control over all four classical elements — earth, air, water, and fire. This is in contrast to magic native to Elcenia, where a mage can only control one type of elemental magic, and has to "die" by it first. For instance, someone with the ability to become a water mage would have to drown, but would be alive afterwards.
* Elcenia. Kyma can refuel with food and sleep, pretty similarly to if they had physically overexerted themselves, and they can also sense life energy.

* Elcenia, mages have powers over a single element, however, in order for a potential mage to access their powers they have to get into the a situation where they would otherwise die from their element (e.g.. water mages must drown, air mages must fall from a height that would kill them etc). Fortunately, potential mages can be identified before they manifest powers, though not all of them will choose to access their powers.
* Elcenia: Some Elcenian wizards adopt familiars, animals enchanted to help their bonded wizards channel more magic than they could on their own.
* Elcenia, specifically, is half-elf and half-human, she would have the same characteristics were she 1/256th human or elf, hence "halfblood", since "half-elf" would limit the term to genotype rather than phenotype.
* Elcenia: The titular world is a ten mile-thick square. Elcenia is somewhat unusual in that you can walk over the edge, but not fall off: gravity just abruptly changes direction and you can continue walking down the side of the world, or even across the underside.
* Elcenia to another and is stranded there. Despite superficial similarities the two worlds are at least as different from each other as either is from Earth.
* Elcenia to be possible via magic, though a male-male pair requires a surrogate to carry their child.
* El Chapulín Colorado; a character has a problem, call for Chapulin's help and he tells a story (normally a comedic version of some historical event and/or literary work) with the characters of the present taking the roles of protagonists or antagonists accordingly.
* El Chapulín Colorado (a Mexican TV Superhero spoof); he would fall and then say one of his catch phrases: "Lo hice intencionalmente, todos mis movimientos estan friamente calculados." ("I did that intentionally, all my movements are coldly calculated.") He would also add silly reasons to the fall or otherwise klutz action, such as "testing the ground's stability" or "checking the balance of the walls".
* El Chapulín Colorado. And then when he opened the door to get inside, he tripped with the plank.
* El Chapulín Colorado, but the show is so popular in Latin America and has been in reruns for so many decades that most people would probably associate Ultraman with Chapulin than vice versa.
* El Chapulín Colorado by the same creator, as the episode is a mash of fairy tales.
* El Chapulín Colorado, Chapulin says the kid might end up like the boy from "Peter and the Wolf". After the boy says he doesn't know the story, Chapulin, who doesn't know it either, makes up one on the spot about a wolf that liked to tell lies to the point that, when he met the three little pigs, he claimed to be Little Red Riding Hood. In the end, he forgets to include Peter in his version and, when called out for this, he says Peter wrote the tale.
* El Chapulín Colorado deals with the discovery and education of an unfrozen caveman played by Ramón Valdez and named Chimpandolfo. At the end Chapulin does manage to turn Chimpandolfo into a perfectly civilized gentleman... at the price of him getting crazy and acting like a caveman instead.
* El Chapulín Colorado, Doña Florinda, Don Ramón and Doña Nieves are respectively played by Florinda Meza, Ramón Valdés and Maria Antonieta de las Nieves.
* El Chapulín Colorado. El Chapulín would often exploit this to make his opponents hurt themselves or one another (most of the paralyzing horn episodes involve two bad guys).
* El Chapulín Colorado features several examples of this trope:
* El Chapulín Colorado guessing about the secret passages of an old house. Cue this gag:
* El Chapulín Colorado has a twin sister that is also played by the same person (Florinda Meza).
* El Chapulín Colorado has to help somebody in a museum, this eventually happens, more often pulled by El Chapulín himself.

* El Chapulín Colorado: He doesn't even have a civilian identity, his name really is Chapulín Colorado and he is never seen without his superhero clothes.
* El Chapulín Colorado instead. During the second half of the episode, Chapulin, (who is in small size) tries to carry the bomb to the window to dispose of it. He manages to reach the window but with only 5 seconds left, and he's ready for the explosion... only for a small "PUM" flag to pop out of it, and the episode ends.
* El Chapulín Colorado. Its resounding success allowed for all kinds of Mexican shows to get screen time in foreign channels.
* El Chapulín Colorado most often uses his "Chipote Chillón" ("Squeaky Mallet") as his main weapon. Silly-looking, but pretty damn effective most of the time.
* El Chapulín Colorado of a man to work, but he refuses. El Chapulín hits him with his Chipote Chillón sending him upwards and getting his head stuck on the upper floor. He spends the rest of the episode trying to get him out.
* El Chapulín Colorado (of which there are lots) in quick succession.
* El Chapulín Colorado: "Oh, ¿y ahora, quien podrá defenderme?" [Aw, and now, who could defend me?]. These problems often include supernatural creatures or aliens.
* El Chapulín Colorado once helped a western town to post wanted posters with the criminal's face and the inscription "Lo Queremos Vivo o Muerto - Mucho Cuidado". (Roughly "Wanted Dead or Alive - Caution") When confronted by the criminal Chapulin tried to appease him by ripping a piece of the poster so it's red "Lo Queremos Mucho" (Very Wanted)
* El Chapulín Colorado. One of the mobsters was angry that he cut an ace, which he knew due to a little mark behind it, while the other said that's no problem since he had another one under his sleeve.
* El Chapulín Colorado paralyze people with a bicycle horn, shrink to about 4 inches tall, and show up at Venus, ancient Japan or Nazi Germany.
* El Chapulín Colorado portrays the King in said story as always making a bunch of ridiculous royal decrees, such as "Rain on Saturdays is forbidden" so he can go hiking.
* El Chapulín Colorado recursively reference each other at different points, and they eventually got a crossover where the El Chavo characters believe Chapulín is only a fictional superhero and are surprised he really exists, there's also jokes about how Chavo and Chapulín are played by the same actor.
* El Chapulín Colorado said he learned English thanks to records and proceded to repeat the record, even the part where it broke.
* El Chapulín Colorado show the different villains like El Cuajinais, Chory, Rascabuches and Pocastrancas playing pool.
* El Chapulín Colorado, so probably will be more accurate to say always Villain of the Week.
* El Chapulín Colorado the hero occasionally had a gadget that allowed him to do this. He mostly used it to arrange embarrassing accidents for the bad guys.
* El Chapulín Colorado. Whenever somebody gets a hankerchief drenched in chloroform near their face, they'll invariably fall unconscious a few seconds later.
* El Chapulín Colorado, whenever the titular hero is invoked, he'll be told by the person who called him that another person is causing problems, Chapulin will say he's detecting an enemy with his vinyl antennae, Chapulin would knock out the other person, and proudly proclaim he's subdued the villain. The person who called hikmin would then inform him he knocked out an ally. Other episodes has him ignoring, or even aiding the actual villain while continually attacking an ally until very late on he'll be told of his mistake.
* El Chapulín Colorado when his wife started making more money then he did) showed up needing help, Chapulin encouraged him, stating he needed to show men could work.

* El Chapulín Colorado when Juleo starts botching the lines, even repeating Chapulín's "You screwed it up, you beast!" to her, not realizing it was meant for him.
* El Chapulín Colorado (where they played regular characters.) They consisted of some combination of himself, Carlos Villagrán, Ramón Valdez, Florinda Meza, María Antonieta de las Nieves, Edgar Vivar, Ruben Aguirre, and (occasionally) his younger brother Horacio Gomez Bolaños.
* El Chapulín Colorado, while visiting a museum Doctor Chapatín mistakes a grumpy-looking guy for an idol and tries to take a photo of him. There's another involving a wax statue exhibit, and a guy mistakes the museum's curator for a statue, getting startled when he talks
* El Chapulín Colorado, with a coconut dropping on his head every single time (bar the last one, which El Chapulín catches before it hits him).
* El Chavo del ocho: A few episodes hint that Don Ramón has a collection of naughty magazines (which apparently el Chavo himself knows of, go figure).
* El Chavo del ocho: After one of the times Doña Florinda unjustly punishes Don Ramón, his daughter tried to exact revenge by stealing her towel and covering it with dirt. It backfired because the towel belonged to Don Ramón (He, Doña Florinda and Doña Clotilde share the same clothesline). While usually not approving revenge, he actually tried a hand on it by dirtying a piece of clothing belonging to Doña Florinda, but he mistakenly picked one belonging to Doña Clotilde.
* El Chavo del ocho always called Don Ramón "Ron Damón". The latter didn't seem to mind, though.
* El Chavo del ocho and other series by Chespirito have gained some detractors that consider that the series glorifies violence and paints Mexico in a bad light.
* El Chavo del ocho because, as a poor kid with no money, Chavo doesn't have an easy access to food and drink as other people in the Vecindad.
* El Chavo del ocho, causing them to walk around with a limp. At the end, La Chilindrina runs into Chavo, who is also walking like them, and asks if he hurt his feet too. He says no, and when Chilindrina asks why he's walking around like that, he explains he ate a whole cake by himself, and later he couldn't make it to the restroom.
* El Chavo del ocho chastised Don Ramón for threatening El Chavo.
* El Chavo del ocho chastising Don Ramón for hiding to avoid paying rent.
* El Chavo del ocho deceived people, Don Ramon laughed at how the trick was turned on Chavo.
* El Chavo del ocho did it when spying on Doña Clotilde's house. Somewhat justified given that they all vary in heights, so it works for them.
* El Chavo del ocho did not have a laugh track and it was explicitly mentioned that it was for respect of the audience. However, it is worth noticing that it actually used certain music tracks that played after each joke.
* El Chavo del ocho died during the several dubs the series' had since 1984;
* El Chavo del ocho, Don Ramón invites el Chavo to watch a football match at his home, and then when they try to turn the TV it doesn't work. Don Ramón spends the next minutes trying to turn the thing on, until he ends up angrily throwing it to the ground and stomping on it. Then la Chilindrina comes up to tell him there's a power outage in the neighborhood.
* El Chavo del ocho: Don Ramon invoked the trope while selecting a cast for a play held at the neighborhood when Dona Florinda complained about her son playing a villain instead of a hero. She bought the excuse.
* El Chavo del ocho Doña Florinda. Señor Barriga and his son Ñoño to some extent could be counted too but Señor Barriga as the owner of the building collecting the rent has a reason to be there.
* El Chavo del ocho: Doña Florinda usually slaps Don Ramón for things that weren't his fault. There were occasions he doesn't even know what she's faulting him for.
* El Chavo del ocho: During one of the several occasions where Doña Florinda decides to slap Don Ramón for something she thinks he did to her son, he

manages to defend himself by placing a bucket on his head. Professor Jirafales is so outraged he punches Don Ramón for it.
* El Chavo del ocho during this exchange between the title character and Quico:
* El Chavo del ocho, each time the title character gets scared he immediately paralyzes — after adopting an awkward pose nicknamed "la garrotera". The only way to snap off from this is by splashing water on him. Normally a small splash in his face works, but meaner-spirited characters often empty whole buckets on the poor kid.
* El Chavo del ocho, especially when she teams up with Chavo and Kiko for mischief and/or she’s trying to trick them. Chilindrina shows a normal intelligence, if not higher than usual for a little girl: she’s not only very astute but also quite clever in the school episodes (her bad grades probable being a consequence of laziness instead). Of course, considering that stupidity is one of the main characteristics of both Chavo and Kiko, it isn’t hard to be portrayed as smarter.
* El Chavo del ocho, features characters made in Flash in CGI backgrounds.
* El Chavo del ocho happy that he missed it, let alone when Chavo tells him it was an overhead kick goal, to top it off.
* El Chavo del ocho has an American Football episode, a Ping Pong episode and a Baseball episode too.
* El Chavo del ocho has a whole bunch of them, sometimes occurring one after the other:
* El Chavo del ocho has been dubbed into Brazilian Portuguese many times (most memorably at the Maga studio). The only consistent voice was Martha Volpiani as Florinda.
* El Chavo del ocho has Chespirito with a bandaged hand (due to broken fingers). In-universe, Don Ramón mentions that El Chavo broke his fingers last week from playing with his hammer.
* El Chavo del ocho hit him with it (not to mention the lollipop actually belonged to Quico and she'd stolen it).
* El Chavo del ocho). In one script, el Chavo sells "aguas frescas" (soda). In the 1974 version, the prices for a glass of water were 50 cents, one peso, or two pesos. In the 1989 version the prices were 100, 200, and 300 pesos.
* El Chavo del ocho in Spanish). In both cases, they had to hide the dogs because Dona Florinda doesn't like animals in general and put the "No Pets Allowed" sign in the Vecindad with the warning of throwing them to the streets if she finds one of them.
* El Chavo del ocho is a comedic portrayal of life among the quirky residents of a poor neighborhood, especially El Chavo, a homeless boy living in a barrel.
* El Chavo del ocho is perhaps the most famous example in Latin America. Invariably, whenever he shows up to collect the rent at the neighborhood, he gets hit by El Chavo.
* El Chavo del ocho is prone to this, mostly when someone insults him.
* El Chavo del ocho is Quico calling out for "¡MAMÁ!" whenever Don Ramón hurts him (or even not) in some way. This usually, but not always leads into the gag where Doña Florinda slaps Don Ramón, etc.
* El Chavo del ocho is that, whenever somebody says "stupid", "fool" or similar words and Quico is walking nearby, he immediately asks "Were you talking to me?"
* El Chavo del ocho: La Chilindrina sometimes pulls this on El Chavo or Quico when they make her mad. It's also been inverted: when El Chavo is kicking around the ground in anger, La Chilindrina walks by and she gets kicked in the shin.
* El Chavo del ocho. "La Chillindrina? Sick? Of course..." Then he noticed his landlord appearing and, to avoid blowing up his own lie, resumed his crying act. "...she is, she is!"
* El Chavo del ocho Ñoño is very similar to his father Señor Barriga (both played by Edgar Vivar), and we also learn in a flashback that Quico is also identical to his father (again, played both by Carlos Villagrán). Of course, if we consider that also Doña Florinda is identical to her niece Popis and Doña Nieves to her great-granddaughter Chilindrina (again same

actresses respectively), this seems to be not uncommon in El Chavo’s Universe.
* El Chavo del ocho of course complies, but hides them in so many places that Doña Florinda and others accidentally find and activate them several times.
* El Chavo del ocho: Often, El Chavo is about to punch Quico out in anger for something, and then la Chilindrina chastises him for it, before giving him a brick or another object so he can hit Quico harder.
* El Chavo del ocho on the neighborhood floor. El Chavo finds it but thinks they are just collectible stamps, he even gets angry at seeing all of them are the same.
* El Chavo del ocho plays this straight, and just plays with this in the same Paty episode. When Paty kissed Kiko, he fainted, prompting Chavo to wake him with bucket-full of water. When Chavo and Chilndrina asked about why he fainted, he told them what happened, and Chilindrina tried it with Chavo, which produced this exchange:
* El Chavo del ocho, Professor Jirafales comes at night to give Doña Florinda a serenade with a mariachi, but with Mr. Barriga lurking around pretending to be a ghost, she pulls out a shotgun and fires at the air, scaring them away. After the misunderstanding is clear, Professor Jirafales says he'll sing "Acapella", and Doña Florinda first assumes he's going to sing for someone named "Capella", before he explains "Acapella" means without music.
* El Chavo del ocho, Professor Jirafales enters the classroom to find that someone drew a cartoon of him as a longsausage and labeled "Maestro Longanisa". He immediately proceeds to correct it as "Maestro Longaniza" and sit down before realizing what he saw.
* El Chavo del ocho, Quico and El Chavo play pretending they're dogs, but El Chavo takes it a bit too far and bites Quico in the leg. Later, Mr. Barriga arrives and El Chavo knocks him to the floor and Quico, thinking he's playing dog too, bites him in the rear.
* El Chavo del ocho, Quico is often prone to these, especially when someone makes a remark about his lack of intelligence.
* El Chavo del ocho, Quiko is this full stop. Whenever he sees Chavo playing with a simple handmade toy, he runs into his apartment, takes out a flashy store-bought one, and brags about it. If Chavo asks if he can play with it, Quiko will tell him no. He rarely shares his snacks with Chavo either.
* El Chavo del ocho, Ramón Valdés is cast as Don Ramón, who was (as described by other actors in the series as well as Ramón's children) essentially himself, but without a stable income. Allegedly, when Chespirito had him cast as Don Ramón, the only instructions he gave Ramón was "be yourself".
* El Chavo del ocho), she was surprised at her landlord's order because she thought he was on a diet. His response for her comment was asking for one of the chickens to come earless.
* El Chavo del ocho: Since the cast of the show is composed entirely by adults, this hairdo serves as one of the visual clues to identify characters as young and immature.
* El Chavo del ocho, sometimes when Quico gets angered at something, he starts talking normally, gradually raising his voice until he says the last words shouting at the top of his lungs (often directly in the ear of his listener).
* El Chavo del ocho (starting at approximately 2:23). The confusion in this case comes especially when Don Ramón mentions the "pinos", which in Spanish can mean either "pine trees" or "bowling pins", and el Chavo obviously thought he meant the former.
* El Chavo del ocho The "Him" in question is Jesus; it reminds the viewers/listeners to look for Jesus.
* El Chavo del ocho theme playing on the background. Then she sees one with two assistants carrying Don Ramón after he got knocked out, cue the music dropping.
* El Chavo del ocho: There's an episode where el Chavo leaves the neighborhood because he couldn't sell a lottery ticket. Quico and la Chilindrina ask him how he's gonna get by.

* El Chavo del ocho: There's one instance when Quico mocks el Chavo for playing tennis without a racket or a ball. Then he sees la Chilindrina rope-skipping without a rope. When laughs at her, she uses the "imaginary" rope to strangle him.
* El Chavo del ocho "The Witch of Apartment 71", start to make sounds and move things that the adults believe are being done by the ghosts, and frighten them in return.
* El Chavo del ocho, this is how Quico rats out El Chavo about accidentally throwing a gum in a hat (that belonged to Don Ramón's boss). Unusually for this trope, it's intentional on his part to get El Chavo into trouble:
* El Chavo del ocho to find Quico for her and Doña Clotilde asked Quico to find El Chavo. The two boys kept missing each other until they gave up searching.
* El Chavo del ocho used Jean Jacques Perrey's "The Elephant Never Forgets" as its theme tune, which in turn is an arrangement of Beethoven's Turkish March (aka Marcia Alla Turca)
* El Chavo del ocho, was practically his actor, Ramón Valdez, just without a stable income. Other actors and his relatives stated that Don Ramón's mannerisms and clothing were the same Ramón Valdez used in real life. Chespirito, the director, allegedly only gave Ramón Valdez one instruction on how to be Don Ramón - being himself.
* El Chavo del ocho, when Don Ramón accuses Doña Florinda's cat of eating his goldfish, he pulls out his old matador sword, and cape, and goes offscreen to kill the cat. We hear the cat mewing, and Don Ramón screaming, and after a brief time, the cat meows a mariachi send off, and Don Ramón comes into frame, victorious.
* El Chavo del ocho when the fly flees and El Chavo destroys the restaurant and scare away the other customers while trying to recapture it.
* El Chavo del ocho, with El Chavo playing El Chapulín. At one point, el Chavo is called to come on stage with the typical "Oh, and now who could defend me?", but doesn't appear. La Popis then has to come and explain that El Chavo went to the bathroom and will come shortly.
* El Chavo del ocho would often come into frame and ask if someone is calling him.
* El Chavo del ocho would sometimes have a musical number near the end of the episode. In "Oyelo, Escuchalo", at one point Quico says "Eso, eso, eso, eso", one of El Chavo's catchphrases.
* El Chigüire Bipolar is told around a man who encarnates that trait.
* El Chombo. El Chombo never had another UK hit, but he became a one hit wonder in the US with the more straightforward "Dame Tu Cosita" in 2018.
* El Cid and a scar that runs diagonally from beneath his right eye to his jawline.
* El Cid, and threatens both Christians and Muslims by conquering them through force.
* El Cid authority on El Cid back in the day, was famously hired as the production's historical advisor, something that was boasted in the Spanish print's credits... just to have about each and every of his notes completely ignored in favor of telling a story that's mostly fictional.
* El Cid between Rodrigo Diaz de Vivar and Jimena's father. The latter ends up killed in it.
* El Cid campaign is narrated by a woman in the city of Valentia. In the second scenario, she reveals herself as Jimena, El Cid's wife, who tells the player about her husband's accomplishments.
* El Cid is a knight on a quest to regain his honor by saving his home from an invading army.
* El Cid Ploy: A deception where people are convinced that a dead person is still alive, commonly by having someone else impersonate the deceased.
* El Cid's harem, something which never even remotely happened in real life.
* El Cid She escapes him by offering him some wine and then whacking him in the head with the jar.
* El Cid: The titular character starts out as a clean-shaven youth who grows a beard during his exile.
* El Cid to publicly swear his lack of involvement in the assassination of his

brother. And his story just gets even more heroic and legendary from there.
* El Conquistador) behaves that way. It's only expected that the bravest and boldest of all people survives the school.
* El Conquistador. He is an explorer so bold and clever that he even discovers Europe several years before Colombus even ships. He even recognizes that he isn't where he expected to be, and recognizes the threat that the Europeans impose on his people and culture.
* El Conquistador. He is both captain of soldiers and a sea captain, so clever than he even discovers Europe several years before Colombus even ships the three Caravels.
* El Conquistador. He saves Quetza from being sacrificed in the Temple, and he is a wise and intellectual teacher, a sage who achieved his position in the Elders Council by his own sapience, not by his age or connections. He is a tutor of the Golden Age, as he misses the Toltec wisdom over the Aztec warmongering.
* El Conquistador named Quetza sailing East to discover the legendary origins of his people. He first encounters Europe, though.
* El Conquistador, so they have an advantage over the traditional japanese ninjas.
* El corazón nunca se equivoca: Ari becomes this to Carlota after finding out about her relationship with Ubaldo. Later on, they tell Temo, so the three of them are keeping the secret, mostly from Diego (Ubaldo's son).
* El corazón nunca se equivoca call each other "tahi", an acronym of the phrase "I love you to infinity" in Spanish.
* El corazón nunca se equivoca: Diego and Temo are still pretty good friends, even though Temo is dating Ari and Diego is still in love with Temo.
* El corazón nunca se equivoca: Diego and Temo dated briefly before the start of the series, and broke up because Temo was still in love with Ari.
* El corazón nunca se equivoca focusing on the romance between its two male leads, Ari and Temo, and their new lives in Mexico City.
* El corazón nunca se equivoca: One of Ari's birthday surprises for his boyfriend, Temo, is a lovely sunflower.
* El Crimen del Cacaro Gumaro", one of the main characters attempts to revive his father's old movie theatre by holding a film festival and we get to see a brief part of one of the films: a European family sitting on a couch watching a wall with nothing on it but a cuckoo clock. After a brief moment the clock falls and the father laments that they have nothing else to watch.
* El Crimen del Padre Amaro is described in the promotional material as beautiful, there's one scene in which she takes the lead character, Amaro, to the construction site of a new hospital and while being there the construction workers constantly ogle and whistle at her, Amaro even makes a comment on this. Also, Amaro is described as "very young and handsome", with several women on the town sighting over him.
* El Crimen del Padre Amaro when questioned if his Diocese had received money from drug traffickers.
* Eldar always go into battle with spirit stones, which are small gems that are made to capture the souls of the Eldar when they are killed so they can be retrieved later. Otherwise their souls will end up in the warp where it will be devoured by daemons, especially Slaanesh.
* Eldar and caused a Chaos god to come into existence through their own hubris and hedonism (The Craftworld Eldar are the descendants of the Eldar who tried to stop the out-of-control hedonism before leaving, and the Exodites left long before then).
* Eldar and Dark Eldar also have no gender restrictions in their societies. Males rarely become Howling Banshees or Wyches, but only for symbolism reasons, and some still choose to be.
* Eldar and Dark Eldar of a long-fallen empire - so they have both the ability and the incentive to make every troop count.
* Eldar and Space Marine pilots wear the same sort of armor as the ground troops, Imperial Guard pilots wear heavier armor and breath masks in the style of the Stormtroopers, and Chaos pilots are typically

* Eldar. An undisciplined Eldar mind is capable of terrifying extremes — the species spawned a Chaos God during the depravity of the Eldar golden age — so they develop different personae for wartime and peacetime to ensure that they don't lose themselves in bloodlust. They don't always succeed, and Eldar who become trapped on the Path of the Warrior will lose their old identities and take up the name and armor of an Exarch who came before them.
* Eldar are described as World-Class beauties physically, but when they move they are so graceful and swift that it looks unnatural, dipping straight into
* Eldar are extremely good in this in general, since their vehicles can skim across long distances and over obstacles, and their builder units can teleport across half the map and then build Webway portals that you can teleport your whole infantry army (and
* Eldar are fast and fragile, but more specialized than weak, their unit are extremely effective in the right place. This trope applies more to their basic troops and vehicles; while HQ and Elite units, especially
* Eldar are fond of ostentatious color schemes, and the Void Dragon Phoenix, a special variant of the Phoenix ground-attack craft, is depicted with a full-body paintjob reminescent of a dragon's scaled hide. Their craftworld cousins are also known to embellish their vehicles - a motif from Biel-Tan is a long coil of thorned vines, while the Wild Rider clans from Saim-Hann are even more individualized.
* Eldar are mostly relatively restrained, just going for functional bling like magic gems that increase their magic power, but Eldrad goes a bit over the top.
* Eldar Aspect Shrines also arguably qualify-they are where an Eldar embarks on the path of the Aspect Warrior, and trains in the mentality and combat style of the chosen Aspect.
* Eldar aspect warriors practice some sort of battle trance seemingly to avoid this (and also for efficiency, of course). At one point some of them fail to properly exit from this
* Eldar Aspect Warriors put their weapons where it fits the theme of the aspect. Striking Scorpions have helmet-mounted guns that resemble an arachnid's mandibles, on a Swooping Hawk you can see leg-mounted downward-firing grenade launchers... so on and so forth.
* Eldar Aspect Warriors will usually have their Aspect rune painted on their helmets, and then have it molded or painted onto their armor in several places.
* Eldar Autarchs, many of whom having mastered the Swooping Hawk Aspect, use the same mechanical wings to enter battle, even using them to leave battle for a short while and return after dropping a number of grenades.
* Eldar averts this trope, as they prefer to bring other species into their sphere of influence through diplomacy and other nonviolent means before resorting to a military conquest. However, there are sometimes aggressive or embittered commanders who will push for a population to be wiped out, or a species is deemed unfit for peaceful coexistence, in which case this trope is used.
* Eldar Bonesingers, their equivalent of engineers and artisans. They literally sing to bring
* Eldar can go either way largely because each of their Aspect Warrior castes have specific uniforms. This ranges from the dark and intimidating
* Eldar Craftworlds are also this, as souls of dead Eldar are placed within the Craftworld's infinity circuit to protect them from being devoured by Slaanesh. There's an in-universe quote describing the Craftworld as "a living being, with a hundred thousand minds".
* Eldar due to the hundreds upon thousands of Eldar minds inhabiting the circuit and the souls often provide advice and information to the living Eldar.
* Eldar empire, the aliens started long-term alteration projects to make some worlds on the galactic fringe inhabitable. Ten thousand years later these Maiden Worlds have developed into pristine paradises that unfortunately are very attractive to human colonists. Often the first sign that humans have settled a Maiden World is an Eldar warhost bent on exterminating the vermin infesting what they consider part of their ancestral empire.
* Eldar Farseers. They have absolutely no understanding of military matters and

guide their brethren relying only on future precognition. Whenever said prophecies are incorrect, interpreted incorrectly or simply based on chance
* Eldar gear is a unique blend of highly-advanced technology and psychic "sorcery" — their robots, for example, are well-crafted frames animated by the spirit of a fallen warrior held in a crystal. Their core construction material is Wraithbone, which is basically concentrated, solidified psychic energy. It can apparently assume a lot of properties, from being hard as metal to as flexible as soft plastic, with conductivity being easily manipulated.
* Eldar half use this trope. They carry soulstones to capture their souls when they die. Although they don't get new Eldar bodies they can be used to control equipment, effectively giving them new robot bodies instead. One craftworld is known for using many more vehicles than normal. This is not because they're any better at it, it's just that they were nearly wiped out at one point and are forced to rely on their dead to form the bulk of their army.
* Eldar Harlequin Death Jesters make their macabre motley costumes from the bones of their predecessor(s) as a sign of respect and honour. They know full well that their own bones are probably destined for the same fate.
* Eldar Harlequins are also masters of fragile speedster combat, relying heavily on speed, agility, and stealth to compensate for their almost complete lack of armor. They even have the unique ability to vault over terrain and screening troops.
* Eldar Harlequins provide a straight example from the same universe. Being
* Eldar Harlequins wear a variety of carnivalesque, abstract, horrifying, blank, and uncanny masks to express their characters in the great masque that is their calling. Of particular note is the Shadowseer, playing Fate, whose mask is featureless, mirror-like, and reflects the destiny of whoever looks into it.
* Eldar. In dire emergencies an Eldar's soul may be recovered from the Infinity Circuit and used to pilot a Wraithguard or Wraithlord construct in battle, but the Eldar view this practice as akin to necromancy, since it's irreversible and means that the pilot's soul is lost if its Wraith-construct is destroyed.
* Eldar in general. They're willing to do whatever it takes to preserve their
* Eldar into existence entirely through our own bloodthirst and depravity.
* Eldar, of course, have the aforementioned 'cleaner robots'(like the small 'warp spiders' that maintain each ship's Infinity Circuit-the aspect warriors were actually called after those, apparently), and goodness knows what else keeping their psychically alive spacecraft made out of a self-regenerating material clean. And tau? Well, this is the race with the caste system that makes them consider the guy that cleans out the latrines to be on par with a bureaucrat.
* Eldar of Saim-hann and Biel-tan. The Eldar of Saim-Hann are proud, boisterous barbarians who live in tribal clans, ride jetbikes and settle their differences with duels. The Eldar of Biel-tan are mostly disciplined and merciless Aspect Warriors, and their craftworld is run not by seers but autarchs and exarchs. The two craft worlds seek to reassert the Eldar as the masters of the galaxy and travel around attacking the upstarts squatting on their planets. Even Eldar in civilian occupations often take to battle as Guardians, and unlike most citizen militia who are fielded out of desperation, the vast majority of Guardians have experience from a warrior path and can hold their own against the trained armies of other races. Anyone who believes that Eldar are all clairvoyant pussies who manipulate other races into doing all the hard work for them should tell that to the Swordwind.
* Eldar of the dead to field armies of Wraithguard to supplement their forces. To quote Yriel, "We may have won the battle, but our ancestors have lost their souls."
* Eldar Phoenix Lords wear armor and wield weapons forged probably more than 20,000 years ago, all of which are at least as good as their modern counterparts. It should be noted that Eldar armor is psychically bonded to the wearer's spirit stone, and can presumably deform or expand (to an extent) to accommodate to new wearer.
* Eldar play this completely straight, right down to crystal spires and toga-like clothing. They used to play it even straighter before the Fall.
* Eldar pretty much marched humanity through a second Renaissance, uniting them

under a single banner to became the single most powerful race in the galaxy, on the cusp of entering a new golden age, reconciling the power of science and technology with a rational humanist agenda. Then along came the Horus Heresy and several millennia later, you have the tabletop Imperium that we all know and love.
* Eldar sentiment about humanity as a whole, at its worst, is that we are little better than vermin infesting their former territories, fit only for extermination. The more militant Craftworlds, especially Biel-tan, would happily make this happen.
* Eldar Spiritseers are explicitly compared in-universe to necromancers. Although they don't animate corpses, Spiritseers are psykers able to commune with the spirits in the Infinity Circuit, and guide the departed souls as they take to the battlefield as Wraithguard or Wraithlords. The Eldar still regard the practice as abhorrent, but
* Eldar's to avert the trope in contrast to its near-ubiquity among humans.
* Eldar Swooping Hawks and Dark Eldar Scourges do this by use of actual
* Eldar take pains to avert this since they're a race on the verge of extinction. They use a combination of psychic foresight and a swift, highly-mobile army to strike without warning, achieve their objectives, and withdraw, ideally without taking a single casualty.
* Eldar tanks are also commonly known by their imperial type names. For some vehicles, the Eldars' own name for them is also known, for example the Falcon is properly called Enfaolchu and is named after a bird in the Eldar mythology.
* Eldar technology is similarly unable to improve a lot because they are, as a species, essentially all refugees and mostly unable to sustain their population, never mind their technological infrastructure. They do innovate though, but not often and only in terms of re-applying existing knowledge and not making new discoveries.
* Eldar. The Eldar do know how to repair the Webway, but due to their rather dire circumstances, lack the resources needed for such an undertaking. The Cicatrix Maledictum's birth did damage to it too, leaving some sections of it inaccessible. The Necrons can also use the Webway through their Dolmen Gates. However, they only work one way and the Webway itself doesn't like unauthorized entrances to it.
* Eldar The Eldar were also created by the Old Ones to fight in the War in Heaven.
* Eldar them - as Eldar they are already inhumanly fast and agile, and on top of that all Harlequins fight with anti-grav "flip belts" allowing them to cross the battlefield in great leaps and bounds, as well as holo-fields that turn them into swirls of brilliant colors.
* Eldar. This may not sound like much, but considering what kind of stuff the Dark Eldar do, it's a really big improvement.
* Eldar to take a pool of untried applicants and kill off the incapable, so they use psychic training to produce the same result with just as much pain and suffering, but no casualties.
* Eldar trusted allies: "Make no mistake, human. We do not fight for your Emperor. We fight against Horus."
* Eldar turned High Admiral of Iyanden whose Eye of Wrath can blast everything around him once per game.
* Eldar. Unsurprising, since they were created to be weapons, not people.
* Eldar Warp Spider Exarches have access to Power Blades, described as fitting onto the forearm, allowing their wielder to use other weapons in addition to the blades.
* Eldar Wraith constructs are robots piloted by the souls of their dead. They use the a few souls in some vehicles too, though the
* Eldar Wraith technology is somewhat similar to the Necron example in that once-living souls are grafted into completely artificial bodies.
* El Deforma specifically so they are not confused with its actual humor content.
* EL-DE-Haus to lobby for the city to turn the place into a museum and a memorial.
* Elden Henson's brothers. His hairstyle also clearly evokes Foggy's hairstyle from seasons 1 and 2.
* Elder Abuse: I don't respect those old farts, and I'll treat them however the hell I want!

* Elder and older grey dragons exude a petrifying essence that can cause immobilized foes to become stone. Ancient grey dragons can petrify living beings with a swipe of their claws. This power overtakes grey dragons at the end of their lives, petrifying their bodies in turn.
* Elder Crone Magatha Grimtotem, chieftain of the Tauren's Grimtotem tribe and is one of the highest-ranking Horde officials in the game below the racial leaders. Her husband, the original chieftain, died in a "climbing accident." Her kinsmen are evil and stopping their schemes is the object of many quests for Alliance and Horde players alike. She has ties with the Undead and her ultimate goal is to make the Grimtotems the Tauren's ruling clan. This led to her murdering Cairne Bloodhoof and staging a bloody coup in Thunder Bloof before being brought down by Garrosh Hellscream (who was still "good" at the time despite his questionable tactics) and Cairne's son Baine.
* Elder Daughters of Kali do double damage to anyone attacking her children.
* Elder Dragons cannot be captured and thus are completely immune to traps. Even if the Elder Dragon is weak to electricity and can be paralyzed, it will walk right through a shock trap like it doesn't exist.
* Elder Dragons, who are the progenitors of various types of monsters, including but not limited to Dragonbrand, Destroyers, the Risen (Undead), and various other monstrosities.
* Elder Evils, a sourcebook on world-ending cosmic horrors, has two examples.
* Elder Evils described has the night sky grow more and more alien as the Evil's influence grows. At first, the stars appear in different locations and glow in strange and unsettling colors, while constellations warp, shift and move around the heavens. As the sign strengthens, arcane energies burn across the sky in strange auroras, alongside constant meteor showers.
* Elder Evils is about Zargon the Returner, one of the ancient Baatorians who ruled Baator before the arrival of Asmodeus and the other baatezu devils.
* Elder Evils. Many were Big Dumb Objects, particularly Atropus, an undead disembodied head the size of the moon that slowly wandered the universe destroying worlds.
* Elder Evils's claim that even the gods can't stand up to a certain monster described in that book seems questionable when the statistics are compared.
* Elder Evils) that was a being from the positive energy plane. Her arrival to a world brings about large amounts of life and good health until it grows to the point of cancerous effects, rabid, mutated monsters that she gives birth to, and all sorts of delightful events of chaos.
* Elder Evils, the idea was to give players the option of wiping out/changing their old campaign worlds to make one more compatible to the new system.
* Elder Evils. The only way to keep him down for good is to destroy his horn, and good luck with that.
* Elder Evils, there's the World Born Dead, Atropus, whose coming is marked by the undead rising from their graves in a zombie apocalypse. His coming may cause anyone who dies by any means (not just killed by a zombie) to rise as a zombie (or skeleton if there's not enough flesh for a zombie). When Atropus gets close enough to the planet, anyone who's dead will reanimated as a skeleton or zombie by tearing out of their graves even if they were killed years ago.
* Elder Evils to rise and brings one of these upon the world. Initially, it's just an additional degree of hostility to every interaction, but as it moves on, everything on the planet that is alive and thinking must make a daily Will save or start attacking everyone in sight until someone dies. Once they're fully awake, those that fall to this wrath will become superhumanly strong, but eventually pass out from sheer exhaustion in trying to kill things.
* Elder Evils with rage. When the moon is completely blood-red, the Hulks are active again.
* Elder God K'rul makes himself at home in the dreams of the mortal mage Kruppe. Since Kruppe knows so much and is a gifted storyteller, though
* Elder God of Wisdom and Logic. (An unsubscribed event occurred sometime in the 4th Era which caused all of the Elder Scrolls to vanish from the library. They are

now found scattered throughout Tamriel, and the Moth Priests have been working to recover them.)
* Elder Gods are rumored to be elemental forces that used to be worshipped in times gone by. Their areas of competence are kept nebulous with some exceptions like Mael (Elder God of the Seas) or Mother Dark (Elder Goddess of Darkness, duh) and their worship is said to have involved various amounts of blood sacrifice.
* Elder Kevin Price truly believes that spreading the word of Christ (specifically of Latter-Day Saints theology) is as simple as
* Elderly actor Byron Orlock suffers through an interview with one of these in the horror film
* Elderly Future Fantasy: A character has a dream or fantasy, where they and others are elderly and having their present-day conflicts continue into old age.
* Elderly Future Fantasy: Character has a dream where they and other characters are elderly in the future, often with having a current conflict in the story that's still going into old age.
* Elderly Immortal: An immortal being who was already elderly when they gained immortality.
* elderly mother completely nude and making love to her equally elderly and equally nude boyfriend—with wrinkled flesh galore.
* Elderly, politically seasoned Midwesterner Joe Biden chose the middle-aged, up-and-coming Californian Kamala Harris.
* Elderly retired soldiers are rejuvenated with tech from more friendly alien allies to fight as young soldiers again. The "rejuv" treatment become a major part of the plot, especially when they run out before the enlisted men are called into action, leaving the U.S. military top-heavy with officers. In
* Elderly, wheelchair-bound industrialist Derek Lloyd Peter Digby is pushed down a hill by his son, who wishes to inherit his fortune early.
* Elder Maxson's Final Judgement Gatling Laser, which has a 50% faster rate of fire, and deals twice as much damage. However,
* Elder Powers of them took up this habit, which did away with the benefits of having an avatar to begin with.
* Elder Powers that drives the series, and so the Powers need a very good reason to promote someone, lest they render one of their most effective game pieces ineffective in pursuing their main goal.
* Elder Princess Shroob impressive strength would seem to suggest a naturally stocky build rather than obesity.
* Elders being careless or lazy facilities the populace was never meant to see.
* Elder Scrolls) also have invisible borders surrounding the edges of the playable game area, which will simply block the player from progressing telling you "You cannot go this way". The post-apocalyptic settings also lend well to piles of rubble, dilapidated buildings, and damaged-but-still-locked doors to be plentiful in blocking progress.
* Elder Scrolls Anthology. The games themselves were contained in a nice-looking bookbox, where the discs were surrounded with artwork of the region each game is set in, screenshots of the game, and blurbs describing each game's premise.
* Elder Scrolls lore also includes a plot device called a "Dragon Break," which is a cosmic event with no specific cause or explanation that can merge several timelines, erase historical events, or justify any other incontinuity. Although the series's in-universe history does include several purposeful, intentional, and plot-relevant "Dragon Breaks," the idea was originally conceived as a handwave to allow all the conflicting endings of Daggerfall to be canon simultaneously.
* Elder Scrolls — written in a complex, mind-searing form. Also, while each Scroll is a definite object, any scroll that a sentient mind isn't keeping track of may or may not exist.
* Elder Scrolls Online's three factions are based on some areas of Europe along with groups they associate with. The Ebonheart Pact is based on the Northern portion with some touch of First Nation and Inuit (since the Norse founded Greenland before anyone else and Greenland is technically part of the North American Continent). The Daggerfall Covenant is based on areas of Spain, Portugal,

and France since they have history with the Moors (What the Redguards is partially based on) and had some history with persecution with the Jewish population (an arguable similarity to the Orcs). The Aldmeri Dominion is based on what is now the United Kingdom due to a mixed relationship with England and Ireland (similar to the Altmer and Bosmer) and having some trading relationship with East Asia (Moon Sugar is similar to poppy seeds).
* Elder Scrolls the scrolls, never actually using or even handling them, are driven to complete madness with alarming regularity.
* Elder Scrolls, those in power prefer they use the Scrolls to predict the future rather than looking into the past. (And in some cases, those in power may have good reason to want to keep the past buried...)
* Elder Scrolls V, Skyrim has a similar scenario. The visiting princess can be killed while giving speech on a parapet, either by falling stone gargoyle, arrow, or spell.
* Elder Scrolls whenever you take the evil option in a quest. You can't get away with being good either, as the Talon Company mercs will be hired to hunt you.
* Elder Sign is a fast-paced, cooperative dice game of supernatural intrigue for one to eight players by Richard Launius and Kevin Wilson, the designers of Arkham Horror. Players take the roles of investigators racing against time to stave off the imminent return of the Ancient Ones. Armed with cards for tools, allies, and occult knowledge, investigators must put their sanity and stamina to the test as they adventure to locate Elder Signs, the eldritch symbols used to seal away the Ancient Ones and win the game.
* Elder Sign may result in insanity, death, the End of the World, or all three.
* Elders of the Universe who literally embodies this trope and has even bested the Surfer when it comes to speed of several occasions. The Runner even makes a habit of challenging Marvel's other speedsters to races.
* Elders (of which the above are two of) spend the intervening time setting the foundations for the next universe Entropy made room for.
* Elder sphinxes are generally older than most mortal civilizations — most of the ones alive on Golarion predate the Age of Darkness, which began nearly ten thousand years before the setting's present day, and recall the days when the
* Elder sphinxes can voluntarily petrify themselves, spending the majority of their lives as motionless statues while ruminating philosophical matters or casting their minds beyond the material plane.
* Elders them. This also applies to all Concepts and their realms to a lesser extent.
* "Elder technology is antiquated and inferior to our own, and they are frail and not meant for battle."
* Eldervale: Part of a hand-print can be seen on one of the plexiglass windows in the visitor's section.
* Elder vampires can transform themselves into bats, though they usually only do so in dire emergencies, usually in order to escape being staked by the players. Naturally, the key goal is to catch up and kill them before they can recover their health.
* Elder Wars, she was murdered and devoured whole, providing Elder War protagonist Meridian with a dead little sister.
* Eldest, a messenger arrives from The Empire's troops and orders the members of the Varden to surrender or "suffer the doom of your herald," then presents the severed head of the Varden's messenger. Eragon asks Nasuada if he should kill him, but Nasuada replies that she will not violate the sanctity of envoys, even if the Empire has. Shortly after, Eragon's dragon Saphira lets loose a mighty roar and the Empire's messenger is knocked off his steed, then roasted in a burst of flame that erupts forth from the Burning Plains.
* Eldest, Eragon has a seizure caused by a cursed injury to his back. He's feeling terrible already because of the seizure and because it was in front of his teacher, but then he becomes especially embarrassed when he realizes that rolling around on the ground caused him to get his clothes (which were new and a gift from the elves) covered in dirt/mud.

* Eldest when he spins his hand-and-a-half sword at his hip, much like he did when the two of them trained together.
* Eldest Whistler is described as tall, lean, broad-shouldered, and iron-jawed.
* El Diablo (1990). Naive cowpoke Billy Ray (Anthony Edwards) has this exchange with grizzled gunslinger Van Leek (Louis Gossett, Jr.)
* El Diablo, Anthony Edwards' character is searching for legendary "Kid Durango" with the help of a man named Van Leek only to later discover that the exploits of Kid Durango are based on the adventures of Van Leek.
* El Diablo (Chato Santana) has gained some popularity among Latin American fans, because of his amazing powers, his tragic past (which has turned him into
* El Día de la Bestia, by director Alex de la Iglesia, the birth of the Antichrist will take place on Christmas Day in Madrid, capital of Spain
* Eldie Porter is revealed to be the child of people who are genetically full cousins, but socially considered to be siblings, and a man marries every sister in a family; the sisters themselves are born of several different mothers.
* Eldigan of Nordion, best friends with Sigurd and Quan, and the brother of Princess Lachesis, who fought because Agustrian usurper King Chagall threatened to smear mud on his name. And if you don't fight him and, instead, get Lachesis the Earth Sword, Eldigan will still be executed by Chagall and the Cross Knights will continue to battle you.
* El Dinámico, wrestling in the main event of Italian Wrestling Superstar at 50.
* Eldon, better known as DOM even by his adventuring companions, from
* Eldon Perry frames people for crimes, shoots suspects, and behaves like an all-around
* El Dorado campaign in the HD version was narrated by a conquistador who accompanied Francesco de Orellana's expedition in finding the lost city of gold deep within the Amazon rainforest.
* El Dorado concerning the other character's opinions of Mississippi's choice of headwear:
* El Dorado could be seen as this, as they were all essentially the same game with minor changes.
* Eldorado, involves a man who travels to the titular city in a dream.
* Eldorado opened with a 50-something main character having recently married a 17-year-old girl. Public controversy over this storyline was later cited as a possible reason for the show's failure.
* Eldrad's destruction of Abaddon's Planet Killer broke the back of the Thirteenth Black Crusade, but the Farseer locked himself in eternal conflict with the daemonic spirits controlling the warship and was hurled into the depths of the Warp.
* Eldrad Ulthuan is one of if not the most powerful Eldar Farseer in the game.
* Eldraeverse, a habitat established by smart guns that achieved sapience, acquired some remote bodies, and rebelled.
* Eldraeverse are seven-foot-tall humanoids who don't naturally age and have pointy ears and a bit of arrogance, especially citizen-shareholders of the Empire of the Star. Mind, they're one of two species in the Associated Worlds to develop wormhole technology, they've achieved a near-post-scarcity economy, uplifted multiple species, become as close to immortal as physically possible, created a collective consciousness that manifests as gods...
* Eldraeverse do flip you instantly from star system to star system via wormhole, in-system travel (including between stargates on long trips) has to take place at low accelerations, which is where most of the journey time is used up, and to get the stargates in place in the first place requires long sublight voyages.
* Eldraeverse. Lampshaded as necessarily generic to let otherwise disagreeable polities agree on it, and that everyone disagrees on what exactly the "Associated" means.
* Eldraeverse - one to accelerate out of orbit, and one to brake hard on landing. The latter doubles as a nuclear daisy-cutter to clear the landing zone.
* Eldraeverse polities consider this sort of thing a to-do list. Or, in many cases, a have-done list.

* Eldraeverse, rather more common than natural intelligence, and readily recognizable by their 32-bit surnames.
* Eldraeverse rather than a planet — is one. There's not much indication of what happened to them, and some eldrae are a bit disturbed that they're apparently the oldest of the extant young sophont species.
* Eldraeverse somehow traveled back in time to inspire her "visions" and nuke her executioners from orbit.
* Eldraeverse ("soul-shard") running in his head alongside his own mind. And since minds are software, this can scale up a long way.
* Eldraeverse that can act as AI-guided kinetic missiles), but they're intended for independent operations such as anti-piracy patrols. For engagements that warrant multiple ships the Empire of the Star prefers fleets comprised of several types of specialist ship, heavily armored ships of the plane guarding carriers with tens of thousands of AKVs.
* Eldraeverse: The Empire of the Star is the largest polity in the Accord by roughly a factor of two and sits at the forefront of technology in the known universe. While the Voniensa Republic has eight thousand star systems, in contrast to the mere hundreds of the largest Accord polities - the Accord as a whole is ten thousand systems - but their technology is stifled by their anti-transhumanist laws.
* Eldraeverse the Precursors genetically engineered organic radio transmitters into the eldrae's ancestors and inserted self-replicating "Vector control effecuators" into their bloodstreams. Giving them both telepathy and telekinesis.
* Eldraeverse, until its possessors developed enough science to reveal it as organic Wi-Fi.
* Eldraeverse" was told by a foolish couple that all they wanted was to live happily ever after and love forever, so he fired them into a stable orbit around the event horizon of a black hole.
* El Dragón's ISIC in a wrestling match, the luchador's lost limbs were replaced with giant robot arms.
* Eldran - plays this very straight, and with justification (kinda) in that if the heroes reveal their identities, they'll be turned into dogs.
* Eldrazi are a race of three (known) titanic beings who are born of the Multiverse, who feed off of entire planes of existence. Currently trapped on the plane of Zendikar, they are known to cause swaths of destruction miles wide wherever they roam.
* Eldrazi. He also created the most powerful force for human survival on Innistrad, admittedly to prevent the other vampires (and the zombies, and the werewolves...) from wiping out the food supply.
* Eldrazi ravaged the plane and nearly ended it in the process, before being sealed away. Millenia later, they are only remembered as the Kor and Merfolk pantheon of gods and are, ironically, worshiped as lifegivers of the plane.
* Eldrazi Titans and a character who hadn't appeared on a card in eight years, most of which had seen the player base expand and sales go up; to establish his credibility with the people who hadn't been playing in 2009 and remind people who had that he was a ridiculous powerhouse, Bolas took down the entire Gatewatch, making sure to hit each one in their own specialty for bonus showoff points.
* Eldritch Abomination: A bizarre entity that defies the laws of reality and is incomprehensible to others
* Eldritch Abomination adaptation at least had a somewhat cute and rabbity face at the beginning of the movie, but becomes increasingly decrepid and distorted as the movie progresses.
* Eldritch Abomination against it is about to begin.) The True Death ability is available for DMs who want to create their own Elder Evils, but Leviathan is the only example presented in the book who has it.
* Eldritch Abomination: A horrifying, otherworldly creature that is beyond human understanding.
* Eldritch Abomination: An ancient and powerful being of unknown origins.
* Eldritch Abomination, and are trying to keep it locked away. This is both to

prevent its escape, and to ensure the gods don't tear down their old prison to replace it with a stronger one.
* Eldritch Abomination: An extremely weird, otherworldly being of unfathomable power.
* Eldritch Abomination: An incomprehensible, reality-defying (and likely inconhrehensibly big) entity.
* Eldritch Abomination awoke and leveled the cemetery when the zone was revamped to serve as a new level 50 hub. Still fits this trope, however.
* Eldritch Abomination) being mortally wounded and declared still-born. Xavier's parents then kept him from ever knowing about his sister until she came back into his life and swapped bodies with him decades later.
* Eldritch Abomination being obvious, but also Scatha the Wyrm, and other cold drakes.
* Eldritch Abomination, but their creator The Last would be the even bigger threat if they hadn't died millennia ago.
* Eldritch Abomination, but they are probably not actual entities, instead being symbolic of countries.
* Eldritch Abomination, but was trapped in a human body. This substantially decreased her power. Then her power had to be artifically reduced further, as it was eating through her physical form.
* Eldritch Abomination by Sailor Venus both in the Silver Millennium and the modern-day.
* Eldritch Abomination crawled out of them. Oh, and the centipedes have eyes on their backs.
* Eldritch Abomination despite not needing to breath like the other conscripts (who'll lose their oxygen the moment the villain hear their treachery), implying they are just fine with a demon ruling the world.
* Eldritch Abomination Doomsday Device, with the potential to slay gods.
* Eldritch Abomination, encompassing everything from Time Lords/Gallifreyans as cosmic horrors in human form to the Doctor as the current universe's incarnation of Nyarlathotep.
* Eldritch Abomination for the purpose of killing as many sentient species as possible (and they think it's a game).
* Eldritch Abomination from her husband Apsu's body. Apep/Apophis of Egyptian myth was a living embodiment of the formless primordial chaos and darkness outside of the shaped universe, typically painted as a giant snake/serpent. Hittite myth had the dragon-like Illuynka, enemy of Teshub.
* Eldritch Abomination, has a strange proboscis-like mouth inside of his already gaping maw. He uses it to turn his mouth into a biochemical artillery cannon.
* Eldritch Abomination, has been shipped with several of his enemies, including Dipper, Mabel, or even Stanford "Ford" Pines.
* Eldritch Abomination has completely black eyes. However, he's not so much evil as simply a disinterested entity who enjoys observing humanity and the chaos they can create, occasionally granting powers to rare individuals that gain his interest.
* Eldritch Abomination, he was the one who had Aldrich moved to Anor Londo when he revived, and fed Gwyndolin to the monster.
* Eldritch Abomination hijacks the Doctor's TARDIS and tries to escape into our dimension and wreak havoc.
* Eldritch Abomination made of rainbow-colored light, and a "Cutie Mark" depicting a flock of butterflies in the shape of a heart with some flying away. Despite his eldritch appearance, however, he's a benevolent god devoted to spreading Love and giving mortals their happy endings.
* Eldritch Abomination (major spoilers ahoy) that this might not be the case.
* Eldritch Abomination nature makes it hard to tell for sure, she seems to generally enjoy her eternal un-life, especially when it comes to teasing her overly-earnest subordinate, Youmu.
* Eldritch Abomination of a main villain, and managed to help foil the plot of Foundation X.
* Eldritch Abomination of Lovecraftian proportion destroy the planet, than help the

neutral faction battling it because they also asked the Horde to help too. (Of course, the fact that Garrosh Hellscream had picked a fight with him moments earlier probably didn't help.)
* Eldritch Abomination of the Dungeon Dimensions, known as "Tshup Aklathep, the Infernal Star Toad with a Million Young". It kills its victims by forcing them to look at pictures of its children until their brains implode. "I suppose after you've said 'Yes, he's got your eyes' for the thousandth time you're about ready to commit suicide in any case."
* Eldritch Abomination of this story, but still. There was great potential in the guy.
* Eldritch Abomination (or equivalent). It is effectively the source of much or all evil among humans, either by tempting or leading them astray, or through some sort of mental corruption.
* Eldritch Abomination, powerful enough to terrify Morgoth and require an army of Balrogs to chase off), and latterly Morgoth's prison guard, is also up there.
* Eldritch Abomination. Quite a few Sith from those games have part or all of their faces obscured, actually.
* Eldritch Abominations among them (ironically the very same lord who brokered the original deal with the C'tan) has made it his life's goal to give the Necrontyr flesh and blood bodies again.
* Eldritch Abominations and advanced civilizations, only occasionally interacting with the backwards world of the setting by means of a visiting horror or crashing starship.
* Eldritch Abominations and needs the protagonist's help to get back to Hell.
* Eldritch Abominations, and super-powered government agents. Though a few of those don't show up in the first book.
* Eldritch Abominations are credited with likewise somewhat accidentally being responsible for organic life on Earth) can truly claim "precursor" status.
* Eldritch Abominations are Obliviously Evil. Many of them are not deliberately evil. They just don't care or don't even notice humans.
* Eldritch Abominations around them to strike utter terror in their prey. As if they needed to...
* Eldritch Abominations around to keep everything from being destroyed.
* Eldritch Abominations. As far as we can tell, a layer is a page of Awful Hospital, no matter how long or how quick it takes to read it.
* Eldritch Abominations a unique group of arthropods that somehow got labeled with the names of more common arachnids.
* Eldritch Abominations, before later races' creation myths and even the advent of deities, to a time when the Aboleths reigned over an antediluvian world of boiling seas and cloud-choked skies.
* EldritchAbominations bent on finding a way into our universe and destroying it.
* Eldritch Abominations, but it still counts. Each new revelation about his backstory shows how Sburb (and its variations) bent over backwards to make him the villain he is today.
* Eldritch Abominations dangerous, as they tend to ignore anything past immediate feeding. And if a lesser predatory spirit is bound to a human, its host must periodically kill to feed it.
* Eldritch Abominations; for his troops, the first step in combat is to secure the local star so that it can't be used against them.
* Eldritch Abominations had reincarnated to stop him—despite the fact that he had just won the fight.
* Eldritch Abomination. She owns shelves full of these books and considers them ideal casual reading material. As long as she can remind them not to eat her friends.
* Eldritch Abominations, is Azathoth, the ONLY God with a an OFFICIAL Divine Rank of 21.
* Eldritch Abominations, is only killable by this method. There's a weird looking spiked sphere that flies around the boss room and deposits the player wherever it happens to be when you go into the teleporter, and at one point, the pod goes into

Shub's body. If you go into the teleporter at that point, the result is a VERY messy demise for the Hell-Mother.
* Eldritch Abominations — that doesn't generally happen to real-world spies. Ergo, generic bar beer spiked with a liberal helping of LSD.
* Eldritch Abominations of fear. Simon Pietrovich had a death curse powerful enough to wipe out several Red Court nobility and their allies. With few exceptions, being on the Senior council generally means you are both very old, and a badass.
* Eldritch Abomination, something that would look at Cthulhu and think "ooh, an appetizer!"
* Eldritch Abominations on their own or entire goblin sieges, but your blacksmiths are generally pretty manly because they don't even need a hammer to work, they just hammer the metal with their fists.
* Eldritch Abominations possess Combat Tentacles. Not only do they pack a punch, but, given the right circumstances, they can morph virtually anyone in their grasps into fellow eldritches.
* Eldritch Abominations, sentient seed-monsters, sentient alien trees, etc.
* EldritchAbominations. Some monsters will banish the players there and it is possible to spend a very long time to find an exit in the extremely chaotic always-changing layout.
* Eldritch Abominations that are bound to a single planet. Eventually, it was revealed that they're essentially giant-sized parasites working for an even greater evil beyond the physical realm. While actual worship of them is generally consigned to the insane or extremely evil, they're one of the few beings to actually be referred to as gods.
* Eldritch Abominations that come from some other plane of existence entirely.
* Eldritch Abominations, the Eldrazi; in particular, a combination of solitude and proximity to the Eye of Ugin, which sealed the Eldrazi within the plane Zendikar, cost the planeswalker Sarkhan Vol his sanity for a time, and it wasn't until several months after leaving that he had fully recovered.
* Eldritch Abominations). The mer gods Cosi and Ula are based on the Eldrazi monstrosities Kozilek and Ulamog.
* Eldritch Abominations. The Wolf-In-Sheep's-Clothing, which originally looked like a stump with an unconvincing rabbit-puppet sitting on it, is now a tentacled monster that uses the corpse of its last meal as a lure to draw in more victims.
* Eldritch Abominations. They're all real and haven't been scientifically explained away.
* Eldritch Abomination-style plane of Innistrad, they were always drawn in bright daylight. This served to show their bright, coral-inspired colors and to make it clear even daylight could not protect you.
* eldritch abominations who are at war with the gods. The war's mostly cooled off, but could flare again at any moment. Because of this, the good gods and evil gods are loath to battle each other; the evil gods know that if they were to slay their good counterparts and take over the cosmos, they'd rule for about five minutes before the primordials swarmed them. Likewise, the good gods know the villain they slay today could be the ally that would have saved them from a primordial tomorrow. Not all the gods play by these rules, and some are even likely to come down on the side of the primordials when the fight starts up again, but for the most part the looming threat keeps the peace between them.
* Eldritch Abominations who would very much like to destroy the world/worlds/universe/multiverse. In fact, the book suggests that the terms "Elder Evil" and "Omnicidal Maniac" are more-or-less synonymous with each other. Most - but not all - mortal beings that serve these entities qualify as well.
* Eldritch Abominations will rise, the so-called 'Children' who existed before God created light and who will surely destroy all of mankind should they ever wake up. To prevent this, the Ba'ali commit as many utterly depraved acts as possible in the name of the Children, in an attempt to ensure they don't realise how relatively nice the World of Darkness is and come to remake things in their image.
* Eldritch Abomination. Talking to him or being around him is unsettling because he looks human but he doesn't act or talk like one, and he blatantly says that life,

death, space, time... are meaningless concepts to him.
* Eldritch Abomination that created the kaorti from human or elf mages in the first place.
* Eldritch Abomination that for the first Endbringer appearance he rolled dice for every single character involved in the battle to see whether they'd live or die (yes, including the protagonist; he had a backup protagonist in mind in case she died).
* Eldritch Abomination. The blade shatters on her skin and she doesn't even notice the blow. Bullets have no effect either, thanks to her ability to slow down time.
* Eldritch Abomination the forum reacted with near universal DO NOT WANT.
* Eldritch Abomination to boot, and it serves as a central point of the cultists of the Lovecraftian entities of the Dark Tapestry (this is meant in the most literal manner possible. The presence of the Outer Gods and Great Old Ones is canon).
* Eldritch Abomination to protect her son. This all takes place about one hour after she gave birth and then had the Kyuubi forcefully dragged out of her, something that was previously always fatal.
* Eldritch Abomination trapped in a human corpse, her only non-human attributes (physically, at least) are blue lines on her face and blue streaks in her hair.
* Eldritch Abomination" variants on this trope. He eats everything in sight (especially shiny things) because he likes to eat shiny things and once he gets big enough, covers the entire gala in his indestructible slime. All the while, he does not seem to realize that he is doing anything wrong.
* Eldritch Abomination. When Shinji and Asuka go back to the past and meet her again, they're unsettled because she always seemed strange, but they never doubted that she was human.
* Eldritch Abomination which is known as the "Flying Spaghetti Monster" and has a habit of ending games the second it appears.
* Eldritch Abomination who can easily stun lock you while he chomps on you, literally. Needless to say, trying to invoke this trope on Cho is a terrible idea.
* Eldritch Abomination who destroys everything in his path, no one minds.
* Eldritch Abomination, with a face that cannot be described, and constantly drags a sack behind him. If a hunter kills the Qamulek, he will be warned not to look into the sack, with good reason: great hunters who look into this bag will become quiet, humble men until the day they die. They will retell the story of their encounter with the Qamulek, but never describe what they saw within the bag.
* Eldritch Abomination with phasing powers who loves to hunt its prey for amusement. You must always avoid letting him see you, otherwise he'll pursue you until he catches you. Unlike the other two examples, he can be deterred and recaptured but it's very difficult to do so.
* Eldritch Abomination, with the latter even being able to warp reality around itself (and destroy it in the process).
* Eldritch creations are representative democracies though there are some (like the Hinichi) that chose other forms of government.
* eldritch deity following the 'Cosmic Prophet Debacle', Moon Ray turns into a cyclic god who by nature shifts through three cycles: The Alpine cycle, the Equus cycle, and the Silicon cycle. Depending on the condition of certain planes, each cycle turns him into something living, dead, or something in-between for a certain amount of time. This represents his realization and acceptance of the cyclic nature of all things.
* Eldritch. Erik Mahren was kicked out of his home as a teen, so he enlisted in the Marine Corps and ended up in a
* Eldritch Horror has its own version of the Seed of Azathoth adventure. It's also one of the wilderness sites for expeditions.
* Eldritch Location, and they work for a set of gods who want to kill, rape, mutate and infect everything, things which they are more than willing to perform in their name. Yet they're just so... METAL!
* Eldritch Location: An otherworldly location that is strange and off in all the wrong ways.
* Eldritch Location going at full blast. It only gets creepier from there.

* Eldritch Location in worlds that the White Frost has already destroyed conveys the slowly-dawning horror that comes with realizing that it's never going to stop snowing or growing colder, and colder...
* Eldritch Location isn't human, who they simultaneously hate and fear, around whom increasingly weird things happen, and then who is eventually claimed by his people from their secret magical land.
* Eldritch Location, since the party is venturing into the unknown in a place crawling with metaphysical manifestations of the human psyche. The effect goes away as they climb more floors and more and more instruments are added to the piece, and by the time they reach block 6 it's a complete composition.
* Eldritch Lore. They allow one to glimpse the very fabric of reality and decipher knowledge. They come with some rather nasty side effects, however, including blindness and madness.
* Eldritch Moon introduced a mechanic called "meld", which involves flipping two cards over and combining them into a new creature.
* Eldritch Ocean Abyss: The deep sea is full of eerie and/or terrifying creatures.
* Eldritch Starship can easily be an Eldritch Location with a hyperdrive.
* Eldritch takes this one further, by turning her brain into a minefield of bad memories. And she's got plenty of them.
* Eldritch... while stabbing, shooting, or stoning all the cultists, Deep Ones, and various monsters which are standing in the way. Also, praying in front of Old Ones statues grant magical powers.
* Eleanor & Park begin like this, developing their romance just by sitting next to each other on the bus, not even speaking.
* Eleanor & Park (made in 2013, set between the fall of 1986 to the spring of 1987)
* Eleanor & Park, Park makes Eleanor mix tapes of bands such as The Smiths and Joy Division upon learning her interest in them. She in turn makes him a mixtape of Beatles songs. Their mutual of love of music leads to them falling in love with each other.
* Eleanor & Park: Richie Trout and Sabrina Douglas, Eleanor’s stepfather and mother. She’s a stunning woman in her late thirties married to a younger man who’s described as “the human version of a rat.”
* Eleanor & Park was stationed in Korea during the Vietnam War (his brother died there, too) and met Park and Josh’s mother there.
* Eleanor and Eizen are the more physically oriented of the magic users while also being the ones who have access to the revival spells Life and Resurrection respectively.
* Eleanor Arneson and Ruth Berman gave this line to a cop in "The Face on the Barroom Floor", a
* Eleanor Cameron, the heroine dreams of a room, and seeing children in it; one says she wants to show her something. Later, she sees the room and tells the dream, resulting in the X-raying of a picture and a discovery about it.
* Eleanor Estes illustration) frustratedly mashing orange food coloring from a tiny little gelatin football into a pound of "oleomargarine", which was supposed to make it look like butter. All she gets is orange streaks.
* Eleanor exploited this with a bitchy roommate who sued a dry cleaner and drove his business into bankruptcy for breaking the zipper on her favorite dress (which was actually Eleanor's fault), which earned her roommate the unflattering nickname "Dress Bitch".
* Eleanor Franklin and her cats are always around and happy to welcome visitors - and explain some of the mysteries about the mansion's history.
* Eleanor Hibbert used a variety of pseudonyms, including Victoria Holt for romance novels, Jean Plaidy for historical fiction, and Philippa Carr.
* Eleanor of Aquitaine, who spent most of his reign on crusades and other conflicts. Toward the end of her life, Eleanor arranged the marriage of her granddaughter, Blanca of Castile, to the Dauphin of France. Blanca (known as Blanche to the French) would rule France as regent for her own crusading son, Louis IX (aka St. Louis).

* Eleanor Oliphant Is Completely Fine, we find out in the second-to-last chapter of the book that Mummy, who Eleanor has kept up her phone calls with despite her horribly abusive nature, in fact died in the same house fire she set to kill her own daughters. All of their conversations have been in Eleanor's head.
* Eleanor, played by reasonably attractive Margaret Colin, gets married to a guy played by
* Eleanor Roosevelt presidency and after his death. She was an activist for civil rights, worked to enhance the status of working women (notably chairing the groundbreaking Presidential Commission on the Status of Women), traveled heavily and was one of the people who drafted the UN Declaration of Human Rights. As you can see, Eleanor now has her own page.
* Eleanor Sleath (1770-1847). Married name of Eleanor Carter. Better known for her novel
* Eleanor's mother, and the rest of her godawful family, in Shirley Jackson's
* Eleanor's parents were self-absorbed louts who blew her college fund, regularly forgot her birthday, and were generally so inept at taking care of her that Eleanor legally emancipated herself sometime in her early teens. She eventually owns up to using their poor parenting to justify her selfish
* Eleanor was bending down to pick up a bottle of Lonely Gal Margarita Mix for One when a wayward column of shopping carts rammed into her and swept her into the path of a truck with a billboard advertising an erectile dysfunction pill.
* Elebits have replaced all forms of energy in their world. A history book evens depicts prehistoric humans using them in place of fire for light and cooking.
* elected dogcatcher in the US. It's never been contested, so there has yet to be a documented case of someone losing an election for dogcatcher.
* elected to his post. Later, New York was revised to just part of Mega City One, and Judges were presented as having passed through an intense years-long training program before being graduated to duty with no election necessary.
* electing. Historically, this has included such things as removing the roof.
* Election campaigns usually feature messages from a wide range of organizations supporting a favored candidate. This can be counterproductive if the outside messages come across as
* Election Day Episode: Two or more characters run for an elective office.
* Election Day Episode, who did in fact become one of Ontatio's first two female MPPs and later Canada's first MP.
* Election Night (incidentally, the last one before his planned retirement) in a one-on-one interview with President Clinton.
* election of Thomas Jefferson over Aaron Burr because for all he despises about Jefferson, he appreciates that at least Jefferson has things he believes in, unlike Burr.
* Election Paul Metzler into running for Student Body President just to fuck with Tracy Flick, who is running unopposed, as Jim hates Tracy and blames her for a teacher-student affair that ruined his best friend's career. Shortly after, Paul's brother Tammy decides to run for Student Body President - on a platform of abolishing the position - just to fuck with Paul, whom she blames for supposedly turning her ex-girlfriend straight.
* election poster that consisted of the phrase "We love you" in a few dozen languages, including Klingon. Unfortunately, it was rendered as "yablIj. maH". Ignoring the period in the middle, that actually means "We are your mind"...
* Elections for a multi-member body (such as a legislature) allow for a third option in the form of
* Elections in the U.S. are always going to dominate the news cycle in every leap year
* Election, Tammy covers up for Tracy by lying and saying that she tore down Paul's campaign posters.
* Election, the three candidates for running for high school student body president are all supposed to speak at an assembly detailing why their school should vote for them. After the staff listens approvingly to the first two formulaic speeches (one of which was actually written by a teacher), they're shocked when the third

candidate begins her speech with an angry "Who cares about this stupid election?", proceeding to excoriate high school elections and vow to dismantle the student government if she's elected. Her classmates greet her speech with thunderous applause.
* Election). The very last scene of the epilogue is Jim asking a question to a group of students visiting the museum he works at and one of the students raising her arm, but having the exact same visible attitude as Flick, Jim ignores her and keeps asking the rest of the group if they know the answer.
* Election), who becomes obsessed with ruining her run for election, and by extension her life.
* Election who votes for his opponent in the titular school election because he thinks it wouldn't be fair if he voted for himself.
* Election won the election and stood up when the winner was announced because she had received confirmation of her win from one of the students who had tallied the votes but her teacher Jim, not wanting her to win, had thrown away some of the votes for her after the votes were tallied so that Paul would be declared the winner instead. When the votes for Tracy that Jim had thrown away are found in the trash, she's recognized as the rightful winner.
* Elective Affinities has the aristocratic couple of Eduard and Charlotte, who like their landscape garden. Eduard invites his impoverished friend, the Captain, to help with the landscaping, and Charlotte her orphaned niece Ottilie to live with them. Soon attractions arise between Eduard and Ottilie and between Charlotte and the Captain. The novel does not have a happy end, but a novella-within-the-novel, which deals with a similar situation, does.
* Elective Monarchy: A system in which monarchs are elected rather than being born into the position.
* Elective Monarchy: A system of government in which kings are voted into power instead of inheriting it by blood relations.
* Elective Mute: A character who is physically capable of speech remains mute by choice.
* Elective Mute: It turns out that a character assumed to be unable to talk actually can speak, they just choose to be silent most of the time.
* Elective Unintelligible: A character who chooses to be impossible to understand.
* Electra and her servants deliver offerings to Agamemnon's grave in the second part of the
* Electra brand holoclothes are exactly what they sound like: they consist entirely of a holographic image of clothes created by a belt-worn generator over the user's naked body. Better hope the batteries don't run down and the device doesn't malfunction (one known flaw is for the clothes to remain in a chair after the wearer gets up and walks away).
* Electra, but Electra persuades Chrysothemis not to take them and so dishonour their father.
* Electra, Clytemnestra actually seems to enjoy provoking Electra in her fallen state.
* Electra Complex affair with her father; when one of the detectives fights to get them arrested for the relationship, she learns...
* Electra, despite the fact that murdering your mother is admittedly bad, if the gods are on your side it's acceptable ("acceptable" here meaning Orestes still spent years pursued by the Furies for his crime). Orestes and Electra feel particularly justified by the fact that Clytemnestra killed their father.
* Electra Glide in Blue, a cop car drives over a crashed motorcycle, causing them both to explode. During the same scene, Zipper shoots a motorcycle, causing it to burst into flame and crash.
* Electra Glide in Blue and crash. It and its rider skid away from each other, both on fire.
* Electra Glide in Blue ends with Wintergreen pulling over a hippie he harassed earlier to apologize and tell him to get a bumper. After the hippie drives away, Wintergreen realizes he forgot his driver's license and drives after him. The hippie's companion shoots him dead.

* Electra Glide in Blue includes drinking two raw eggs during his workout.
* Electra Glide in Blue, this is one of Detective Poole's favorite tactics. When the members of a hippie commune won't tell him where a certain drug dealer is, Poole punches random people until someone starts talking.
* Electra Glide in Blue wears a shirt knotted to show her stomach in most scenes.
* Electra Glide in Blue where the lead character, a motorcycle cop, is almost a foot shorter than his fellow officers. It's underlined in the opening sequence.
* Electra Glide in Blue Wintergreen tries to stop the coroner from touching the body because he has deduced that Frank was murdered, and he doesn't want the coroner messing up the evidence. The two of them get into a fight about whether the officer in charge has more authority than the coroner. When Sgt. Ryker breaks up the fight and then asks the coroner an innocuous question, the coroner is so worked up that he starts screaming at Ryker too, then asks the corpse, "Why did you have to shoot yourself in my jurisdiction?"
* Electra has the poor Chrysothemis, who seems to be blamed for not really taking a side in the terrible family conflict. She is sweet and is well-adjusted, so she probably will have an easy life...
* Electra, obligations to the dead are omnipresent. Electra refuses to stop mourning her father until he is avenged. Clytemnestra sends grave offerings with Chrysothemis in hopes to appease Agamemnon's spirit. Electra stops her because a false offering would be an even worse slight to her father. Chrysothemis takes locks of their hair instead, only to find Orestes had already done the same, despite the news of his death. Electra immediately begins ritual mourning once she hears her beloved brother has died in a chariot race. Clytemnestra and Aegisthus are not shown to get any "due" after Orestes murders them.
* Electra, Orestes enacts vengeance against his mother Chytaimnestra and step-father Aigisthos for their murder of his father Agamemnon. Though Electra doesn't actually wield the blade, she is guilty too.
* Electra, the main character is told by every character but Orestes to give up her mourning, to behave meekly and submit to the will of stronger people because she is only digging a deeper grave for herself. Instead, by the end of the play she becomes determined to kill her step-father herself rather than accept death with no hope of salvation.
* Electra, the title character's unrelenting lust for revenge combined with her nigh-incestuous obsession with her brother, Orestes, and her father, Agamemnon, makes for her fatal flaw.
* Electra to die. Clytemnestra's excuses about Iphigenia ring a little more hollow here.
* electrical-based powers, he accidentally shocked himself after forgetting that he no longer had heat vision and he couldn't be Clark Kent and Superman at the same time.
* ElectricalBeast, Mario loses a life whenever he performs a "telepor'".
* Electrical boxes that just shut down the electricity if you kick them.
* electrically charged armour for tanks, and hopes to deploy it on a new fleet of armoured vehicles sometime in the next ten to twenty years.
* electrical media, expect them to get severed or damaged at some point.
* electrical power to defend himself from the animatronics, so Funtime Foxy probably wouldn't have been able to get the security guard without doing that.
* electrical system fails as soon as Lane tries to use it to asphyxiate himself. He also broke his glasses and uses one half as a monocle when he tries to fix the car. The whole scene is horrific and funny at the same time.
* Electric cars. First discussed, and some designs built decades ago. In fact
* electric cars have been around since the late 19th century, but the internal combustion engine offered superior performance while taking up less space than the early batteries, and thus it was most of a century before serious thought was even given to trying again. Years later, the technology is still largely considered in the early "feasible" state due to the push for eco-friendly Green Tech cars. Note the quotation marks around "feasible". To make an all-electric vehicle requires bulky, and heavy, Lithium Ion battery packs, which in turn often takes five to ten

hours or more to fully charge, often require specialized power outlets or plugs, and have very limited range before needing to recharge compared to traditional gasoline- or diesel-fueled cars. Add on the fact that there is a very likely chance the power being supplied to recharge the batteries comes from a not so eco-friendly power plant or generator source, the batteries themselves currently have a limited life-span (approximately five years) and are incredibly expensive to replace, essentially ruining the whole point of an electric-powered car.
* "Electric Chapel" plays with the idea of sanctuary, asking her lover to commit to her by meeting her in the symbolic "electric chapel".
* Electric City with Tom Hanks, on the advertisement that was on the front page, Yahoo felt the need to also put "(Contains adult themes.)" so no parent would put it on saying "Cartoons!"
* Electric Dreams. Almost literally "just add water", champagne was spilled on the motherboard and CPU during a questionable download, causing sentience. Fluffy but amusing love triangle ensues.
* Electric Dreams, downstairs hottie Madeline walks in on Miles just as he has left the shower; Miles desperately tries to cover both himself and his sentient computer Edgar, who has a crush on Madeline and wants to meet her.
* Electric Dreams involves a computer that is seducing the protagonist's next-door neighbour for him, but with the twist being that this is not an intentional plot, but the computer doing it of its own will.
* Electric Dreams was dedicated to the memory of the Univac I (the first computer designed from the outset with buisness and administrative purposes). This film was made in 1984, the year that personal home computers really started to take off with the general public.
* electric-driven miniguns, or the challenge it would be to lower it enough so they can without making it sound like a kazoo) or won't put it in (because, once again, it is what the audience expects).
* Electric eels aren't even true eels, they are members of a group of electrical fish that includes the knife fish and the ghost fish.
* Electric Girl, Virginia zaps her alarm clock with her electricity powers, and her parents have to warn her not to go through too many clocks.
* Electric guitar players have also stuck with vacuum tubes; even today, 90% of amplifiers aimed at professional guitarists use them, as their sound quality simply cannot be duplicated by transistorized equipment. As for the guitars themselves, the three most popular are the Fender Telecaster (1952), the Gibson Les Paul (1952), and the incomparably younger Fender Stratocaster (1954).
* Electric Instant Gratification: I love electrifying my brain! No, seriously!
* Electricity and lightning cause Shambling Mounds to increase in size and
* Electricity can also be used to power magic, as the magic community is quite fine with
* electricity lets him operate what basically is a mobile version of his aforementioned chainsaw/turbine hybrids.
* Electricity, used for everything from navigation, communication and information storage to food storage and preparation. And then one tree falls...
* electricity, which is easier to conduct in salty sea water, and which has been partially utilized by sea life on Earth. Even fire might not be totally off-limits on ice-covered ocean worlds, since they could presumably carve out water-free chambers in their planet's ice layer (and use flammable materials that can be found in water environments, such as methane hydrates).
* Electric Jellyfish: Jellyfish that shock people with electricity instead of being venomous.
* Electric Jellyfish — All jellyfish in your narrative go "zap-zap" 'cause why not?
* Electric Ladyland showed a group of nude women. This was however done without Hendrix' permission and he was furious when he heard that the studio executives had ignored his idea.
* Electric Light Orchestra album, the metallic percussion in "Mr. Blue Sky" was produced with a fire extinguisher.

* Electric Light Orchestra covered "Do Ya" with his band Utopia, and that might have spurred on the Electric Light Orchestra recording - ELO had just started including the song in their live performances when, according to drummer Bev Bevan, a music journalist asked them about "the original version" by Utopia)
* Electric Light Orchestra. ELO was originally just going to be a side project for The Move, but lead singer Roy Wood left the organization after the first ELO album, so the others just continued on as ELO. While The Move placed several singles in the UK Top Ten, it didn't have any success in America.
* Electric Light Orchestra: "I met someone who looks a lot like you, she does the things you do, but she is an IBM."
* Electric Light Orchestra" is a fourth wall-breaking tribute to pulp serials of the 30s and 40s.
* Electric Light Orchestra, "Mr. Blue Sky" was the last song on side C—so there were still four more songs to hear on the last side.
* Electric Light Orchestra, parodying the practice and the associated hype. It's said that when the band first heard allegations that their music contained "satanic" backmasking, "skcolloB" was one of the politer responses.
* Electric Light Orchestra's "Fire on High" (from their 1975 album "Face the Music"), a backwards voice is heard. Played in the opposite direction, he says "The music is reversible but time is not. Turn back...turn back...turn back...turn back."
* Electric Light Orchestra starts with "After four. FOUR!", then the music immediately begins.
* Electric Light Orchestra. This song was also used for the French telecom company SFR's ads — there is even a version sung by Lily Allen, which appeared in an ad.
* Electric Love" by BØRNS. The music video compliments the song with neon lights.
* Electric Retard in question have a tendency to rape and/or defecate on their victims. Plus it would be difficult to find clothes that would fit Giant Naked Hitler.
* Electric Six song "Gay Bar" seem to have a fairly outrageous place in mind: most of the activities there described—being a superstar, physical penetration, starting a nuclear war—tend to be frowned upon in more sedate establishments, though these do *not* frown on spending all your money there.
* Electric Six will occasionally declare "Solo!" before the band plays, well, a solo.
* Electric Torture and seems aroused by it. These same episodes were rerated G for the complete collection release.
* Electric Torture, he may really believe this is helpful information.)
* Electric Torture, he starts calling her "Miss Thyrus." (He also calls himself "Triple Z" at one point.)
* Electric Torture: Torture done by zapping or electrifying the victim—bloodless, but effective.
* electric type constructs a device that's integral to his Island Trial.
* Electric versus accoustic guitars. Barré chords are bread and water for electric guitar: getting a decent sound of a barré chord on accoustic guitar is extremely difficult.
* Electric Wizard in particular are what cemented the genre as a force in the metal community.
* Electric Wonderland. After Trawn and NJ read a comic from Shroomy, Trawn tells Shroomy that it was a nice try, but not what she was looking for. NJ, who had already scolded Shroomy for not having a clever enough joke, adds, "Also, it wasn't a nice try!"
* Electric Wonderland after Trawn tells her to supervise everyone in her absence. Shroomy gets wet, and disgustedly exclaims that Aerynn wasn't drinking anything.
* Electric Wonderland, and the laws of physics no longer limit occurrences and abilities.
* Electric Wonderland has one in "Inevitable Christmas Adventure," as NJ, Shroomy,

Aerynn, and Beatrice all head to the Cyber Middle East to rescue Trawn, and two in "LuLo," as the entire NFP staff rushes to investigate the bombing of the mall and later reports on the discovered suspect.
* Electric Wonderland has these on her traditional outfit, befitting her nickname, Trawn.
* Electric Wonderland home page could find out about her tail beforehand. The bios also spoil the fact that Natasha Wing, the seemingly random police girl who appeared at the end of the sixth comic, is actually friends with protagonist Trawn.
* Electric Wonderland. In order to keep it a surprise, he kept foreshadowing to a minimum.
* Electric Wonderland in which a random man walks into the protagonists' workplace, and unwittingly becomes an object of attention for Trawn, Shroomy, and Aerynn.
* Electric Wonderland mermaid. At the inquiry of the ninja, the redhead reporter admitted at the end of the first issue that she doesn't have any hiring standards.
* Electric Wonderland never find out about her performing illegal witchcraft.
* Electric Wonderland news outlets placing decreased emphasis on presenting harsh truths to citizens.
* Electric Wonderland of her newspaper staff. She says the other members must be "humming along", but unbeknownst to her, they're engaging in a recreational battle.
* Electric Wonderland searches in vain for someone to make comics for their paper.
* Electric Wonderland" She doesn't actually shoot anyone in that comic.
* Electric Wonderland use technology that feels dated even for the year of the respective comic's release. The cartoonist reportedly hopes that this will prevent references that will date in the future from sticking out.
* Electric Wonderland with unlimited gag potential and a mysterious origin.
* Electric Youth's "Faces" (2009) is a remake of a little-known Italo-disco gem by Clio (1985). Similarly, "Flame" by Tiziana Rivale is a remake of another nearly-unknown song by Luna & Black Connection.
* Electrified Bathtub: Killing someone by dropping active electronics into a bathtub filled with water.
* Electrified Bathtub: Killing someone by dropping active electronics into the bathtub while they are bathing.
* Electrified Bathtub: Someone is killed when they get immersed in water that is then electrified.
* Electrified: Pulse weapons and the alien blaster cause the target to light up in an electric blast and vaporize into thin air. (This usually isn't as good, as it causes lootable items to fall on the ground, so that they must be picked up one by one.)
* Electro also had a controlling mother who demeaned his intelligence, preventing him from following his dreams to become something like a scientist or an engineer, in order to keep him home with her and convinced him to get a rather lowly job at the local power company.
* Electroclan ranging into the millions and they are considered a legitimate threat to the aforementioned corporation which has entire countries under its control.
* Electroconvulsive Therapy Is Torture: Electroconvulsion Therapy depicted in a negative light.
* Electrode along with Gengar and its relatives, Haunter and Gastly, too.
* Electrodynamic Tether also achieves transfer of momentum without using any propellent, it's basically a simple form of magnetic sail.
* Electroid, makes his home in the high mountains to gather electricity from the highest storms. He's also afraid of heights, while also being completely unaware that the other Electroids know this.
* Electro is described like this in his character bio (which is written by Spider-Man himself). Spidey notes that he only won their first fight because Electro was still getting used to his powers and shorted himself out. Spidey fears that if he ever taps into his true potential, not even the Avengers would be able to stop him.
* electrolaser On the other hand, the world of nonlinear optics brings up the phenomenon of 'light filamentation', a high intensity pulse of light that generates a long, thin trail of plasma. Possible applications suggested by the discoverers

include triggering lightning discharges.
* Electrolux's slogan for their vacuum cleaners, "Nothing sucks like an Electrolux," took on a rather negative connotation in America.
* Electromagnetic Ghosts - Interferes with electronics with just their presence.
* Electromagnetic Ghosts: The presence of the paranormal causes electromagnetic oddities.
* Electromagnetic Pulse temporarily zaps the player's interface, even more so in the latter where the whole display goes corrupt for a few seconds.
* electromagnetism. He then makes an appearance in the show's penultimate episode "Stench and Stenchibility" with no explanation whatsoever.
* Electromechanical arcade games are sometimes called "EleMecha" in Japan.
* Electronica group Death In Vegas were originally billed as Dead Elvis, but it turned out there was already a record label called that
* Electronica musician Eric Lawrence Chamberlain has released material under at least six aliases, including Airwreck, Coconaut, Skylash, Index, Pixagon, and Telepheriq Chamberlain.
* Electronic Arts Alister Fiend does this in the opening cinematic, waking up his sleeping neighborhood with his music.
* Electronic Arts games have the double-lined circle "EA Games" logo done in the style of the game in question.
* Electronic Arts is never mentioned, it's implied that a large demographic would be willing to spend sixty dollars just to shock their aged mothers.
* Electronic Arts license ever since Disney's acquisition of the brand.
* Electronic Arts, one of the antagonists you have to avoid is an OSHA inspector.
* Electronic Arts's sports games, you can make teams take to the field in old uniforms, including those of the clubs' previous incarnations (e.g. The New Jersey Devils playing in the colors of the Colorado Rockies).
* Electronic Arts that forbade for 20 years anyone except EA from using the Porsche trademark.
* Electronic Arts was also founded for similar reasons not too long afterward. Now look at what they've become, although in hindsight, Activision is no different.
* Electronic freeway signs in Illinois sometimes display a running count of drunk driving deaths in the state for the current year. The number is updated daily, so commuters can see how many people have died since the day before.
* Electronic Game Information: Alan and Robby's fighting in Season 2 is entirely scripted, as evidenced by the sheer fact that Alan had an entire post-credit scene talking to "Birdo" about it; but that doesn't make it feel any less real. With the entire show being portrayed as a live-streamed discussion about video games and video game conventions, having the co-hosts break into a major, on-screen argument seemed too genuine, especially with it being portrayed as a serious falling out. This genuine portrayal made the scenes a bit uncomfortable to watch.
* Electronic Gaming Monthly; Sonic made it, but we're still waiting on Tails.
* Electronic Gaming Monthly tennis game which would display his proposal upon winning, and gave it to his girlfriend for Christmas.
* Electronic Gaming Monthly video game were made originally, as it was a lottery prize. Nissin received so many entries that it became a full retail release.
* Electronic musical instruments can have lots of features, they can have a user interface that's easy to use, and they can be cheap. But they cannot be all three at once.
* Electronic music artist Nils Jørgen «Jøgge» Kaalstad for the Norwegian dub.
* Electronic Music. Sometimes, producers use different artist names/stage names for their different genres/niches.
* Electronic novelty items that speak or sing while moving a part of them, such as singing fish. The fact that a fish on a plaque is flapping its tail to the music and lipsyncing is funny enough as it is to many people, but let the batteries get low and they get slowed and off-keyed when they try to move themselves. The effect can be
* Electronics Adventures also wishes to become human, which is especially funny

given that his human double Syroezhkin envies him.
* Electronics and the stores that sell them are rich veins of Fan Nicknames. For instance, the Blackberry series of mobile phones (many other functions) have been nicknamed Crackberries: like the concentrated form of cocaine known as "crack", the things are very expensive and either massively addictive or something you need rehab to get away from.
* Electronic Speech Impediment: Computers that are malfunctioning in some way stutter or develop other speech impediments while speaking.
* Electronic Speech Impediment: Subtrope of Computer Voice: when the talking computer isn't working correctly, something goes wrong with its voice.
* Electronic tagging such as ankle bracelets used to track prisoners. Developed by a judge in 1979 based on a
* Electronic Telepathy: Mentally communicating with other people through cybernetic means.
* Electronic toll collection systems, which either communicate with a wireless transponder mounted on passing vehicles or photograph the license plates of vehicles that are not equipped with the device, are a Trope Breaker for
* Electronic Video Games Which Can Be Played Via Digital Apparatuses (Video Games)
* electron, with good reason, and the world itself is now human-held and known as "Canyon" after its most distinctive feature.
* Electroplankton are designed to be adorable: bright, colourful, simplistic, small and smiling.
* Electroplankton where the player makes music by manipulating plankton in different ways.
* electrostatic detection devices which are able to do a considerably better job than the pencil-rubbing method.
* Electrostatic headphones and loudspeakers, compared to conventional dynamic driver-based offerings. It doesn't help that they're only produced by a few manufacturers for the most part (Stax for headphones, Acoustat, Quad and Martin Logan for speakers), and the headphones need specialized amplifiers that are just as expensive, unless they come with transformer boxes meant to be used with conventional loudspeaker amplifiers (which do not perform as well as the direct-drive amps). The loudspeakers are also very demanding on amplification, but most of them have built-in transformers, so you can at least use any power amp that can meet their demands. Even vintage equipment will still command a fairly high price.
* Electro Swing captures the essence of dieselpunk through remixing vintage jazz-style music and swing with modern technology and house beats.
* Electro Swing with swing instrumentation laid the groundwork for electro swing, while the latter's novel fusion of scat-based jazz and eurodance earned him massive popularity.
* Electro. This is notable, as the other heroes aren't particularly beautiful either.
* Electro was renamed because the producers did not want to interfere with the continuity of
* elects to play this trope even straighter than the source material did. Due to the requirement of scalding water, Ranma comes to the decision that it would be much easier to just live as a female instead of trying to go back to being a male.
* Eleenin has some light-based powers, but rarely uses them for combat.
* Elefun and Friends short "A Tangled Tale" features a panda trying to do this with bamboo to get over a river.
* Elefun and Friends. The bamboo gets stuck halfway, leaving her dangling and leading to this conversation:
* Elegant Chaos gaps between issues and the plot-heavy nature of the arc meant that nothing could be skipped.
* Elegant Classical Musician: Characters who play music are very desirable.
* Elegant Classical Musician: People who like to play instruments are portrayed as attractive.
* Elegant Gothic Lolita (being run over by a vehicle is a very common cause of death).

* Elegant Gothic Lolita from Katai, who keeps mistaking him for a girl.
* Elegant Gothic Lolita plays with this trope in episode 10 when she puts Shusei in a permanent sleep and whispers in his ear "I knew you'd make a beautiful corpse. You're part of my collection now. You'll never wake up again..." while caressing his face and chest.
* Elegant Gothic Lolita, who engage in outright childish fights over the attention of the former's older brother, Kodaka.
* Elegant Yokai Apartment Life delicious. The other two are somewhat taken aback, but then all three of them act like nothing happened.
* Elegy Of The Captured. It plays during the more sad, serious visits to the detention centre.
* Elegy": One of the astronauts from the ship explains that they went through a meteor storm, which caused them to run low on fuel. The only way they could experience a meteor storm is if the asteroid field they passed through was unusually thick and dangerous.
* Elegy", Professor Kurt Meyers tells Jeremy Wickwire that Earth was devastated by a nuclear war in 1985 and it has taken 200 years for humanity to rebuild.
* Elegy", Professor Kurt Meyers tells Jeremy Wickwire that Earth was devastated by a nuclear war in 1985 and it has taken 200 years for humanity to rebuild. It is also mentioned that the cemetery asteroid Happy Glades was established in 1973.
* Elegy", the cemetery asteroid Happy Glades' star system has two suns.
* Eleint Soletaken still have the ability to transform into the massive beasts. It is noted that the Soletaken often rely on sorcery to remain airborne, especially if their wings are damaged.
* Elektel Delusion. Shunpei reads a pornographic magazine, with a naked-apron wearing model and discusses what's so good about the trope. Fumi then proceeds to imagine an entire scene with Shunpei wearing one.
* Elektra Abby is told to do this while on the run from The Hand. She dyes her hair brown and cuts a fringe to resemble Elektra. Oddly enough Mark and Elektra don't do this - and they're still found pretty soon too.
* Elektra and Stick are aware of it, though this is a minor example in that they're minimally involved in Matt's day-to-day life.
* Elektra arc she was magically resurrected in rather sinister circumstances).
* Elektra crossover was dodging bullets. Mostly. Corrupt government agents were plinking at her. The commanding officer figures out the best BLAM! Don't go on about it too much and she can be hit.
* Elektra, dual-wields sais, though, as mentioned above, they are traditionally dual-wielded.
* Elektra, Elektra treats her brother Orestes as a stranger until he asks why his sister doesn't recognize him.
* Elektra figure. They even gave her Psylocke's trademark psi-blade, even though Elektra doesn't have any superpowers in the comics.
* Elektra gets shades of this in season 2, since a lot of her characterization is built around her relationships with the male figures in her life, namely her ex-boyfriend (Matt) and her surrogate father/sensei (Stick), and those are the two people she primarily interacts with. This meant other character traits, like the whole matter of her being the Black Sky, never got the focus they needed.
* Elektra gives this as the reason for being an assassin when Abby asks.
* Elektra Luxx, Holly invokes this trope as she declares her love for Bambi.
* Elektra Natchios is as graceful on the battle field as she is deadly.
* Elektra's father, Hugo Kostas Natchios, is renamed Nicholas Natchios.
* Elektra, the title character, in the midst of rejoicing over the deaths of her mother and her consort, suddenly drops dead at the end for no reason except to bring down the curtain on a crushing downer note.
* "Elektronik - Supersonik", has Slavic-sounding broken English lyrics.
* Elektro tries to frame Wonder Woman for a series of bank robberies by using a
* El embarcadero, Katia has a long-standing affair with Big Boss. However, unlike most examples of this trope, the power dynamic isn't really an issue, and for the most part their affair doesn't affect their work.

* El embarcadero, Óscar's death is what sets the plot in motion, but he's still a central character and appears frequently in flashbacks, with much of the story revolving around unravelling his lies and piecing together who he really was and what really happened.
* Elemental Assassin between the protagonist Gin and Detective Donovan Caine. While he eventually loosens up on the fact that she killed his partner (Ultimately coming to the conclusion that if he'd known how dirty his partner was, he might have killed him himself), the basic fact that she's an assassin and he's a cop creates a conflict that they're never quite able to get over despite their mutual attraction, and Donovan ultimately removes himself from temptation by transferring to a different city.
* Elemental Assassin (Do not threaten her friends, family, or employees). As of 2016, the series is at thirteen books with no sign of stopping any time soon.
* Elemental Assassin, Gin finds some photographs of Giles Gordon engaged in sex with prostitutes:
* Elemental Assassin, Gin is attempting to escape from the Ashland Opera House when she is cornered by Donovan Caine on the roof. She escapes by jumping off the roof into the Aneirin River.
* Elemental Assassin, Gin is hired to kill a target. Another assassin, the Viper, is hired to kill her immediately after she completes the contract so that the authorities have a convenient scapegoat to hang the murder on.
* Elemental Assassin, he shows up at a formal fundraiser wearing a white suit.
* Elemental Assassin, instead arranging for the child to be returned to his father's custody. When asked if this was a good idea, Gin replies that they'll find out in twenty years or so.
* Elemental Assassin in the story who get worked up over it, as it means that the store had sold two of an allegedly one of a kind designer dress. This inadvertently saves Gin's life - when thieves raid the museum, they make a point of assassinating Gin first so she can't go Die Hard on them, only they accidentally kill the other girl, who bore a superficial resemblance to Gin and was wearing an identical dress.
* Elemental Baggage is a thing in this universe and Kuvira is a metalbender. In addition, Earth Empire soldiers wear actual armor, while generals (including Kuvira) wear uniforms.
* elemental benders have weaknesses and strengths to balance out everyone, making it a matter concerning the skill of the user rather than the actual bending practice that has the advantage. Fire is less effective in cold environments and gone during a solar eclipse. Water can easily be removed from the bender and is gone during a lunar eclipse. Earth only works with direct contact with the earth (although some powerful benders like King Bumi can overcome this weakness). Air has a limitless power supply, but is usually not an aggressive fighting style and does not feature any type of finishing move.
* Elemental Blessings features Alys, the third queen of the Kingdom of Welce. It's gotten to the point where 99% of the people with power, such as the other queens, the Five Primes, and the king's chief advisers don't believe a single word that comes out of her mouth, and actively work to limit her influence.
* Elemental Burst, boosting his damage and jumping skills but draining his health until the effect ends on its own or he leaves the field.
* Elemental Chess Trilogy, after Riza Hawkeye gets married, the men of her old military unit are slightly stumped as to what to call her, since they don't feel it's appropriate to continue calling her Hawkeye. They settle on a name of their own devising - Ladyhawk. She herself has her own Affectionate Nickname for the leader of the country, who happens to be her only living biological relative - "Fuhrer Grandfather, sir." (Yes, the whole thing.)
* Elemental Chess Trilogy are a father and mother pair to the men of both their old unit and their current one.
* Elemental Chess Trilogy, attempt to give them some privacy in a compartment on the train back to Central... except for the members of the Mustang unit, who left communications equipment in there with them and are listening intently to the conversation.

* Elemental Chess Trilogy between the two (though plenty of other people guessed).
* Elemental Chess Trilogy each wear their own two dog tags, but also one belonging to the other; they exchanged them after the war. The official explanation is a practical one - they are each other's next of kin - but the real reason is this trope.
* Elemental Chess Trilogy for the main pairings. Most are married before the end of the first story.
* Elemental Chess Trilogy gives this role to Edward Elric, but in a limited capacity. He only does it to Roy Mustang, for whom he never uses the same nickname twice, calling him things like "General Chess Fiend," "General Skirtchaser," and "the walking cigarette lighter." On the rare occasion he uses the man's real name, it's a pretty serious situation.
* Elemental Chess Trilogy, Riza is formally designated this by the members of her assigned protection detail, who collectively refer to themselves as "the queen's men."
* Elemental Chess Trilogy. She and Mustang are even playfully described at one point as having been "mommy and daddy to four rowdy little boys," and one of the 'rowdy little boys' admits that it's not entirely wrong.
* Elemental Chess Trilogy turns Central City into this when it gets invaded. All entrance and exit points are blocked off.
* Elemental CraftingThe most important aspect of a piece of armor? What material it's made from!
* Elemental Cyclone attack, has him spinning to create a leafy tornado.
* Elemental deities, as indicated by their name, will usually embody a certain element depending on their nature, though non-Elemental deities can possess elemental powers if it relates to their Concept(s) on a symbolic level, such as Prince Written Word having
* elemental effects to their action skill. In later games, Artifacts instead give you a random set of passive buffs.
* Elemental fluorine is one of the most difficult chemicals in the world to handle properly because it reacts quickly and violently to almost everything except some metals and chemicals. It will happily consume even the most invisible quantities of water and eat straight through glass. It is
* Elemental Gearbolt, and creates weapons as a means of self-destruction — the titular Elementals.
* Elemental Gearbolt is all orchestral, all the time and the gameplay is all aerial battles, all the time.
* Elemental Gelade. And what does she use all the space for? Guns, missiles, bombs... anything that explodes.
* Elemental Gelade falls into this. Aside from a single-episode plot, this is mostly ignored.
* Elemental Gelade is armed with tons of artillery, including missile launchers and machine guns, and usually relies on ridiculous rapid-fire to fight.
* Elemental Gelade: Rasati and Lillia's guardian. He broadcasts it from a mile away, but Rasati doesn't seem to notice.
* Elemental Gelade. Ren is an Edel Raid, a special type of human able to turn into a weapon when they form a contract with a Pledger. She chooses Coud to be her Pledger and they fall deeply in love.
* Elemental Goddess states that the latter will be the norm from now on.
* Elemental Hair Colors hair is bright pink to go with his rose / cherry blossom motif.
* Elemental Hair Composition: Hair made from natural elements as a symbol of magical, divine powers
* Elemental is Michael, an Elemental of lightning. Not only can he launch the bolts from his body, he can also summon them from the clouds above, as well as channel the energy into his sword to create a lightsaber like effect.
* Elementalism magic. Which elemental shows up is a bit random, and sometimes they hurt more than they help. Earth Elementals are notoriously stupid and slow.
* Elemental Logic series, Zanja calls the family's daughter Leeba "Little

Hurricane."
* Elemental Logic who is becoming very like the Sainnite invaders she so hates. And Medric, son of a Sainnite man and a Shaftali woman, is trying to make peace between both peoples because he realizes that the alternative is the destruction of both the Sainnites in Shaftal and much of Shaftali culture. Their views suggest the past, present, and future of the country, and the writing and distribution of Medric's book is a major plot in the sequel.
* Elemental Masters, and even more so when under stress. She has to cut it periodically, and by the time she left her home, she had a trunk full of her braids.
* Elemental Masters (a variant where "modern" means the late 19th and early 20th centuries)
* Elemental Masters his wives. With the exception of Kaczor himself, the whole family is visibly deformed even by werewolf standards, which the main characters explain as the normal effects of inbreeding exacerbated by the magic they use to transform.
* Elemental Masters novels are loosely based on the plots of known fairy tales, but usually with a twist that distinguishes them from the source material.
* Elemental Masters) refer to magic being used by spies on both sides of World War I. The second also has a necromantic summoning in No Man's Land, which goes as well as you'd expect with all that raw material around.
* Elemental Masters series like to exploit this, as Edwardian Era men don't think much of women and thus are more willing to turn their back on them or underestimate them in a fight, much to their detriment.
* Elemental Masters series, though a few use their powers more for healing than for combat.
* Elemental Masters summons a disease elemental and sets it loose; it's implied that this caused the 1918 H1N1 pandemic.
* Elemental Masters, then a real ghost appears at the end of the séance.
* Elemental Masters, they can see the effects, among which are crop circles.
* Elemental Master switching the ones for Fire and Wind with the ones on the facing page for Earth and Water.
* Elemental Masters with a corresponding blend of mundane and magical threats.
* Elemental Nations of Ba Sing Se, whose ruthlessness she admires), and even returns to the homeland with a personal contingent of them.
* Elementalors: Asami is put in a tank as a form of being Brainwashed.
* elemental power of shadow that would have killed them all had his fellow Makuta not stopped him.
* Elemental Powers; and the latter's bodyguards Akatsuchi and Kurotsuchi can respectively create stone golems and combine earth with fire to create quicklime.
* Elemental Powers are divvied up among the spheres of magic Mages can learn in
* Elemental Powers. Fire as the 'birth of science' for curious types. Ice (or water) as the cold ivory towers of education and learning for bookish ones. Lightning to go along with machines for techies. Or they could be non-elementals that rely on practical knowledge if they lack the spiritual aptitude for magic.
* Elemental Powers incorporated into their designs. Special mention goes to Takuya, though since all of his Digimon forms except for BurningGreymon have the fire symbol somewhere on their armor.
* Elemental Powers: Several gods have them: Teshub commands the lightning; Enlil and Marduk command the winds; Ishkur and Set control storms; and Sekhmet, Wadjet, and Nergal wield fire.
* Elemental Powers, so being unwilling to use elemental powers is hardly a hindrance to them.
* Elemental Powers to four sisters so that they can help humanity. The Four Maidens actually do exist, each wielding unimaginable power, but their existence is kept secret by their guardians to prevent villains from stealing their power. When one Maiden dies, her power will pass on in a way determined by her dying thoughts. If her last thoughts are of an eligible girl, the power will pass to her; if the dying Maiden's last thoughts are of a male or an ineligible female, the power will pass

to a random eligible female who could be located anywhere in the world. If a Maiden is murdered by an eligible female, and her dying thoughts are of that killer, then the killer themselves can inherit the power. Each new Maiden will interpret and express her powers in a way that is unique to her, so no two Maidens will be ever be alike, even when comparing Maidens of the same Season.
* Elemental Powers Waterbending can subdue opponents nonlethally, do anything Earthbending can using ice, heal, and at high levels attain strong mobility when in water. Outside of combat, Firebending, at least according to Jeong Jeong, is really only useful for keeping warm, cooking food, processing steel, and destruction.
* Elemental Rivalry: Horus the sun god vs. Set, god of storms and murderer of Horus' father Osiris.
* Elemental Rock–Paper–Scissors: Elements having equal strengths and weaknesses over other elements.
* Elemental Rock–Paper–Scissors from the game has been used well beyond its original source.
* Elemental Rock–Paper–Scissors if they do not want to have a hard time.
* Elemental Rock–Paper–Scissors: Where one element is strong towards another and weak towards yet another.
* Elementals, a dark superhero comic about the team of Morningstar, Vortex, Fathom and Monolith.
* elementals and Dragon-Blooded Exalted. The Aspect of a particular Dragon-Blooded determines their favored attributes (such as Craft for Earth, Sail for Water, Thrown for Air, etc.), and one Charm (Elemental Bolt) lets them produce a blast attack of their particular element. Each element also has an Elemental Pole in Creation (Air in the North, a frozen waste; Fire in the South, a vast desert; Wood in the East, a dense mass of forests and jungles; Water in the West, a vast ocean; and Earth in the center, a massive mountain).
* Elementals another system to make up for the lack of buttons to push. Their weapons fire when they put their hands in certain positions, and they turn things on and off by the "glance system," where their viewport has a series of icons above and below it. To activate the icon, the Elemental just looks at it for a moment. They also apparently use modified versions of the neurolinking systems.
* Elementals gotten one of the team, Morningstar, to fall in love with him/her.
* Elementals — usually, but not exclusively, the four classical ones. Earth elementals tend to be strong and sturdy, air elementals are swift and agile, fire elementals are aggressive and destructive, and water elementals are often gentle with healing powers, but all four can be forces to be reckoned with. They are typically neutral and independent, but both good and evil magic-users can tame them and make them do their bidding.
* Elementals of Harmony: In "Sideboard of Harmony", from "Quod Cucurbita": It's possible to time travel to a point where you're still alive, but travelling to a time when your mother is pregnant with you is noted to be a very bad idea.
* Elementals of Harmony, Tezzeret has Ditzy Doo send Jace Beleren a courier capsule with a message. Tezzeret lampshades this before giving his real message (forcing Jace to teach Ditzy blue magic).
* Elementals of Harmony, where Address Unknown uses it to hold letters.
* Elementals. She is far from the typical example, being sentient and normally indistinguishable from human.
* Elemental sulfur is bright yellow when solid, bright red when melted, and blue as a high-temperature gas. It's also a very effective pesticide and quite flammable. Burning it with oxygen gives sulfur dioxide, however, which is highly toxic but colorless.
* Elemental, took place in a future in which magic has been discovered to be a form of physics, and (for example), thamauturges use pentacles to control antimatter.
* elemental wands. However, Huo Haha shows up and uses the magic paper against Happy S. by reverting the other Supermen back into their Mech Stone forms with no way to return them to normal. Then Happy S. wakes up and realizes the whole thing was a nightmare he was having.
* Elemental - War of Magic, it's possible to summon a wide variety of creatures.

* Elemental - War of Magic - The only "official" one is the Fallen, a bunch of half-dragon, half-human gents.
* Element Animation as a UFO runs amok abducting every testificate in sight.
* Element Animation portays Santa (who is a villager) as a criminal who enters house and steals their presents like the Grinch.
* Elementary: A character says to Holmes that she sees he must be a "fellow addict". Holmes is slightly taken aback that his past of drug use would be so apparent to her, until it becomes clear she meant a crossword puzzle addict.
* Elementary adaptations). It wasn't helped by the fact Moriarty once drew a giant portrait of Joan.
* Elementary: After returning from a trip, Watson asks about Sherlock Holmes' pet tortoise, Clyde:
* Elementary: "A Landmark Story" sees Holmes and Watson interrogating the Murderer of the Week about his connection to Moriarty. When Watson starts getting nervous about holding the man in their basement Holmes asks her if she wants some tea to soothe her nerves. Watson replies that she wants a drink, a comment that earns her a disapproving look from Holmes who's a recovering drug addict.
* Elementary a man appears to escape justice because the statute of limitations on a vicious assault expires an hour before the police identify him and are able to get an arrest warrant. However, Sherlock is able to prove that the man left the country for a day to go see a hockey game in Canada. If the perpetrator of a crime leaves the country, the principle of "tolling" can be applied and the statute of limitations is extended by the duration of the absence. This prevents criminals from fleeing the country and waiting out the statute of limitations in another country. In this case, it means that the police have another day to file charges.
* Elementary, a man confesses to Holmes and Bell that he's stolen several cell phones. He didn't have much of a choice, as they could see the phones on a table the moment he answered his door, but it's enough for them to incorrectly dismiss him as a murder suspect on the grounds that's he too stupid to pull it off.
* Elementary a man is murdered and later that day his house is set on fire. Sherlock initially suspects that the fire was set to hide the theft of a valuable collection of silver items made by Paul Revere. However, he then discovers that the theft was committed by a firefighter after the fire has been put out. The arsonist was looking to destroy documents stored in the murder victim's safe but was unable to break into the safe so he set a fire that was hot enough to incinerate the paper inside the safe. The documents contained a land grant from the American Revolution that would have proven that the arsonist was not the rightful owner of a very valuable piece of land.
* Elementary and deduction to learn things, having previously demonstrated it by determining various aspects of Joan Watson's background. Then she asks how he knew her father had had an affair.
* Elementary and started to treat those around him with more grace, largely due to Joan Watson's absolute refusal to tolerate his more insufferable behaviours.
* Elementary as a substitute for the ambulance they're using as a getaway vehicle. When explaining his conclusions to Captain Gregson the next day he swaps the locks for stickers and Clyde for a stapler.
* Elementary as Holmes and Watson find a large bomb set up in their apartment. Joan wants to run to find the bomb squad but Sherlock carefully looks the bomb over, then yanks out a single large cable to defuse it.
* Elementary, as there isn't any real malice in his habit of playing on their eccentricities for his own amusement.
* Elementary, a suspect who died in a holding cell at the PD is examined by Watson, who takes one look at the reddish-black drool around the body's mouth and immediately orders the room quarantined due to possible anthrax contamination. The man, a known drug mule, had swallowed a balloon full of weaponized anthrax powder, apparently having been told it was drugs by the would-be terrorist who'd cultured the biological agent.
* Elementary: At the start of "Up to Heaven and Down to Hell", a driver steals a parking spot from a limo driver who has been waiting for it. Ignoring the honking

traffic building up behind him, the limo driver opens his trunk to extract something, obviously planning to inflict some vengeance on the offending car and/or driver. However, whatever payback he had planned in preempted when the other driver is killed by an elderly woman plunging off the balcony of an apartment building.
* Elementary, a world-shaking result which would (among other things) invalidate most existing cryptography. They're promptly silenced and the results confiscated by the FBI. The fact that the FBI can now blow up the Internet at will goes unmentioned.
* Elementary begins dressing this way as the seasons go by. As she grows more into her own as a detective she switches to wearing suits and ties.
* Elementary - but Sherlock goaded her into it, to give himself time to pick his handcuffs. "I'm about to die, so, now's your chance to share! It's good to share!"
* Elementary, but Sherlock's history of substance abuse, boxing, and other martial arts activities, and accumulated injuries from previous adventures also played a part.
* Elementary but we know that the culprit ended up being the trapper's wife who tried to frame an innocent bear for the crime.
* Elementary: Captain Gregson's first marriage fell apart because his ex-wife couldn't handle his missing family obligations due to work. Gregson points out to her that he'd always been clear about his priorities, Cheryl counters that she never promised that she'd always be able to accept that fact. Rather tellingly his second wife is a former police officer who, presumably, can better understand why Gregson needs to make work a priority.
* Elementary: During the first season Holmes and Watson investigate Sebastian Moran and Daniel Gottlieb who intially appear to be serial killers but eventually turn out to be assassins working for Moriarty. The serial killer trappings are meant to throw off the police and disguise their connections to the criminal mastermind.
* Elementary episode "All My Exes Live in Essex" Holmes and Watson must solve the murder of a woman who was simultaneously married to two different men. And was also in an earlier 6-way group marriage with three other women and two men, before that one.
* Elementary escapes and goes on a killing spree to discredit a criminal profiler who ruined the killer's family because her book claimed his father molested him. It worked.
* Elementary for similar reasons, despite being in totally different genres.
* Elementary frequents a conspiracy theorist BBS as a hobby. The joke, of course, is that the hobby is studying the other forumgoers, up to and including making up conspiracies out of whole cloth.
* Elementary had a pickpocket who ate a bag of white powder he had stolen when the police picked him up. Unfortunately for him, it wasn't cocaine, but anthrax.
* Elementary had one of the victims of the week being killed in a crematorium retort (alongside another who was already dead), although technically unintentionally; the killer simply having been trying to destroy evidence, and unaware that one was only unconscious (as revealed by the disturbing image of a blackened handprint against the door). Sherlock points out how it was ultimately an inefficient way of disposing of evidence, as the bones are left intact (allowing for cause of death to be determined), and even leaves behind identifiable prosthetics.
* Elementary has a vaguely similar premise, although the specifics are very different.
* Elementary has Sherlock Holmes able to spot the one little detail that undoes the entire mystery.
* Elementary has the mysterious 'M' leaving rambling notes for the police, using letters cut out from newspapers of course. As Sherlock correctly guesses this is really a ruse to follow the police into thinking he's something he's not.
* Elementary has Tobias Gregson. Gregson in this version is a captain in the NYPD instead of a Scotland Yard inspector (Gregson does mention his temporary assignment to Scotland Yard post-9/11, where he met Holmes). Gregson tends to trust Holmes, as long as the latter has at least a hint of evidence to back up his claims and will

often trust Holmes over his own detectives. The one time he got pissed off at Holmes was when the latter started questioning Gregson's star-making arrest and accusing him of planting evidence. Gregson is visible straining himself to avoid decking Sherlock. It turns out it was Gregson's then-partner who planted the evidence, but the guy was still guilty.
* Elementary have gold on it but not enough to cover his promises (he'd have to pay out $100 million if he found $10 million). He thus tracked the researcher down to kill him and then arranges for a rival explorer to get the log so he'll get to the wreck first, clean it out and give the hunter an excuse for his investors why there was no gold there. Holmes and Watson actually show the key clip from the movie to cite how he was running the exact same scheme as he's arrested.
* Elementary he's innocent. Apart from this, no one on the show lawyers up, guilty or no. Richer suspects do sometimes arrive with legal representation already in tow, but they tend to get in one or two lines at most before Sherlock explains why their presence is irrelevant.
* Elementary, his health starts taking a turn for the worse. He worries that he'll lose his ability to be a detective, which would subsequently leave him losing his reason for sobriety. The rest of the arc deals with his health issues and his attempts to avoid his illness becoming this trope.
* Elementary-induced stupidity, Sherlock and Joan bickering rather than getting closer like fans wanted, and Mycroft's drawn-out plotline, and a somewhat unbelievable romantic subplot with Joan. Season three, thanks to Kitty's terrific character arc, and a saner dynamic between Joan and Sherlock was a return to form.
* Elementary: In "Terra Pericolosa", the body of a murdered security guard is hidden in the base of a display case at the archives where he worked.
* Elementary: In "The Invisible Hand", a hitman murders two of Morland's employees and plants a bomb in his office by posing as the delivery guy from the bottled water company.
* Elementary involved a murdered senior woman who left her a $12 million inheritance to her Shih Tzu instead of her children.
* Elementary is also suggested in the series, in that Sherlock uses drugs in hopes of dulling his ever-active deductive senses.
* Elementary is another show both set and filmed in New York City, though it's not a complete aversion— for reasons that even Lucy Liu herself found confusing, Harlem is used to represent Brooklyn.
* Elementary is often seen assisting Detective Marcus Bell — and, by extension, Sherlock Holmes and Joan Watson — in the investigating of crime scenes, if not doing the investigations himself. He has also had to chase suspects and often interrogates them too.
* Elementary is seen regularly jogging, enjoys watching baseball games, and is implied to have played soccer when she displays knowledge of the sport.
* Elementary: Marcus Bell secretly starts dating another detective. Watson and Holmes both approve of her...until the former finds out she is Internal Affairs, and the latter finds out she is dating Bell. Watson is naturally worried that Bell doesn't know, and that he may unintentionally get other cops in trouble. Holmes is actually quite supportive of the role of IAB, citing them the only way to check police corruption and that their previous cases with corrupt cops had required their help. Despite this, Bell is upset when he finds out about her IA connections.
* Elementary markets for non-meat substitutes and tried to force him to edit the FDA submission so it wouldn't be approved. When the scientist refused he was murdered and the submission edited anyway.
* Elementary — he kills people, but only "bad people" and he sincerely believes he's saving innocent lives by doing so. Then, when Sherlock tries to show him another way, by rehabilitating one of the potential killers he's identified, he murders innocent people and frames the guy rather than admit he's wrong.
* Elementary: Ms. Hudson is a trans woman, along with her actress Candis Cayne.
* Elementary: Murder of a conspiracy theorist → A member of a group that created a terrorist plot for a government training simulation that worked too well killing/mentally incapacitating the other members of said group to prevent

knowledge of their plot from spreading. It turns out that the two cases are completely unrelated; the conspiracy theorist was killed by another conspiracy theorist over a disagreement about a different theory.
* Elementary, naturally. Like her namesake, she is exceptionally bright in her own right; her main purpose for the audience is to ask the necessary questions to get inside Sherlock's head, since otherwise no-one would have the slightest idea what's going on upstairs with him. Ironically, this Watson begins to avert the trope a little as she increasingly becomes a competent detective under her own steam and needs fewer and fewer explanations from the main man. As of the start of Season 3, she's taken Sherlock's role as a private detective and police consultant, due to his absence. From then on, Detective Bell increasingly gets to play the straight man, and Watson is more likely to finish Holmes' sentences, so to speak.
* Elementary (not shown to have any particular skill at basketball) bets a suspect he can make a basket from a very long distance, and the suspect agrees to be interrogated if it happens. Holmes squats, swings the ball back and forth dramatically, and tosses it behind himself. "He wasn't going to talk anyway," says Holmes.
* Elementary of cops lining the street as he's put in the car, reminding him that he's made a lifelong enemy of every single person in the NYPD.
* Elementary of how it's going to end and waits downstairs. To her annoyance, he's right.
* Elementary on the autism spectrum. She lampshades this by mentioning she can't tell if he's autistic or not.
* Elementary over the relative merits of Arsenal (his team) and Manchester United. Also, when Sherlock finally meets him, he sees M watching Arsenal and tells him that he now has one more reason to hate him.
* Elementary plot to kidnap a member of a royal family from the United Arab Emirates and ramsom him.
* Elementary public knowledge when she wanted to keep the issue private. She believes that people seeing her as a victim will affect her promotion prospects, although she's later promoted to sergeant suggesting it wasn't as big an issue as she feared.
* Elementary season four episode "Ready or Not" Holmes and Watson look into a missing doctor named Vincent, who they determine was a survivalist renting space in a doomsday bunker, run by a former Marine named Ronnie Wright. When they visit the bunker, Holmes determines that the bunker is an ill-prepared fraud, and finds a bloodstain belonging to Vincent. Ronnie Wright admits to disposing of the body but claims he couldn't have killed him because a bad rotator cuff prevents him from swinging a weapon overhead. He admits that he was injured while on his high school swim team and that he was unable to enlist in the marines.
* Elementary. She dies or you do. Your choice. M." Moran bashes his own head in.
* Elementary: Sherlock and Joan regularly break into suspect's homes and other property in order to gain or simply secure evidence for the NYPD. Sherlock even states that little things like the 4th amendment don't apply to them, since they're "only consultants". Except they are on the NYPD payroll, thus bound by all the constitutional requirements that entails.
* Elementary, Sherlock and the police need a file, but the man who has it can't give it to them due to confidentiality. Sherlock takes the man aside, says he knows he's using meth, and if he hands over the file it will remain a secret. He even recommends a rehab center. The man puts the file on his desk, and goes to the bathroom.
* Elementary Sherlock goes to support groups for his heroin addiction.
* Elementary, Sherlock is investigating a missing person and talking to his wife when he realises some of the pictures hanging on her wall have been recently moved. It turns out that when the murderers stashed the body inside the wall, they didn't put them all back in the right places.
* Elementary, Sherlock's father Morland Holmes attempts to expose a potential mole in his company by giving the suspects each a slightly different version of the same contract; since each contract has a unique typo in it to distinguish it from the

others, Morland reasoned that he would be able to identify the mole based on which copy of the contract was given to his business rivals.
* Elementary, Sherlock's identity is stolen and Sherlock tracks down the imposter. The guy turns out to be a poor immigrant who needed Sherlock's identity to get a work permit. Sherlock is rather sympathetic and agrees to not report the immigrant if the guy tells him who sold him the identity in the first place. Before leaving, Sherlock warns the guy to quickly get a new identity since there are quite a number of people with grudges against Sherlock or his family and some might mistake the imposter for the real thing.
* Elementary She was more gracious about it than most entries on this list, though, and ultimately took no for an answer.
* Elementary: "Snow Angels" opens with a group of thieves shooting a security guard in the chest and dragging him behind his post. Before he succumbs to his wounds the guard manages to fire a single shot that injures his attacker. The police to track the attacker down when she checks into a hospital to treat her "stab wound".
* Elementary sometimes goes out of his way to be alone with someone who he knows is the psycho to confront them without the police or anyone else knowing, such as in the episode "The Deductionist".
* Elementary starts with the introduction of Joan's young son Arthur. In season 6, she began thinking of adoption, and she ultimately she did in the three year timeskip.
* Elementary: Subverted when Sherlock is on the trail of a prolific hitman and is frustrated by a witness's useless description. It turns out the description was useless by design, he wasn't a witness, he was the killer.
* Elementary, the Balloon Man would leave behind balloons saying things such as "thank you" and "congratulations" after abducting a child.
* Elementary. The husband is charged with attempted murder while the detectives investigate why the victim was wearing body armor while working in a college biology lab.
* Elementary the tracks when it's snowing two inches an hour, but what kind of vehicle they were driving.
* Elementary. The two of them had met and fallen in love, so unusually for this trope, the citizenship marriage between them is a love match.
* Elementary". This is where a dispatcher makes one final call to the fallen officer before announcing he is no longer on duty.
* Elementary trope, as none of the agents or their handler drop their American accents (makes sense, considering they have lived in the country for decades). In fact, the husband and the wife didn't love each other but were ordered to conceive a child in order to allow him or her to grow up as a native-born American and a second-generation agent. However, the father refused to let his daughter get mixed up in this. One of the clues that led to Holmes discovering this is that the husband quit his job shortly before the company signed a government contract. The only reason someone would do this is to avoid a deep background check all government contractors must go through, which would quickly reveal the truth.
* Elementary trying to make an easy way to get enough money to pay off a loanshark.
* Elementary warns Watson at one point that if she's looking for his softer, inner personality, she'll be disappointed. He is a jerk, through and through, and the only reason he relates so well with her is that, because he finds her "exceptional", he makes a significant attempt to be personable with her.
* Elementary with Moriarty. After being arrested, Sebastian Moran provides occasional assistance to Sherlock in search for his mysterious employer. However, in a later episode, Moriarty tricks Sherlock into delivering a coded message to Moran, threatening Moran's sister if Moran doesn't kill himself. Moran goes back to his cell and smashes his head at the mirror repeatedly until he passes out. He gets a brain hemorrhage and is not expected to wake up. In this case, Moran wasn't afraid for himself, figuring he was tough enough to handle anyone Moriarty might send after him, but he did not expect the mastermind to find out he had loved ones.
* Elementary women, because he's studying the effect of the heat on different brands of bodypaint.

* Element Hunters argue about her not participating in a dangerous dive and she accidentally corners him into admitting his feelings.
* Element Hunters is one. The real only way to tell is her stating herself to be one though.
* Elements of Cringe are captured, Celestia demands Twilight's release and also, whoever the other ones are.
* Elements of Cringe obviously has its moments. Like Twilight trying to blast her way out of a glass box, only for it to ricochet and knock her out.
* Elements of Gotham City from both films (and presumably the third) were also built in the massive disused airship hangars at
* Elements of Harmony" has her jump off a cliff from a violent Hydra, and would have been killed if a bog bubble didn't appear under her to bounce her up to the other side of the cliff.
* Elements of Harmony with her corrupted friends, but Twilight overcomes his mind games with help from her old friendship reports and lifts his spell on her friends to take him down.
* Elements of Justice does this as a change to their multiverse. One and a half years passed in Equestria after the first trial. But eight years have passed in Phoenix's earth.
* Elements of Justice, there are expectedly a lot of the usual interjections like "Hold It!" and "Objection!", but Suri Polomare also regularly shouts "Shut Up!" in large red letters.
* Elena’s birthday is September 8, which is also the premiere date of
* Elena as a vampire. She still retains her compassion and empathy even after she turned.
* Elena dated Matt, then Stefan, then Damon, in that order. Matt dated Caroline, who then dated Tyler, then slept with Klaus, then dated Stefan, then got engaged to Alaric, then dated (and married) Stefan again.
* Elena, especially in regards to Stefan. She got very jealous and suspicious of first Caroline, then Lexi (who only turned out to be Stefan's
* Elena Ferrante is one of Italy's most famous contemporary authors. She's also so reclusive that her name is a pseudonym, and she refuses to say anything outside of letters written to her editor and publisher as she believes that books have no need for their authors once complete and has a fierce desire to maintain her privacy. It was speculated that she is a pseudonym of Domenico Starnone based on samples of their writing, but he
* Elena Gilbert's non-humanity side is also subverted. Not necessarily different in physical strength, but also much more cold, arrogant, ruthless, and even calculating that the Salvatore brothers have to keep a sharp eye one her. They did their best trying to bring her back to her old self again. She also happens to be extremely fearless when she's in this phase.
* Elena is his female counterpart. She is the protector of everyone within the story, opposite Stefan. She is the main female character of the series.
* Elena is pretty competent while trying to defend herself. For example, when a strange vampire is trying to kill her, she stabs him with pencils — repeatedly — and then breaks a mop over her knee to try to stake him, and when a werewolf attacks her, she instantly sticks a knife into his gut. She's also adept at using her surroundings while trying to run away if pursued by a supernatural. This is magnified in Season 4 after she transitions. She goes so far as to kill Connor to protect her brother.
* Elena Kampouris had a small roll in Labor Day and a much larger part in Men, Women, and Children.
* Elena Mukhina was left paralysed from the neck down in 1980 while practising the extremely difficult and hazardous Thomas salto, which led to the move being
* Elena of Avalor, because the titular Lightning Warrior cannot be released by anyone other than malvagos, Elena recruits Victor and Carla and, in exchange for their help, offers to transfer them from the castle's dungeons to Soledad Island.
* Elena of Avalor caused the name of its protagonist to rise 50 places the year after it premiered.

* Elena of Avalor episode "Luna's Big Leap" was meant to air on the Disney Junior channel on April 27, 2019, but an encore of the previous episode , "Not Without My Magic", aired instead. While it did come out on Watch Disney Now and on demand the day of its intended release, it's TV debut would be 2 days later on April 29.
* Elena of Avalor episodes "Sweetheart's Day" and "Dia de Las Madres".
* Elena of Avalor, Estrella (one of Migs' kids) is voiced by Gia Lopez, while her father Mario Lopez voices Cruz.
* Elena of Avalor Griffin voices Dr. Mendoza. In late season 2, she's cast as Ash Delgado, who takes over as the main villain.
* Elena of Avalor if he doesn’t bring him the royal jewels and Queen Lucia’s Carnaval Tiara. After Victor puts Elena in harm to get the tiara, Esteban doesn’t want that and would rather have Victor reveal his secret. It doesn’t work because just as Esteban was about to confirm the revelation, Elena thinks Victor lied to distract her.
* Elena of Avalor: In "Island of Youth", Esteban's birthday is celebrated and a birthday song is played. It's not the famous one.
* Elena of Avalor. In Naomi centered episodes, or ones where they have major interactions, some of their dialogue with each other can sound rather flirty, like the beginning of "Captain Turner Returns". Also, while they're both still best friends with each other, Elena tends to act more like a lover who wants to help her out, like in the aforementioned focus episodes. The fact she's usually the only one in those episodes either going out of her way to help her adds to this. Naomi's behavior in these episodes is like of that of the lover who wants to prove she can be a good partner to her girlfriend.
* Elena of Avalor: In "Party of a Lifetime", it's revealed that Captain Chiloya and his crew saved a sorceress' life 400 years ago and she rewarded them by making them immortal. They still enjoy it.
* Elena of Avalor is to have several episodes moving forth the overarching story involving Shuriki, Victor and Carla, and Elena's scepter, and then follow it up with more lighthearted stories that, though usually continuing from past episodes, are still relatively self contained. For example, the episodes "Class Act", "All Kingdom's Fair", and "A Lava Story" are sandwiched inbetween the five preceding episodes involving Shuriki and the scepter, and the "Song Of The Sirenas" movie, a major wham episode.
* Elena of Avalor. On the other hand, Isabel, Abuelo, and Abuela are eventually released and they're no worse for wear.
* Elena of Avalor series finale, "Coronation Day", takes place on Elena's coronation, which is also her birthday. Team Ash picks this day to attack Avalor.
* Elena of Avalor spin-off. Though the people of Avalor celebrate Navidad (which is just the Spanish name for Christmas), Naomi and her family, who are foreigners from Norberg, call the holiday Christmas in a throwaway line.
* Elena of Avalor stars teenage protagonists who are at least 15-16 years old, and tells a serialized story about its title character one day being queen, among other things. The show airs on Disney Junior, which is aimed at preschoolers.
* Elena of Avalor, the intro is consists of moments derived from the first episode (Elena and co. versus the Noblins, Elena and her abuelo singing and dancing while their family looks on, Elena and co. in the throne room) and a Season 2 short (Elena riding away from the palace with Canela, Elena fighting a thief on a runaway carriage and being rescued by Skylar).
* Elena of Avalor theme song in English as well as many Spanish dubs, including Latin America.
* Elena of Avalor: The titular princess was trapped in the Amulet of Avalor for 41 years after Shuriki attempted to murder her. Once she is free from the Amulet, Elena finds that Avalor City is a prosperous trading center and such. But, she finds her cousin Esteban has aged that amount, and in a later episode she meets her childhood friend, who is now much older than her.
* Elena of Avalor took over Avalor (which forced Alacazar to go on the run and to never return home), Rafa didn't pursue how to learn magic, partly to avoid Shuriki's wrath. Her son, Mateo, sneaks into their basement to learn magic from

Alacazar's notes and he ends up becoming the royal sorcerer for Princess Elena after Shuriki is defeated. Rafa, however, has memorized some of the spells that her father taught her, such as the spell needed to remove the seal on a magical painting spell used to protect the royal family.
* Elena of Avalor, when Elena accuses her cousin Cristobal of betraying their family, he replies, "Betrayed is such a nasty word." But when he thinks about it, he can't think of a better word and he concedes "no, you're right, betrayed works."
* Elena of Avalor), where the Galonians are Latino Jewish and observe both Ashkenazi and Sephardic traditions.
* Elena of Avalor which is why she must stay away from them. When the potion begins to wear off two episodes later, her identity begins to unravel before Naomi, and this is soon no longer needed.
* Elena of Avalor while also delivering the consequences of Esteban's mistakes.
* Elena of Avalor, who was also a Latino boy in a red jacket named Marco.
* Elena of Avalor, with the little romance that's shown being either for side characters or parents, or played for quick gags if involving main characters .
* Elena of Avalor with the suspicious tendency to have his butt on camera at least once everytime he's onscreen, at least in the pilot (he gets a new, more modest outfit afterward).
* Elena's younger brother Jeremy is seemingly stalked by Anna, as they constantly bump into each other. Jeremy jokes about this ("Well, I kinda miss my daily dose of cute stalker chick.") but ultimately seems charmed by it. It later turns out that Anna was only using Jeremy to save her mother, but later ends up
* Elena was the one giving Sofia all those blessings and curses; once she's free, now the bearer is in control of what powers they get.
* Elena watches Stefan (the vampire) while he sleeps. He calls it creepy, while she defends it as being romantic. Almost certainly a
* Elena, who doesn't want to have a child with her soon-to-be husband until after she has written a second book, and even goes with Lila to a gynecologist to obtain birth control pills for both of them. She falls pregnant immediately after the wedding.
* Elena "Yo-Yo" Rodriguez has her arms cut off at the elbows by Ruby Hale
* Elend is one to Vin. Although this is a setting where having such powers is relatively common, but her being a pint-sized super powered assassin never bothers him in the least, even when she head-butts a guy so hard
* Elend's powers were far greater than the average Mistborn, but Vin's greater experience meant that she was often still more effective with hers.
* Elenium and he didn't want to do that to her. But since he can't bear to hurt her either, he goes through with the marriage and they're very happy together.
* Elenium can't see either; the narrative even notes that Flute seems very curious.
* Elenium: Played with. Sparhawk told a young knight to guard Sephrenia, but agreed to let him take part in the battle (his first) when Sephrenia said she didn't need a guard. The knight was then killed by Adus.
* Elenium, serves this role for literally hundreds of Pandion Knights — and has done so for generations. They don't call her "little mother" for nothing.
* Elenium tell them apart, and delightedly assumes that he's proposing marriage — and accepts eagerly.
* Elenore. Characteristically, it also involves a boundless flower field.
* Eleonora, even though her husband has previously vowed never to remarry after her death. Her spirit appears to him in a vision soon after his second wedding and tells him he is absolved of the sin of breaking his word.
* Eleonore Prohaska (1785-1813), who served as private August Renz in the Lützow Free Corps and only revealed her real identity when she was mortally wounded in the battle of the Goehrde (1813).
* Elephant & Piggie, and most of the books' back cover summaries using no pronouns for the characters, and be subsequently taken aback when you read the book where she puts on a dress for a party.
* Elephant & Piggie book "Elephants Cannot Dance", Gerald's frustrated tantrum at his failure to learn how to dance is interpreted by a pair of passing squirrels

as a hot new dance move, "The Elephant."
* Elephant & Piggie book, Piggie plays the trumpet for Gerald but the sounds she makes on it are so horrifically screechy and discordant that they can in no way be described as "music". When she asks Gerald what he thought, he tactfully says that her trumpet is loud and shiny and that she holds it very well.
* Elephant & Piggie book "Pigs Make Me Sneeze", Gerald thinks he's allergic to pigs.
* Elephant & Piggie is very active and cheerful, and, well, hammy. She often bounces onto the scene asking Gerald what they're going to do.
* Elephant & Piggie, Piggie gets one when she and Gerald are trying to figure out how their new friend, a snake, wants to play catch. Naturally, since this is a hip, modern series, it's a CFL.
* Elephant Graveyard: A place that large animals (not necessarily elephants) naturally go to when they die, often containing their skeletons.
* Elephant Graveyard: A place where very large animals (usually elephants, hence the name) go to die.
* Elephant (in Japanese things) - also eggplant (traditional phallic symbol) and turtle's heads (pun on a slang term for foreskin).
* Elephant in the Living Room: An obvious issue that everyone present is going out of their way to avoid addressing.
* Elephant in the Living Room: An obvious problem that everyone is going out of their way to avoid acknowledging.
* Elephant in the Living Room, with some dire but unstated consequences for acknowledging them. Twilight and Rarity both panic briefly, then agree to just pretend that the entire conversation never happened.
* Elephant in the Room" by towering over all else around her with her increased size. When she walks, she typically also becomes a lumbering hulk, lurching and teetering around on the heels like Frankenstein's Monster due to her increased height and decreased balance.
* Elephant in the Room, except the elephant calf put Chris on top of Martin after stealing their blankets. Didn't stop them from falling asleep, though...
* Elephant is a tale about two students going on a killing rampage in their school. The film features a lot of pristine stillness, extremely long static shots (which continue rolling even after everyone has left sight), and no score.
* Elephant jokes are nonsensical variants on "why did [x]? because [pun on x]." jokes, named so because a lot of them feature elephants in the setup. They can be standalone, or daisy-chained together to make an increasingly nonsensical story. Here are a handful of examples...
* Elephantmen, and Brandon Graham, creator of Multiple Warheadz and King City. They will sometimes make covers and backup material for each other's comics.
* Elephantmen in the form of Elephantmen only seating and one abusive customer.
* Elephantmen. She's a tall, slim, curvy African goddess, and he's a rhino-human hybrid.
* Elephantmens of hippos, elephants, and various other African megafauna.
* Elephantmen tells it story from multiple character perspectives and sometimes out of sequence.
* Elephantmen, Tusk saves an old woman from drowning and holds her in front of his face. Although she thanks him for saving her, she mentions how he has terrible bad breath as well.
* Elephant, perhaps the most famous of these films, Alex and Eric are heavily based on the Columbine gunmen.
* elephants actually do fear, or at least avoid, mice; they explain it as, due to elephants' terrible eyesight, a blur moving around on the ground could be a venomous snake as easily as it could be a harmless mouse, and they're better safe than sorry.
* Elephants and dolphins share many behaviours with us that may be signs of sapience, but without a way to effectively communicate with them, there's no way to positively confirm this. Elephants have been shown to mourn, and appear to have a concept of revenge and grudges (as unfortunate humans in areas where elephant-

hunting is common have experienced firsthand). Dolphins not only recognise themselves, but
* Elephants are also entertained by humans, and have been recorded doing things like mimicking humans waving and even taking people's hats to put on their own heads.
* Elephants Are Scared of Mice: Elephants are irrationally afraid of small rodents.
* Elephants Are Scared of Mice, elephants leaping into the arms of either another animal or a human at the sight of a mouse was a standby.
* Elephants Are Scared of Mice tested it and found it confirmed: elephants will actively avoid mice if at all possible. Though it's not specifically mice so much as it is wariness at something smaller than an elephant's poor eyesight can reliably identify, to them it could be a snake or something else potentially threatening-the Mythbusters test was done by suddenly revealing white domestic mice to wild elephants, who would have only ever experienced a sidden flash of white color low to the ground as the warning signal of a disturbed cobra. They could also simply be aware of their surroundings and give the small quick moving creature a wide berth to avoid stepping on it.
* Elephants Can Remember. Eventually, the husband couldn't keep up the charade anymore and killed both the sister and himself.
* Elephant's Dream, is a representation of an idea that only the main character, Proog, believes in or understands, which is why the deutoragonist, Emo, doesn't seem to notice many of the things going on around him.
* Elephant's Dream is filled with such creations, mostly in the form of various birds.
* Elephant's Dream. The sheer level of detail that was put into the machine is simply astounding.
* Elephants. Even with a proper elephant gun, which is much more powerful than an ordinary "gun" proper, you're supposed to fire into their mouths or ears since their hides are very difficult to penetrate even with weapons
* Elephant's Foot of the Foot reportedly died shortly afterwards) and it killed the first robotic vehicle sent in to inspect it. Although its radioactivity has decreased substantially since 1986, standing next to it for five minutes will still kill you.
* Elephants; males leave their birth herd when they reach maturity, going on to become lone bulls if strong enough or form bachelor herds.
* Elephants Never Forget: Elephants are often depicted as having prodigiously strong and accurate memories.
* Elephants, rhinos and other large mammals (usually pachyderm types) regularly roll in mud to protect their skin from sun and insects. Pigs will roll in it, but aren't as filthy as people always think they are. Pigs lack sebaceous glands, and thus the mud serves the same purpose as sweat—as the water evaporates, it carries the heat away with it. The dirt merely serves as an adhesive to hold the water to their skin.
* Elephants To Catch Eels, smuggler Tamsyn Trelawney and customs officer Captain Marriot have swapped places for a charity event. Upon apprehending Marriot, Tamsyn informs him that "Anything you do say will be drowned out by the sound of us laughing"
* Elephants' trunks are a good example of a functional "arm" that evolved non-homologously to primates' arms.
* Elephants were among the first animals to pass the "mirror test". They've also been observed to have some kind of rudimentary society, including weird greetings and the
* Elesa was made into a Genki Girl for the anime... which is ironic, considering she's
* El espejo de Lida sal by Miguel Ángel Asturias asks for romantic advice to a blind old man that fits squarely on this trope, being that he gropes her a couple of times.
* El Eternauta to carry out their bidding. Essentially, all we get on them is that they are the "cosmic hatred".

* Eleutherophobia, but both times he stops himself because being infested by Yeerks has been a traumatic experience for his entire immediate family.
* Eleutherophobia, Eva and Tom bond over being former involuntary hosts and run a support group together. She's old enough to be his mom.
* Eleutherophobia is from Cassie's perspective, and gives insight on her home life by contrasting it with the Berensons'.
* Eleutherophobia is set the earliest of all, years before the point of divergence from canon.
* Eleutherophobia series, many ex-hosts stim to remind themselves that they're still in control of their bodies. For example, Tom clenches his right hand when he's feeling upset, and Eva fiddles with her bracelets.
* Eleutherophobia's great-grandmother, even though most of the Berenson family were personally involved.
* Eleutherophobia, takes this in stride. "Yeerk-head" is an even nastier term.
* Eleutherophobia, Tom can't bear to listen to "O Come Emmanuel" because his Yeerk snapped a child's neck for singing it. Jake, meanwhile, panicks at the sight of housefiles because he's had several near-death experiences while morphed as one.
* Eleutherophobia, Tom is a 6 foot 4 jock who spent his late teens possessed by a murderous alien, but his biggest priorities in life are watching out for his little brother and helping anyone else who was hurt by the Yeerks.
* Eleutherophobia with lasting mental scars. There's also Vicky Austin, a cooking show (and Yeerk) host whose suicide is mentioned a couple of times.
* Elevated had a guy come into an elevator screaming about a monster that killed everyone on his floor, and tells them they need to get out of the building.
* Elevated: When it seems like the madness is over and Hank was just insane, a mass of people from outside the parking lot rush to get into the elevator, the same way that Hank rushed to get inside at the start.
* Elevation has a very large effect on common magic, summoning, and ranged attacks. Crossbows, while having higher damage than bows, have a range limit. Bows receive better range the higher you are, but fire in an arc. A limit to the height difference between where one is standing and their target is a given with most spells. The game has
* Elevation has marked effects on battles. Units will move faster when charging downhill, and will slow to a crawl when marching uphill - telling a unit to run up a steep slope will rapidly deplete their stamina. Height advantage allows archers to shoot farther, and more importantly shoot over intervening units to deal direct damage rather than
* Elevation X. This was slightly better, though no less dangerous, than a plain scaffold match by giving the wrestlers more directions to move in.
* Elevator Action desire to "Crash the Old Order", according to their graffiti, but they don't say what they want to make instead. Their leader mentions a New Society, but that's all.
* Elevator Action in Japan), if you run out of time near the end of the final stage (the nuclear missile silo), the missile will be launched and a picture of an erupting mushroom cloud is shown, followed by a message on the computer screen that says "YOUR MISSION IS OVER".
* Elevator Action Sequence in S.H.I.E.L.D. HQ, Cap jumps through the glass of the elevator all the way to the lobby using his shield.
* Elevator Action, the player can control his elevator to squash enemy agents passing underneath. The player can also fall victim to this.
* "Elevator Trip of the Damned", two characters engaging in painfully awkward conversation on a (sometimes literally) endless elevator journey, is a regular feature of Ruben Bolling's
* Eleven also has his moments: "There's something here that doesn't make sense.
* Eleven bodies were found in Anthony Sowell's house, including several buried in the cellar. People thought the horrific smell in the neighborhood was a broken sewer pipeline or the sausage factory next door.
* Eleven-Day Empire, like something was forever burning, just beyond the horizon...
* eleven him, actively choosing missions/jobs that would put him in a position to

see his "precious boy."
* Eleven Mafia figures, including the bosses of New York's "Five Families," were indicted under the Racketeer Influenced and Corrupt Organizations Act (RICO) on extortion and racketeering charges. Eight of them received 100-year sentences, the maximum sentence allowed by RICO. Two of them died before they could be sentenced: Neil Dellacroce (Gambino family underboss; died of cancer in 1985), and Paul Castellano (Gambino family boss; gunned down by capo John Gotti a few weeks after Dellacroce's death). Philip "Rusty" Rastelli, the boss of the Bonanno crime family, was removed from the Commission Trial as he was later indicted on separate labor racketeering charges; due to this, the Bonannos suffered less exposure in the case.
* eleven million years ago. Yes, all the murderers are still alive, but the axe has been buried, the hole subducted, and half the continent became magma.
* Eleven minutes of paint drying.. Yes, the proverbial most boring thing ever. As of this entry, it has almost a hundred thousand likes.
* Eleven's final lines, right before he regenerates could easily be interpreted as Matt Smith saying the lines in regards to his tenure as The Doctor:
* Eleven shows something of a girls-are-icky kissing-is-gross reaction to physical affection between Amy and Rory, even on their honeymoon, but that doesn't stop him from kissing River Song, a character who later confirms a sexual relationship existed (justified by the fact the two eventually marry).
* Eleven's main role for the first two Seasons was to steal the show away from the main kids, teenagers and adult characters with her powerful
* Eleventh Division is pretty much the poster child for this. They manage to be completely devastated multiple times, and in fact the motto they live by is "Die in battle, and fight forever." Not exact wording but close enough.
* Eleventh Doctor, in 1966. It's likely an in-joke too. As River Song is examining transmitters in that same episode, the radio traffic of the Cybermen, which is audible in the background, sounds very much like the Borg Collective.
* Eleventh Doctor is not very merciful, but he strongly prefers intimidating his enemies with the sheer force of personality rather than even being so aggressive as to outwit them, readily forgives enemies, and is noted to have a special affinity for children in distress.
* Eleventh Doctor", when he's reaching for his sonic screwdriver to protect someone from a perceived threat, and instead manages to grab an electric toothbrush.
* Eleventh Hour: Agent Young has a pair of glasses that appear whenever she and Hood are looking at computer screens.
* Eleventh Hour, a show about a scientist using science to combat pseudoscientific practices, said scientist brings a person back to life using CPR, heart monitor spiking and all.
* Eleventh Hour feature a scientist teamed with a law enforcement officer/bodyguard (from Special Branch in the UK and the FBI in the US).
* Eleventh Hour generally runs on this trope, as should be expected of a show about a duo that takes down people who apply new technology unethically. However, it does at times depict the potential good that can be done with stem cells, genetic engineering and the like.
* Eleventh Hour? Though in this case, they are Islamic converts after the pattern of Lindh, mentioned above.
* Eleventy Zillion: Exaggerating large amounts by using made-up numbers like "bazillion".
* Eleventy Zillion: Made-up numbers are often used to describe net worths and other money-related amounts.
* ELEX inspired faction and have modern day weapons and equipment. Then you have the Berserkers who are a group of warriors who have renounced modern technology, embraced a medieval life-style and purify Elex into Mana to wield magic and restore life to nature on one side.
* ELEX. It takes place on a world similar to modern day Earth that was devastated by a meteor strike. Said meteor brought with a new element, Elex, that can grant people magical powers.
* ELEX, mechs and the power of industry. They are currently locked in a war with

three other factions over control of the rare element Elex.
* Eleya's Starfleet Academy roommate, Jasmine Velasquez, apparently has had family in uniform going all the way back to
* Elf & Warrior their homeland after they caused a magical cataclysm that rendered it uninhabitable; the "monsters" are the descendants of various people and animals who couldn't leave, and were mutated as a result. Now that the magical side effects have dissipated enough for the elves to move back in, they showed up and told the monsters to get out. When the monsters refused, the elves started killing them.
* Elf & Warrior: The Pugglies, being dogs, mostly punish crimes by calling criminals "bad dog!" Some of the worst crimes get them whacked with a rolled-up newspaper, which they consider horrifying and disproportionate.
* Elf & Warrior: When Basri becomes famous for his singing, he quickly turns into a spoiled jerk. At the talent competition, he realizes he's gone too far and performs his terrible magic instead, giving up on singing entirely.
* Elf and his elves his whole life, he assumes Miles is an elf and addresses him as one, asking how things are back at Santa's workshop. Miles is enraged, thinking Buddy is doing short jokes. Throughout the whole scene, Buddy doesn't understand his mistake, even after Miles beats him up.
* Elf, and the latter drunkenly laments the state of his life now that he's "26-years-old." In fact, the actor was in his mid-forties, and it shows. According to Favreau, this was meant to get a laugh.
* Elf and Zwolf appear more as comedy characters, but they're still pretty capable fighters, albeit outshadowed by the
* Elfangor's Prince promotion in The Andalite Chronicles probably also counts.
* Elfangor's Secret at the end, there was no reason for them to travel through time in the first place and Jake pops back, alive. In addition, because Jake died and the Ellimist said only one Animorph would have to die, the rest of the Animorphs are invincible for the rest of the book, even when they should by all means be dead.
* Elf Blood appear to live in an abandoned warehouse to prying eyes, thanks to judicious application of Pixie Glamour. Inside, however, it's reasonably homely and they live there quite comfortably. It's still a warehouse, though.
* Elf Blood has Carlita Delacroix, who is a half-French half-Cuban half-Human half-Spirit Incarnum.
* Elf Blood has Shanna, who was constantly depicted drinking alcohol in the earlier sections of the comic. She doesn't appear to suffer any deleterious effects from her condition though, or at least none that have been shown yet.
* Elf Blood, King, the leader of the secretive paramilitary government-sanctioned magitek-wielding unethically-experimenting Council, naturally favours a dark grey suit and a dark burgundy tie.
* Elf Blood, mercenary information saleswoman Carlita Delacroix sells to both sides of the central conflict and is very open about this. She even requests a down payment on information that would ultimately be used to help save a dying client's life.
* Elf Blood, one of TKO's more complex spells involved killing a goat and bathing in its blood.
* Elf Blood: To be fair, the architects for the temple defenses designed their extra-fortified mastercraft-warded doors around solid bedrock. Problem is, none of the architects knew about dynamite.
* Elf Blood was once a ghost town, abandoned by the humans and taken over by the homeless magical races. It is extremely dilapidated and contains many areas devoid of life.
* Elf Blood where one of the lead characters, Mara, shares her name with (and indeed was probably named after) the Elves' Mother Goddess.
* Elf Bowling game was played over 7 million times, making it a hit (especially by 1990s freeware standards), but it doesn't get talked about much aside from the film.
* Elf, Buddy gets arrested and put in jail for fighting a mall Santa ("He's not

Santa! He's a fake!"). His dad bails him out not long after, and Buddy is pretty much free after that. Pretty much.
* Elf, Buddy hears Josie singing in the shower and enters the women’s changing room to sing along; since he's grown up solely alongside elves as opposed to humans, he doesn’t understand what changing rooms are. This leads to a rather awkward encounter.
* Elf: Buddy is sent to test toys, including a particularly annoying set of "Jack-in-the-Box"s. The last one takes a little extra to pop up, just long enough for Buddy to drop his guard.
* Elf, Buddy is the jack-in-the-box tester and every time one "pops", it freaks him out. Later in the film, he has a nightmare about the cackling jack-in-a-box.
* Elf: Buddy's Musical Christmas animated in stop-motion, condensing the plot of the movie into 45 minutes and adding some of the songs from the broadway musical.
* Elf, Buddy's real name is William, and he is played by Will Ferrell.
* Elf. Buddy the Elf goes to the Empire State Building to meet his birth father, Walter Hobbs, who never knew Buddy was born to his late wife. Because Buddy is in his elf suit, Walter initially assumes Buddy is there to sing for him, calling it a "Christmas-gram."
* Elf: December 18th is "Answer The Telephone Like Buddy the Elf Day." On this day, pick up the telephone and say, "[Your name] the Elf, what's your favorite color."
* Elf, doesn't really know what lingerie is, but sees it advertised as "the perfect gift". He buys it as a present for his dad, who, needless to say, isn't thrilled about it.
* Elfego Baca episode "Four Down and Five Lives to Go", Walt, decked in cowboy attire, tries to cue a nearby chorus to sing the series' theme song.
* elfeminate or they'll be murdered for being a threat to the rigid gender roles of drow society.
* Elfeminate". The fact they are voiced by Cam Clarke, who is openly gay, only helped.
* Elfen Lied. After that it's sort of understandable why she stopped trying.
* Elfen Lied, although this has less to do with chills and more to do with preserving her modesty.
* Elfen Lied and befriended her throughout the series, and because he has PTSD from a traumatic past — namely, the moment when Young Lucy killed his father and sister right in front of him.
* Elfen Lied and is now on the run from a shadowy organisation which is using other ability users to hunt her down, some of which eventually join the group of protagonists and form a harem. Like Elfen Lied it is also filled with tons of gore and gratuitous nudity.
* Elfen Lied, and that she is trying to convince Mayu that she is the one who is in the wrong.
* Elfen Lied and the girl really didn't know the boys were gonna do that to the puppy.
* Elfen Lied an encounter with Lucy, even if they're not in one piece afterward, but common grunts seem quite willing to stand their ground and continue firing, even when bullets visibly have no effect, despite the fact that people around them are being literally ripped to pieces by invisible hands. There is only one Nameless non important grunt to attempt to subvert this, the guard who grabs a high power sniper rifle, and, on Kurama's orders, tries to blow Lucy's head off from the safety of his office. It fails of course, but the blow does give her amnesia.
* Elfen Lied Appropriately enough, the comedy portion of the manga is left in the omakes, which is not canon.
* Elfen Lied are practically immune to bullets (they won't even slow them down) thanks to a large number of invisible hands that block them. They are not invincible when fighting each other however.
* Elfen Lied, as his final words to his sister were not only that that he'd hate her forever, but he called her a liar when she was telling the truth.
* Elfen Lied at the orphanage, but within a few chapters, they've become so close that Kaede asks Alex to be her brother, and he happily agrees.

* Elfen Lied. At the very start of the scene, Lucy is seen tickling Nana.
* Elfen Lied because she's jealous of her. Mayu gets another in the manga when she's about to get raped by The Unknown Man, which is directly related to the aforementioned abuse.
* Elfen Lied because the director of the anime hated her, even going as far as to say that it wouldn't make any difference whether or not she was present.
* Elfen Lied begin with an ominous bell tolling. This is reflected at the end of the series when the broken grandfather clock chimes for the first time in years, signifying...?
* Elfen Lied gets cybernetic eyes and a cybernetic arm. The arm can stand anything short of a Desert Eagle's recoil.
* Elfen Lied got her arms and legs torn off by Lucy, but her Papa gave her fake ones she can control with her vectors and she will sometimes shoot them at people for a long range attack.
* Elfen Lied harder to find people who have both the read the manga and watched the anime.
* Elfen Lied has a much deeper voice than her "good" personality, Nyu.
* Elfen Lied has a music box playing the theme song "Lillium" that causes Nyu to shift to her virulently murderous side Lucy.
* Elfen Lied has this with its entire cast, with the three exceptions of Mariko Kurama, Yuu Kakuzawa and Anna Kakuzawa.
* Elfen Lied has tunes like "Neji", "Yureai", and "Uso Sora", among others. Some of which are played during the flashbacks of Lucy's terrible childhood.
* Elfen Lied have an insane genocidal hatred towards all humans, considering them a waste of life.
* Elfen Lied. Her body count continues to rack up throughout the series.
* Elfen Lied holding the cleaver pops off, and it barely misses Yuka, who has the front of her skirt cut.
* Elfen Lied in episode 12 by Kouta when Lucy says they're friends so that's why she didn't kill him. Kouta's also crying as he tackles Lucy after she murdered his father and sister and he bangs her body repeatedly into the ground. Lucy gets so upset by seeing Kouta's tear-streaked face that she starts crying too. And Kanae does this as she's lying dead on the ground from when Lucy cut her in half and she had been upset at her brother Kohta for saying that he hates her.
* Elfen Lied In fact, there's even a physical music box as part of the plot.
* Elfen Lied in the anime, where she's sometimes referred to as the "mother" of the group. Even more when she and Kouta are given custody of Mayu, making her the girl's adoptive mother.
* Elfen Lied in this series, and humans who want to help them aren't really treated kindly either.
* Elfen Lied is an innocent girl raised in a lab. She knows absolutely nothing about the world outside the complex where she used to live, to the point of burning a "bunch of papers" that turned out to be money. And being gullible enough to believe that the money when kept together would attack her in her sleep.
* Elfen Lied, killing twenty three guards in the process. Since she is so dangerous, the search party is instructed to kill her on sight.
* Elfen Lied kills Lucy's only friend, and captures her, so she maims his adopted daughter and kills his biological one. He accidentally shoots Kouta, and she rips his arm off.
* Elfen Lied, Kouta does this after he sees his sister get killed in front of him by Lucy.
* Elfen Lied, Lucy, after having escaped from an underground vault where she was kept in a full-body straitjacket chained to a steel cage, spends her first scene wearing nothing but a helmet, killing people left and right very messily.
* Elfen Lied: Lucy killed Kouta's father and sister. Kouta's shocked expression when he saw her for the first time in the series and the mention of his dead family put two and two together for the audience.
* Elfen Lied: Lucy tries to suppress her instinctive desire to kill all humans so she can live happily with Kouta until she finds out he lied about the sex of the

cousin he was going to a festival with and she saw them hugging, at which point she stops trying to be nice. She then proceeds to slaughter some people at the festival and kills Kouta's father and sister, and starts to go after Kouta's cousin Yuka, voicing her intent to kill her... but only stops once Kohta tackles her and she sees his tear-streaked face. She also isn't above acts of jealousy, once using her vectors to shove Yuka down when she saw her holding hands with him. Yes, she's VERY broken, but how broken she is is absolutely NOT an excuse for her killing or trying to kill innocent people just because Kouta pays more attention to them.
* Elfen Lied: Lucy was bullied by children and when they killed her dog, she killed them all with her unseen (until then) power of invisible vector arms.
* Elfen Lied, Mayu is raped by her stepfather until she eventually runs away.
* Elfen Lied, Mayu's mother and stepfather are relatively mundane people who appear only briefly, but are two of the most hated characters due to the damage they inflict on her. Her stepfather sexually abuses her, while her mother shows her no sympathy and blames Mayu for the abuse. Part of what makes them so disturbing is that people like them exist in real life, and children like Mayu do indeed suffer from their actions.
* Elfen Lied, Nana burns thousands of yen on the beach for warmth on a cold night due to never having experienced the world outside the laboratory where she was used as a test subject. She then has nightmares of being crucified while naked at the hands of vengeful money-people, thanks to Mayu.
* Elfen Lied, Nana gets past the police barricade to reach Mariko's position. She simply arrives there — no explanation given, the barricade not seen in her travels. Kouta and Lucy-as-Nyu arrive to the barricade and find every soldier and policeman knocked out/dead—this is never made clear. Bando is nearby with Kurama, but does not arrive until well after this in the next episode, so Bando's not responsible. Lucy is still Nyu, and remains this again until well after the discovery that the barricade is down. Mariko is by definition at the far opposite end of this barricade, and pulling anything like that would get her blown up real good. This leaves Nana as the knockout/killer. Except a huge plot point is that Nana does not kill, and with the exception of disabling the vectors (invisible arms) of other Diclonii, she has never shown talent for quietly knocking people out, in either anime or manga. Therefore, no one knocked out or killed the knocked-out/dead force at the barricade.
* Elfen Lied, Number Three (The Silpelit who infected Kurama, causing Mariko to be born a Diclonius) is often given the name Sanban by fans, even though that is simply the Number Three's Japanese translation, unlike Number Seven Nana, which is both a name and number. Further, a listing that only says it is from an official site states that Three is Nana's older sister. Nothing said in the manga or anime supports this.
* Elfen Lied; Nyu only molests her once and stops doing that to her, but only to her.
* Elfen Lied Nyuu, in control. The times when her 'true' self resurfaces fit this trope to a tee.
* Elfen Lied of its own. Overall it probably doesn't take itself too seriously.
* Elfen Lied of the facility laughing hysterically and the fate of the other diclonius isn't made clear. However, Kouta, Yuka, Mayu, and Nana all survive to the end and there is a chance that Lucy may have survived also.
* Elfen Lied on a regular basis, leading to her running away. When the Unknown Man attacks Maple House and tries to rape her, Mayu flashes back to her stepfather doing so and flips out.
* Elfen Lied psychopath whose only goal in life is to find and kill Lucy/Nyu. But when the Hunter assaults Mayu, Bando comes to the rescue.
* Elfen Lied released by ADV Films in 2009 carries an 18A Canadian rating. Despite being almost identical (the only difference is the artwork on the new version), the DVD/Blu-Ray rerelease from ADV in 2013 carries only a 14A Canadian rating. On a minor note, the American rating goes from TV-MA for explicit language (L), graphic sexual content (S), and extreme violence (V) to TV-MA for graphic sexual content (S) and extreme violence (V), despite both collections having the same amount of

bad language.
* Elfen Lied's first episode puts a pretty original spin on this. Naked girl killing everyone in sight — ROLL OPENING — Guy moving into house. And then they put it all together!
* Elfen Lied She crouches down in front of him as he cowers in a corner, shitting his pants in fear...
* Elfen Lied). Shortly afterwards, they also have a child or more children. This would give these kids a human father and a non-human mother.
* Elfen Lied that it was unable to sell and be adored by fans despite being partially fueled by this.
* Elfen Lied that you can't help but want to give her a hug even when she's in the middle of eviscerating some innocent or not-so-innocent soul.
* Elfen Lied: The bit during Lucy's fight with Nana where Lucy slices off not only Nana's fingers but her arms and legs as well.
* Elfen Lied: The Diclonii look like humans but also possess a number of invisible (to anyone but themselves and the audience) "hands" called "vectors" that can extend for several meters and slice human flesh with ease. They are not exactly aliens but their origins are never quite elaborated upon.
* Elfen Lied. Their vectors can pick off a person's head like picking fruit off a tree or crush them like nothing.
* Elfen Lied. The manga on the other hand quite clearly shows her melting while fending off multiple battleships with her vectors.
* Elfen Lied: the protagonist has supernatural powers that grant her the ability to kill people like with telekinesis without effort and get rid of everyone who abuses or tries to make her suffers. Obviously, everybody out there seems to be part of the evil side of mankind, while also getting what they "deserve" by the hand of the protagonist. She even first unleashed her power as a child victim of an incredibly cruel bullying, avenging what she passed by making a bloodbath of her bullies when they decided to beat and kill an innocent puppy she had found previously. Her false friend who betrayed her by telling the bullies about the puppy (and who is also seen faking crying while maliciously smiling) is obviously killed too in the furious instant telekinetic revenge.
* Elfen Lied, the result of mutant ovaries. They have neko ear-like bone horns and enlarged pituitary glands; besides that, they're a cross between humans (most of what they are), social insects (for Silpelits in how they age), viruses (how they reproduce, for the most part) and gods (the vectors).
* Elfen Lied turns back into Lucy she sports this appearance, despite having pink hair.
* Elfen Lied uses her vectors to the same effect, and wakes up one morning with the walls of her room absolutely covered in these.
* Elfen Lied uses this one, but most of the time it's a simple decapitation that sends the head flying on a jet of high-pressure blood.
* Elfen Lied visualizes her telekinetic powers and those of other mutants in the form of long translucent arms. To normal people they are completely invisible, simply causing everyone who gets to close to her to seemingly randomly explode in a fountain of blood.
* Elfen Lied wants to destroy the human race and produce more Diclonii using Lucy, the only fertile female Diclonus, to replace them. He doesn't want to do this for any moral reason, though, but only so that in 100 or 200 years, he can be worshiped as the god of the new species.
* Elfen Lied was actually spread almost completely by word of mouth. Not intentionally, but what happened was pretty much the same.
* Elfen Lied, which can intentionally infect normal humans so their children will inherit the mutation.
* Elfen Lied. While she's treated as horribly as any other Diclonius, Chief Kurama, one of the scientists in charge of her, sees her as something of a surrogate daughter and treats her at least slightly more humanely than the other subjects. In return, Nana genuinely loves him and seems to just accept her treatment as "the way things are".

* Elfen Lied (who are otherwise sterile, with one exception) 'reproduce' by infecting humans they encounter with a virus containing the genomic information of diclonii. Although it has no overt effect on its victim, the virus alters its reproductive cells, resulting in that every child born of an infected parent, regardless of whether the infected was male or female, will be a diclonius.
* Elfen Lied worshipper and prays that Kira will take care of her problem for her.
* Elfen Lied, Yuka and Kouta can't tell what is wrong when Nyuu starts showing signs of pain and moving desperately, until she ends up peeing on the floor.
* Elfen Lied, Yuuka does this to her cousin Kohta to check if he's feverish. Unusually for this trope, Yuuka actually has a secret crush on Kohta, and although she acts nonchalant about touching foreheads together, it's clear to the audience that she's deliberately using the semi-intimate contact to try to cultivate romantic feelings for her. Kouta does this to Nyu/Lucy as well. He's completely oblivious to Nyu/Lucys reaction, apart from noting that her temperature has gone up.
* Elfes et Nains: Alyana reaches adulthood in the span of a few days after her birth.
* Elfes et Nains features Arran, a world inspiring itself like most fantasy stories from Europe, and the map is dominated by the eastern sea with various archipelagoes scattered in the middle of it, with a supercontinent to the East and what appears to be a smaller one to the South.
* Elfes et Nains: Lah'Saa is an ancient evil sorcerer who was defeated millennias ago but has returned to conquer the world.
* Elfes et Nains of the series and leads an army of ghouls to lay waste to the world of Arran.
* Elfes et Nains: Ora, or Sybil daughter of Azewën, mistakenly thinks that Eliseii killed her father in cold blood and seeks Eliseii to kill her. However, Eliseii explains the exact circumstances of Azewën's death and then gets bitten by a ghoul, robbing Ora of her revenge.
* Elfes et Nains, the kingdom of Eysine has been invaded by an alliance of rival kingdoms and all that remains of it are a handful of citizens and soldiers led by their aging king.
* Elfes et Nains where the winner is declared Runelord, Rom has Redwin stabbed in the belly not long before the games, nearly killing him but still heavily crippling him too because he fears Redwin.
* Elfes, the White Elves are presented as better in every way to humans, having a peaceful civilization yet accomplished soldiers, being wiser as they do not exploit the world of Arran only for their own profit and do not kill each other for petty material gains. The third volumes notably portrays Fall, a White Elf, trusting a human and bringing him to the Isles of the White Elves as a tragic mistake leading to a massacre of the Elves.
* Elf has a large love of sweets and according to him, all elves are the same (given that they raised him and all). His favorite dish is spaghetti with syrup and candy on top. He can't stand the taste of coffee.
* Elf has her legs blown off at the knees and replaced with mech legs. She's actually fairly happy with the replacements, as they add significantly to her previously short stature. Said legs are even used at one point as a blast barrier by Capt. Taggon.
* Elf has Santa needing to be rescued by the main characters at the climax, due to his sleigh failing from lack of holiday spirit in New York.
* Elf has the scene where Buddy mistakes a little person, Miles Finch, for an elf. Miles takes so much offense that he beats the crap out of Buddy for it.
* Elf: Having been raised by elves, Buddy's idea of a well-balanced diet consists of the four main food groups: candy, candy canes, candy corns, and syrup, as elves love sugar. In fact, Buddy adds syrup to almost anything he eats, such as spaghetti; later still, when Buddy fixes himself breakfast, he cooks a plate of spaghetti and tops it with maple syrup, chocolate syrup, M&Ms, marshmallows, and chocolate Pop-Tarts.
* Elf is another example, although a level lower (she did the same thing in high

school). After spending a lot more time with Kevyn, she starts to show that she's really extremely bright. (And while Kevyn thinks she could have become weapons designer, Tagon points out the logical flaw: the chance of those weapons being used against
* Elf: Leon the snowman tells Buddy the human raised by elves that New York is full of "wondrous creatures— except dogs", then tells him not to eat the yellow snow. Although, dogs aren't the only creatures who make yellow snow.
* Elf Life, Filis is gushing to Airek about how she and Baughb spent the previous day "frolicking". When Airek mentions that she didn't need to use euphemisms around him, she explodes:
* Elf Life "frolicking" and if she meant to say "f*** ing" (censored in panel), she'd have said "f*** ing".
* Elfman of Fairy Tail Team A vs. Bacchus of Quatro Cerberus: If the latter wins, Bacchus
* Elfman's usually talking about things that are "Manly", or what a Man should do, and all of his emotions are Manly as well. It goes so far that in later episodes in both manga and anime other characters question whether Elfman himself understands what he is saying.
* Elfman, whose catchphrase includes the word 'Man', believes everything should be settled with fists.
* elf, Merrill refuses to believe Hawke feels romantic affection towards her until Hawke specifically tells her s/he does. Even after they've just had sex.
* Elf: movie (2003) → stage musical (2010) → animated TV special (2014).
* Elf Only Inn Duke tells the girls to not dress scantily and flirt around them as a ploy. The girls agree to it, much to Duke's chagrin.
* Elf Only Inn has taken lengthy breaks from production of his webcomic, up to several years on one occasion.
* Elf Only Inn hilariously when Megan, after receiving her settlement payout of $0.30, does the math to prove that she was short-changed, then writes a letter to McDonald's accusing them of the fact - to which they reply that as she is obviously not stupid, she must return her settlement payout or face legal actions for fraud.
* Elf Only Inn when Lord Elf is trying to prove that Nimoy (a vulcan) is not actually an elf, and Nimoy tries to calm him down with a Vulcan Neck Pinch. When it has no effect and Lord Elf asks if it is a Jedi mind trick, Nimoy responds with the Vulcan Dope Slap.
* Elf Princess Rane has several examples of the blue-haired guy speaking very quickly in gibberish (once humorously translated by the subbers as "How much wood could a woodchuck chuck..." Backward).
* Elf Princess Rane is a two-episode OAV that ends with trailers for the completely nonexistent third and fourth episodes.
* Elf Princess Rane only lasted two episodes before the creators "ran out of budget". This is highlighted by a close-up of one of the characters begging the viewing audience for more money so they can continue the series.
* Elf Princess Rane takes the cake, being a full parody of anime hair. It's sky blue, has two tendrils down the front (the one on his right is thick and goes down to his feet, ending in a curl, while the one on his left is straight, thin, and goes to around his belt), and is styled into an epic curled horn on his left. Said horn is so massive that he regularly has to prop it up with his hands.
* ElfQuest) after crash-landing on the magic-poor World of Two Moons. A few, such as Timmain and Haken, were able to painfully force their shapeshifting abilities despite the planet's lack of magic. Most notably, Timmain often shapeshifted into a wolf (becoming the wolf-mother of the story's main tribe) and, many generations later, taught Kimo how to do so as well. Winnowill was able to shapeshift into human form, as was Jink centuries after that. When Winnowill's spirit was absorbed by Rayek, she sometimes succeeded in taking control of his body and reshaping it into her own form.
* ElfQuest, a Little No of horrified denial is Treestump's immediate reaction to seeing his daughter Dewshine lying unconscious in Leetah's arms. Redlance's pained "High ones no" when he finds the rock shaper who had over the centuries been

deprived of her limbs and her mind by the trolls.
* ElfQuest always seems to crop up where he's least expected, even after being seriously wounded by one of his victims.
* ElfQuest are quick to blame just about anything unpleasant on "evil elf spirits", even if the elves have been suffering the same misfortunes all along (e.g. Madcoil's attacks) and even acted to stop them.
* ElfQuest became almost entirely run by fans after the first few storylines, and the original creators (Wendy and Richard Pini) never seemed to particularly care about the quality of the new art or writing - but still declared all of it canon. Some of the fan-made comics are seriously great. Most of them are not. Examples:
* ElfQuest: Being canonically the kind of series where everyone has sex with everyone else, it has a similarly open-minded fandom.
* ElfQuest but is also prone to battle-fury, such that he might tear into a group of enemies only to heal them once the battle is over. He actually gets a kick out of his contradicting natures.
* ElfQuest, but the bond is implied to be one and only soulmates. This is stated to be the source of most of the great romantic and tragic literature of Sharona, due to recognition ignoring if one of the soul mates is already married.
* ElfQuest by Tyldak and Kahvi in regards to her past relationship with Rayek. He thinks their differences in background (she's "ice", he's "fire") were the problem. Kahvi disagrees though, saying that differences make good sparks. It was his arrogance which she hated.
* ElfQuest can't be described as uptight by any stretch, but she does keep her long brown hair under a headscarf except in her most intimate moments.
* ElfQuest characters all have distinct personalities and appearances, and varying, unique, pretty outfits.
* ElfQuest characters have only one name, justified in that they live in small tribal groups. Last names really only crop up with humans later in the timeline.
* ElfQuest: Cutter and Skywise, plus some other male elves, wear nothing more than vests most of the time, which bare their abs.
* ElfQuest Cutter is an avatar of artist/co-writer Wendy Pini (at least her male side) and Skywise is her husband and the other co-writer, Richard. Also the humans Nonna and Adar, although being mortal they're not around as long.
* ElfQuest Dewshine/Tyldak display this trope. Other couples do as well, due to major height disparities between different generations of elf.
* ElfQuest) don't invade the World of Two Moons/Abode deliberately, but it's implied that tens of thousands of years after their arrival their influence has had subtle but highly beneficial effects on the planet's human society (carefully-controlled population, environmental management, acceptance of alternate beliefs and sexual orientations, female equality…)
* ElfQuest elf-troll war arc the Wolfriders free Greymung's trolls so they can help fight against Guttlekraw's trolls who enslaved them. (This dismays Two-Edge, who never dreamed that trolls would fight with elves against trolls.)
* ElfQuest, elves gain new powers or have their existing powers enhanced by proximity to the Palace of the High Ones.
* ElfQuest features a couple of human boys who decide to play a prank on the "spirits" (elves). It all goes disastrously wrong, with two elves dying and one of the boys being executed by the human tribe's elders.
* ElfQuest, forcing them to go on... well, the entire rest of the story, basically, rather than just staying home.
* ElfQuest: Forevergreen arc (by the notorious Barry Blair) where the villain Door sees one of his scantily-clad slave boys sleeping on the floor and puts a cloak over him. Definitely a capricious gesture since Door has killed other slaves on a whim.
* ElfQuest Furthermore all elves have immortal spirits. Trolls and Preservers are also extremely long-lived, but humans and wolves have normal lifespans.
* ElfQuest gets a large crossbow arrow through his throat. Cutter, who happens to be right behind him when it exits, is only saved from a similar fate by his gold torc.

* ElfQuest graphic novels have the ability to communicate telepathically via a process known as "sending". Wolfriders can also communicate this way with their wolf-friends although this requires eye contact and is more difficult than between elves.
* ElfQuest has a great number of complementary traits with his buddy and heroic leader Cutter. A drinker and womanizer, he is more lively and easygoing than Cutter, who naturally bears a keen sense of responsibility for the tribe. Skywise is a studious, curious dreamer, while Cutter prefers to live in the here and now.
* ElfQuest has a variation: the exterior "door" to Blue Mountain is solid rock until the elf named Door is commanded to make an opening in it telekinetically.
* ElfQuest has "dreamberries". In the Russian version they're called "Drunkberries".
* ElfQuest has Gotara early on. (Much) later other humans in another land swear by Threksh't. (Later shortened to 'Threk'.)
* ElfQuest has had one or two scenes where the elves swim and sunbathe in various states of undress, including total of course.
* ElfQuest has his feet trapped in solid stone by the rock-shaper Ekuar, whom he's kidnapped. He somehow gets free, leaving the empty, foot-shaped gaps drenched in his blood, but precisely how much of his feet he'd also left behind isn't clear.
* ElfQuest has the concept of Recognition. "Soul meets soul when eyes meet eyes, stands your lover recognized." At times a male elf and a female elf see each other, immediately recognize each others' soul, and are compelled by a biological imperative to have sex. A life-long romance is not guaranteed (Dewshine and Tyldak), but does tend to follow more often than not (Cutter and Leetah).
* ElfQuest has this power. It makes her extremely useful in battle... against other elves, anyway.
* ElfQuest has Tyldak, who may be a bit of a subversion in that his whole body was (painfully) reshaped via magic so he could fly where most of his fellow Gliders would simply use their powers of levitation to float; for example, his batlike wings are clearly his former arms.
* ElfQuest has Wavelet, who was raised by humans from infancy. Being an elf, the "adopted" part was rather obvious, though her being one of the few treeshapers, she became very respected by the tribe that raised her as "good spirit of plenty".
* ElfQuest have a habit of doing this with Elves. The very first episode starts with a torture scene. If a human helped an elf escape, they took their place on the sacrificial pillar. The Forevergreen arc also has the Hungtsho make these on Door and Windkin's behalf, whom they view as gods.
* ElfQuest. He hated it so badly it almost made him lose his mind too.
* ElfQuest (hey, rhyming alliteration!) - and equally unsurprisingly there are major upheavals ahead. Again, something of a no-brainer, because if there weren't there'd be no plot. The comet was thrown in because Richard Pini loves astronomy (he's designed planaterium shows), and was WAY disappointed with that appearance of Halley's, so they put a cool one in the book for his Avatar (Skywise).
* ElfQuest hot and just gets more and more deadly. Also the warlord Grohmul Djun, who's a massive hunk, and Door in the "Forevergreen" arc, who's a psychotic pretty boy.
* ElfQuest humans to be far too spindly and fine-featured to be attractive, and prefer their own heavy builds and bulbous features.
* ElfQuest. If it weren't for sympathetic parents and an understanding mentor, he could have literally turned out an insanely evil being instead of godlike good.
* ElfQuest included one reference to "Elfis" at some point in a parody version of itself.
* ElfQuest!" In later years and later stories, however, Cam becomes much more fluent. Cam was apparently the first human of his continent to speak the elfin language, but by that time (in the series "New Blood"), another, transplanted human tribe that worshiped elves as deities had adopted the elf-tongue as its own language.
* ElfQuest in sight, fix what can be immediately fixed (even if it's a terrible idea to do so) and have a proper emotional breakdown later.

* ElfQuest in this context), and an implied acceptance of him as her "lifemate".
* ElfQuest in which she complained about that comic's supposed use of this trope. The two of them corresponded for a while before finally meeting and marrying, and the rest is history.
* ElfQuest is covered in sticky webbing. Turns out it's not made by spiders, though.
* ElfQuest is determined to keep fighting even after being speared through the gut. Not surprisingly this puts his continued survival in doubt.
* ElfQuest is this. Telepathy is almost universal among them, and other powers crop up. It's implied early on that humans have the potential, too, and stories later in the timeline confirm this.
* ElfQuest: Leetah and Rayek's relationship in the early issues could easily be interpreted this way.
* Elfquest, Leetah's offer to mend One-Eye's lost eye is declined, as a Wolfrider healer, less skilled than her, had treated his injury long ago by sealing the socket completely.
* ElfQuest like to wrap living beings in suspended animation cocoons. The cocoons don't give a clue as to their occupants' shape, though in the case of humans or elves the size is usually a giveaway.
* ElfQuest love to sing. Nobody else loves hearing them. Cutter once asked Petalwing to sing for Rayek, just to torment him.
* ElfQuest. Many of the elves end up "lifemating" with two others, and their relationships are generally loving and long-lasting (and in at least three cases, explicitly mentioned as a sane alternative to jealousy and rivalry). Problems tend to arise only with Recognition, a form of "love"/lust based entirely on involuntary instinct. Examples: Leetah/Cutter/Skywise, Skot/Krim/Pike, and Dewshine/Scouter/Tyleet.
* ElfQuest movie has been "coming soon" since the mid eighties. Though much of the (albeit scarce) pre-production art looks great, it's still never gotten further than that and will likely never be produced.
* ElfQuest. Nothing breeds sympathy like watching a competitor being unfairly mocked because he had the audacity to follow the rules while his opponent was ruled the winner for being ignorant.
* ElfQuest novelisation: The Sun Folk want to welcome the Wolfriders with a feast. The Wolfriders are horrified at the cooking. They prefer eating meat raw.
* ElfQuest of sorts for the supernatural version of the trope). "Soul meets soul when eyes meet eyes"; which is a powerful biological urge to mate that pretty much guarantees healthy, gifted children.
* ElfQuest of years old; plenty of time to grow her hair any length she likes.
* ElfQuest Palace war, Dodia after the Forevergreen quest, Moonshade after The Searcher And The Sword, and Brill after Discovery.
* ElfQuest practice this, in a rare positive example. It makes communication within the tribes very effective.
* ElfQuest, probably due to it being written by a happily married couple.
* ElfQuest problematic at that particular moment, and keeps making things worse when Ember gets captured and Teir has to be prevented from suicidally charging after her. Even once they rescue her, Ember's not ready to become a mother and has the magic-users "turn off" their recognition for the time being.
* ElfQuest said that you can't have a calm guy and a tomboyish girl, and this is one of the reasons the author quickly abandoned that studio.
* ElfQuest series after the Wolfriders defeat Winnowil's and Leetah is at work using her healing power to revive Lord Voll after being rendered unconscious by the villainness, one of the Gliders protests that the "savage" mustn't touch him. At that insult after all that has happened, One-Eye roars "Shut your beak!"
* ElfQuest shapeshifters but, in most cases, find the very idea unnatural and disturbing at first. Exceptions appear more and more often as the story progresses: Tyldak asks Winnowill to shape him into a bird-elf, Mender chooses not to grow a beard as he gets older, Skywise asks Leetah to make him into a pure elf instead of a wolf-elf (when he thinks all the other elves have died), and Suntop asks Leetah

to shape him into a mer-elf temporarily so that he can spend time underwater with his lifemate.
* ElfQuest "Shards" storyline, the elves follow Two-Edge's secret tunnels under the Citadel. Two-Edge (being the half-crazy engineer he is) has booby traps to supplement the obvious barriers he's planted.
* ElfQuest short "The Heart's Way" one of Skywise's three girlfriends (yeah!) is upset with him because she wants commitment rather than just fun. Another character suggests she take her time. The ending shows her standing outside the hut where Skywise and the other two girls are making out, but the ending lampshades the ambiguity of whether she joins them or walks away.
* ElfQuest Skywise is falling for Aroree anyway, but their romance is strengthened when Aroree takes him for a ride on her giant bird.
* ElfQuest: Skywise nudges Cutter to shut him up when he's about to drunkenly blurt out the location of Sorrow's End to Picknose the troll.
* ElfQuest's main protagonist Cutter's everyday outfit does not include a shirt.
* ElfQuest's Nightfall has perfectly normal (though voluminous) hair, but always keeps it under a headscarf except when she's literally letting her hair down.
* ElfQuest so that he has to be lonely for a couple hundred years!), Cutter and Rayek decide to settle their differences by beating the crap out of each other. Once the fight is over, they don't exactly become friends, but they're at least willing to cooperate with each other.
* ElfQuest Space travel. Skywise even refers to the invention of Palace pods with Reference to "seed pods", used by certain plants to spread their seeds.
* ElfQuest's Rillfisher went deaf, but that may have been after she and Treestump became an item. (Her deafness contributed to her death because she couldn't hear the breaking branch that fell on her.)
* ElfQuest stories, a small family of trolls find themselves stranded in a country where there are no other trolls. Flash forward a few thousand years and there are lots of trolls running around. Incest is hinted at but never stated outright.
* ElfQuest story arc, when the Wolfriders are surrounded by hostile trolls they attempt to escape by riding their wolves underbelly. The wolves then attempt to leap over the trolls, which seems slightly implausible with the elves lowering their centers of gravity.
* Elf Quest story has a variation. One of Skywise's three girlfriends(!) wants commitment and not just meaningless sex. At the end of the story she's considering whether to join in with the other three anyway, but the ending doesn't tell us what she decides.
* ElfQuest storyline Rayek walks the World of Two Moons accompanied by Ekuar and tormented by Winnowill's vengeful spirit.
* ElfQuest storylines, some of humans are "tweaked" for telepathy because the now-hidden elves allegedly possessed it. It's later revealed in the 'present day' storyline that the human Shuna can send to other humans after decades in proximity to the elves and their Palace.
* ElfQuest storyline Two-Edge builds a particularly nasty execution device for the human tyrant Grohmul Djun. It consists of two large urns in the shape of birds with upraised beaks, between which the prisoner is strapped. The urns are slowly filled with water, the weight causing them to tip outward, putting greater and greater force on the prisoner's limbs until he is eventually torn in two.
* ElfQuest story "Moonshade". Moonshade and Strongbow are lifemates, by the fandom sometimes labelled "the only remotely monogamous couple". In this story, Ahnshen falls in love with Moonshade. Strongbow gets pretty ticked off, to the point of tackling Ahnshen and taking him to task — for beating around the bush rather than getting to the point already.
* ElfQuest surely qualify (even though they have known descendants), because none of the protagonist elves know much about them, and their powers and origins are a great mystery when the series begins.
* ElfQuest's warrior troll king Guttlekraw likes to punish disobedient elf slaves "one finger, then one limb at a time". Case in point: Ekuar, who lost half a leg, one arm, and one finger of the remaining hand that way. He was the luckiest.

* ElfQuest, that Cutter and Skywise have had sexual relationships. It is also mentioned in the comic that they are "brothers in all but blood." Of course, the elves are said to not have the same concept of relationship as (modern Western) humans do, even though nearly all of them are paired in "life bonds" (i.e. marriages).
* ElfQuest the bug-like Preservers can freeze time for living beings by encasing them in cocoons made out of "wrapstuff", and a bunch of the characters use this method for waiting out ten thousand years when they need to catch up with a group of time travelers.
* ElfQuest. The elves, magical immortal creatures, are the descendants of alien shapeshifters. After crash-landing on the planet with two moons, the aliens tried to survive: some by living as primitive humans, one by killing everything else, and one by turning into a wolf and becoming the ur-mother of a tribe of half-elf-half-wolf babies (a lot of which... didn't survive).
* ElfQuest: The future arc has Cauldron City on the Mercury-like planet Cauldron; it runs on rails that go around the polar region of the planet, and the main characters have to save it from sabotage.
* ElfQuest: The future stories show planet Abode as being run by a human matriarchy, which seems to be a cross between this type and Enlightened — Abode seems to be a pretty decent place to live, but it's implied that the matriarchy is by no means free from corruption.
* ElfQuest, the Guider of the High Ones' Palace-ship, was in stasis inside Preserver webbing when it crash-landed on the World of Two Moons. When his sole surviving crewmate Timmain returns to the Palace 10,000 years later she discovers that the webbing was torn during the crash and Orolin never woke up.
* ElfQuest: The mighty Djun in the "Hidden Years" and "Shards" storylines wears lots of purple.
* ElfQuest them with new ones and dancers were pleased that she did. In any case, the elves probably wouldn't be very embarrassed by nudity anyway, at least among their friends.
* ElfQuest, the Neverending have strict class borders, and intermarriage between them is explicitly forbidden. The God-Emperor tells Jink and Kullyn a story of a warrior from a noble clan that "twined" with a woman from a lower class. When they're found out, the warrior suicides, followed by his beloved once she bears their child. Her last words are to beg the father's clan to take the infant in, and they do. The child grows to be a mighty warrior and excellent scholar, far surpassing all others. Kullyn (correctly) interprets the story as ostensibly upholding cultural mores, but in reality invoking an alternate Aesop and undermining those mores, planting the seed that cross-class children are extraordinary -and resulting in a wider gene pool for the Neverending.
* ElfQuestThere are only two others, Egg and Trof, making telekinesis one of the rarer powers.
* ElfQuest: The series' setting has two moons and is called the World of Two Moons, in honor of the fact.
* ElfQuest, the trolls are identical in every way (except being green) to stereotypical Dwarves. However Two-Edge, a half-troll half-elf looks identical to a typical dwarf but is bat-shit insane.
* Elfquest, the villainous rock-shaper Door seems impossible to defeat until the jackwolf-rider Dodia beats his brains out with a club. As Door and Dodia had just recently Recognized one another, Door took it for granted that she wouldn't be able to hurt him; because they'd already had sex and conceived a Recognition-sired child, however, she was no longer biologically compelled to be his mate and could fight back against his evil.
* ElfQuest. The volcano near Sorrow's End doesn't blow its top, it just rumbles very loudly. The rumbling triggers a stampede that the Wolfriders have to deal with. And then played straight in a much later storyline when the first major eruption in centuries coincides with an invasion.
* ElfQuest, the Wolfriders and the trolls who live nearby get along fairly well as elf and troll tribes go — which is to say that they aren't trying to genocide

each other and even engage in some trade. As it stands, they still have total contempt for each other's way of life, and no small amount of personal enmity. However, when one elf and his wolf-friend contract "the foaming sickness" (rabies), the elves (lacking a magical healer) take him to the trolls' tribal elder/herbalist to be treated. The treatment is arduous and likely to fail, and the troll herbalist believes that the elves' efforts "make no sense". When told it's not about sense, she responds: "Anything for family, eh? I can fault you elves in all ways but that."
* ElfQuest, this is effectively the fate of One-Eye's body when he is killed in the prelude to The Palace War. After Leetah tries to heal him and only manages to heal his empty, soulless body, it is kept in Preserver webbing for many years until his lifemate, Clearbrook, accepts that he's not coming back and so cuts the webbing and allows his body to die.
* ElfQuest, this is the first part of The Trial of Hand, Head and Heart which Rayek challenges Cutter to. The trial of Hand combines dexterity and strength and the outcome is intentionally non-lethal for both participants.
* ElfQuest together for all eternity. Rayek is moved, but tells her she has no place in his new life. His mentor Ekuar follows him instead. It's also somewhat implied that Rayek trapping Winnowill inside him is not just to save the world, but also because he doesn't want to live without her — even as her living prison, he loves her, and would rather suffer a living hell for all eternity than be without her.
* ElfQuest to hold either aloft since they can fly by their levitation magic. The wings do however help them to direct their flight, and Tyldak can fly much faster and longer than his non-winged tribemates.
* ElfQuest to make sure she doesn't go insane with grief. When it turns out One-Eye is in a kind of magical coma, Treestump makes sure his friend's soul gets all the closure it needs, and he and Clearbrook gradually become lifemates after One-Eye is put to rest. A second, less conventional example happens when Cutter's family is kidnapped 10000 years into the future (far beyond his own natural lifespan) and he decides to at least keep on living normally for as long as he can. His childhood friends Nightfall and Redlance ask him to become their lovemate and live with them for as long as he wants, because the loneliness would otherwise consume him completely. (Interestingly, Nightfall is the best friend of Cutter's kidnapped lifemate Leetah, and it was thought by the entire tribe that she would end up with Cutter because they were born around the same time. Also interestingly, Nightfall's daughter Tyleet ends up becoming the lifemate of both Treestump's daughter Dewshine and Clearbrook's son Scouter.)
* ElfQuest took the forms of elves and meant to land on an Earthlike planet during a time when such spirits were respected. Due to a bit of sabotage they landed in prehistoric times surrounded by superstitious, violent cavemen, and had no idea how to deal with the planet.
* ElfQuest Trial of Head, Hand and Heart arc. Slightly subverted in that whoever wins, Leetah has the final say. Then re-subverted in that she's Recognized Cutter and ultimately can't fight it.
* ElfQuest, two major characters Cutter and Rayek are in a physical duel where they share banter that quickly degenerates from bragging about their skills, to calling each other "Bone Polisher!" and "Bead Rattler!" to "Dog!" and "Snake!" respectively.
* ElfQuest, ugly, superstitious and xenophobic, and they've been like this as long as any Wolfrider can readily remember. This is later qualified when greater exposure introduces them to the concept that some humans can be friendly (and the Gliders have basically a tribe of 'tame' humans living at the foot of their mountain), but by and large the elven policy remains to keep avoiding human attention where possible.
* ElfQuest) variety ever since. It helps that the elves' birthrate is low.
* ElfQuest was at one point collected into a single limited-edition volume containing the original 20-part series - a mere 652 pages. (Strictly speaking a compilation of compilations, collecting 4 volumes containing 5 parts each.)

* ElfQuest was created by mixing some human genes with genetic material extracted from a preserver corpse. She seems to retain the preserver memories.
* ElfQuest was dark, sexual and violent from the beginning. She clearly was not paying much attention to what her kid was reading...
* ElfQuest was put online for fans to read/re-read/discover/share. Which makes it quite easy to binge on the series.
* ElfQuest. We got to see exactly how and why both ended up such raging twisties.
* ElfQuest well with their human neighbors right away tend to get quickly labeled 'tricksters' and 'evil spirits'.
* ElfQuest Wendy Pini drew one panel with deliberately Escheresque geometry, showing a spiral staircase from the side with the characters at the top appearing much bigger than those at the bottom.
* ElfQuest whenever possible in order to present a more formidable face to their enemies, who'd just have been encouraged by the notion that their weapons could actually leave marks on the 'forest spirits'.
* ElfQuest when Kahvi sneers at the trolls for their ancestor's mutiny causing the High Ones to crash on the World of two Moons Picknose's reply is "Slaves have a right to rebel!" In fact this seems to be the default attitude of trolls in general.
* ElfQuest when Skywise gets magically trapped in a small air pocket inside solid rock, and doesn't know why it's getting hard to breathe. Fortunately Cutter is aware of his plight and working to get him out.
* ElfQuest, where Cutter's parents are among several elves killed by a monster. Since his father was chief of the Wolfriders, Cutter inherits the title, and the first thing he does to prove himself worthy of it is to devise a strategy to kill the monster. However, whatever desire for revenge he has is mixed with the necessity of stopping the menace that threatens all life in the Holt. In addition, unlike his father, who wanted to kill the monster all on his own, Cutter relies on the whole tribe working together to trap it. (He both acts as bait and deals the lethal blow, though.)
* ElfQuest, where elves like the Wolfriders take advantage of what tribe members with magical healing abilities they have to present themselves as this to their magic-less human adversaries as a subtle intimidation tactic.
* ElfQuest, which goes a long way toward explaining the current events which we return to following the flashback.
* ElfQuest (which has a similar atmosphere). Notably, the spires and togas are an invention by an advanced alien race, but become the future when everyone is sent back 20,000 years in time; the last stages of this are shown in the opening narration.
* ElfQuest, who ends up helping Scorch out in multiple ways because he wants more than a mere race: He wants to beat the very best name in the sport.
* ElfQuest, whom they alone must worship. After this and some other outrages, it's not long until they rebel.
* ElfQuest Winnowill keeps them this way to prevent them from revealing things they have learned about her. One of them, Door (the male one) in the New Blood series became the tyrant of a people of humans. One way of killing servants that displeased him was making stone from the floor flow up over their skin until they were completely encased in it, effectively creating a statue with a corpse inside.
* ElfQuest Winnowill, who spends some time in human form, Mender (who has the same fleshshaping/shapeshifting powers as Winnowill - though none of her experience) decides to try it out for a while too. He doesn't do very well.
* ElfQuest Yes, there are dead trees growing from the sheer cliff face. This was originally meant to be Skywise's big death scene but Richard Pini vetoed Wendy killing him off, so he lives to this day.
* ElfQuest, Zhantee's shielding power first manifests when he saves Skot and Krim from being struck by a falling branch. Justified in that this is the first opportunity he'd had to invoke it after being exposed to the Palace, which enhances elves' powers.
* Elf, Santa's sleigh won't fly without the proper amount of Christmas spirit from

people believing in him. Or engines, which he's used since the 70s to keep his sleigh aloft as Christmas spirit has gone down.
* Elf scouts of all kinds — High Elf Shadow Warriors, Dark Elf Shades and Dark Riders and Wood Elf Waywatchers — tend to favour the lower-face cloth mask, occasionally tending towards full ninja-mask territory.
* Elf shows Buddy adapting his experiences into a bestselling children's book.
* Elf sings "Baby, It's Cold Outside" in the shower. Buddy listens and tries to join in, freaking her out.
* Elf's Lament is from the point of view of one of Santa's elves, who complains about terrible working conditions and ends up forming a union and drafting a labour agreement.
* Elfslayer Chronicles of getting away with sabotaging the party's mission via murdering the guy who they were supposed to escort back home to stop a war.
* Elf steals the Silmarils Fëanor and his sons swear the Oath of Fëanor, to get the jewels back no matter what. This leads to Elves killing each other and many of the troubles over the next 600 years, even though Fëanor died soon after reaching Middle-Earth. His actions mean he will not reincarnate from the Halls of Mandos until the end of the world.
* Elfstones of Shannara series, it was revealed to be a Dark World of the Four Lands.
* Elfstones of Shannara The old king, relieved, is able to die peacefully.
* Elf, the humans have normal names like Walter and Susan, while the elves are called things like Ming-Mang.
* Elf: The Musical, Walter's boss Mr. Greenway is a combination of Mr. Greenway and Miles Finch from the movie.
* Elfuda is obsessed with french fries and wonders how people in our world can refer to them as junk food. This is because in her world seasonings of any kind can only be afforded by the very rich so even something like french fries tastes a lot better than anything she's ever eaten.
* Elf was going in oversized, armored "Odin Boots" when her legs got blown off before eventually getting them regrown.
* Elf was treated the same way - even after its run ended. It also played on cable networks like TBS and FX.
* Elfwood). And this isn't even the first time that Kissy's old man tried to kill one of her boyfriends.
* El Generico, being a luchador parody. In an inversion to Fray Tormenta, he left pro wrestling to take care of orphans in Mexico, even though the cartel wanted him dead.
* El Generico) in January of 2005. 69 didn't want to be in the ring with Steen either, which in turn let Generico outmaneuver Steen.
* El Generico parody. His catchphrase is "Olé!" This did not stop him from getting massively over with Mexican audiences in L.A. based indy promotions.
* El Generico speaks at least three languages, English, French and Arabic.
* El Gigante must be killed by shooting at him for a while, then climbing onto his back and slashing at the parasite controlling the beast as it emerges. Of course, the player can also just shoot the parasite as well, but that doesn't look nearly as cool.
* El Goonish Shive, Aberrations do this upon death and are quickly reduced to ash.
* El Goonish Shive acknowledges many readers already guessed Chaos was the same Immortal that appeared to Mr. Verres and his agents two years previously.
* El Goonish Shive act — to alert her super-powered boyfriend to come and handle the monster, which she knows he's capable of.
* El Goonish Shive), a former human who achieved immortality by jumping from host to host.
* El Goonish Shive, after a monster attacked Susan in Paris, two Immortals empowered her and Nanase, and instructed how to kill it. Later, in the Hammerchlorians storyline, it was revealed that these Immortals could have very easily gone to an experienced local magic-user instead. Susan... didn't take it well.

* El Goonish Shive after being told that his belly button is functioning as an actual button as a result of merging with his phone.
* El Goonish Shive after Elliot even though she's no longer interested in being Elliot's girlfriend anymore.
* El Goonish Shive, after hearing Tedd interpret an almost illegible note from his dad as advice not to be thinking of proposing to Grace at his age.
* El Goonish Shive: After Nanase saves Ellen's life with a sacrificial spell, she's hospitalized, and Nanase's not-so-oblivious mom walks into the hospital room while the two are kissing.
* El Goonish Shive against Damien after the latter threatens her friends one too many times.
* El Goonish Shive a long winded remorseful speech to Ellen about why he has to kill her because he really doesn't want to go through with it.
* El Goonish Shive also has a badass crew who are a very tightly knit group of teens... and they became so in about 2 or so months.
* El Goonish Shive. Although in her defense, she did originally want to call herself "Box", but no one got the reference.
* El Goonish Shive. (Although the last one isn't technically the same Tedd...)
* El Goonish Shive among various works. The next page has Ashley explain herself and Ellen explicitly identifying herself as bisexual homoromantic.
* El Goonish Shive. An ancient vampire nearly kills one of the most powerful wizards in the world with a perfectly ordinary gun.
* El Goonish Shive) and always changes out of any women's clothing he has on before reverting to male.
* El Goonish Shive and attend to personal issues. And takes several more on a regular basis due to deciding he doesn't like his buffer anymore and redoing it
* El Goonish Shive and causing the signal to gradually cut to static over a couple seconds.
* El Goonish Shive and doesn't like too many humans to know about it. If magical knowledge became widespread, it'd simply reset all the rules so know one could use it the way they learned how.
* El Goonish Shive and even if they pick one, it's often not fixed making them inherently agender and often genderfluid.
* El Goonish Shive. And even then, he is briefly awed by the notion of high schools, mandatory education, and public libraries, and wishes he could take time out from his mission to study.
* El Goonish Shive, and even then you are more likely to see journalists than cops.
* El Goonish Shive, and her teeth become sharp and with pronounced canines.
* El Goonish Shive and in a moment of emotional vulnerability, so unusual hormones probably had something to do with it. Afterwards the two of them laugh it off and both agree it didn't mean anything, and nothing more is made of it.
* El Goonish Shive") and is disappointed by not being able to work the latter into the dialogue as "wiggle your fingers".
* El Goonish Shive, and is stated to have done this several times in the past.
* El Goonish Shive and is the superior to the head of the office of Paranormal Affairs.
* El Goonish Shive and later he ditches it and goes with a comb over instead.
* El Goonish Shive, and leaving them alive only gives them opportunity to kill again.
* El Goonish Shive and reacts to it by informing her of the consequences of it with only mild annoyance.
* El Goonish Shive androgynous and would quite like to look more manly. But he keeps long hair anyway. If he cut his hair, he would look very slightly more manly but it would be obvious that the thing that makes him look so feminine is his actual face itself. If he keeps his hair in a really girly long hairstyle, then everyone at school with him assumes that he would look manly if not for his hair.
* El Goonish Shive and suchlike being used in anime. Not that it got nothing in common with a classical story of enlightenment after fasting and sleep deprivation, of course.

* El Goonish Shive, and Tara is forced to admit that this makes perfect sense.
* El Goonish Shive, and thanks to Dan Shive's bitter refusal to ever tie things up, some of the pieces just collect dust.
* El Goonish Shive, and the nature of her emotional distress isn't so much embarrassment as it is a feeling that she's different from everyone else and doesn't belong.
* El Goonish Shive and they certainly live up to the old stories. The ones the audience has seen have done things like arranging an attack on a school, or trying to have an innocent killed, and even some of the nicer ones have manipulated children into killing a monster when there were better options available. They are voluntarily held in check by rules allowing them to "only guide and empower mortals," which mostly just means that they have to be subtle about their mischief.
* El Goonish Shive (and thus the one they're looking for) and promptly jog away.
* El Goonish Shive and unknowingly used it on the boar while in a state of panic.
* El Goonish Shive and uses martial arts styled after anime and manga.
* El Goonish Shive, an example that manages to be as insulting as it is complimentary.
* El Goonish Shive angelic guardian form, etc) none of them are actually aerodynamically functional. The flight is all magical and the wings, at best, provide some help with maneuverability.
* El Goonish Shive Anime Martial Arts wear what they want, because "no-one dares tell them otherwise".
* El Goonish Shive anything Tedd makes... or gets his hands on... or breathes on...
* El Goonish Shive arc, where three female characters are put into brightly-colored catsuits for an infiltration / rescue mission. This is only clear in the colored strips, though, not the standard black-and-white artwork.
* El Goonish Shive are based on the criticism of the "creation of Ellen" arc, more than 15 years ago.
* El Goonish Shive) are briefly shocked before Mr. Alephnull cheerfully admits he was just messing with them.
* El Goonish Shive are government agents would have. They are a stay-at-home mom and possibly an accountant. Word of God is that there is absolutely no intention to explain this.
* El Goonish Shive are much easier to make, what with mind-control, fungal spores, and so on.
* El Goonish Shive are only sort of this. Despite the name, they actually have to periodically reset which is a form of death. To be done right, it takes preparation. They gather their power and prepare their memories for their next incarnation. The memories are more in the form of a diary the previous incarnation leaves, so there's no emotional connection to them. They are inexperienced with their powers. They are bound by promises their previous incarnation made, however. If an Immortal fails to prepare properly, they may lack information and power.
* El Goonish Shive are very dull and wordy. They seem to take on average 20 to 30 pages to describe a spell, and it's not like they spend all that time describing every possible interaction with other spells. It's just a simple description that rambles on and on. According to the author, we'll never see an excerpt longer than two or three words because he simply cannot write something so unreadable.
* El Goonish Shive. Around Halloween, she decides to give out a transformation-based power and determines that the person with the most desire for it is Ashley—except that Ashley is so inherently good that she could never be given a power that could be used selfishly, and is only eligible for spells based around healing or empathy.
* El Goonish Shive as a good example of how to do it) and his comic occasionally features one.
* El Goonish Shive". As far as is known, it remains purely theoretical.
* El Goonish Shive as foreshadowing of the second half of the story arc; the exposition itself is also lampshaded in the dialogue as well.
* El Goonish Shive as he really looks, while his squirrel avatar is showing up less often.

* El Goonish Shive, Ashley and Tom are interested in Elliot and Susan respectively, and their differing approaches earn them very different rewards. Tom attempts to manipulate Susan into dating him, knowing full well that she would turn him down if he asked her out through conventional means. This leads to him getting exposed as a manipulative asshole in front of a large number of women. Ashley, on the other hand, does her best to warn Susan about Tom's less than honest nature despite the fact that, to the best of her knowledge, this would hurt her chances with Elliot (she believed that Elliot and Susan were likely to get together). This action impressed Elliot enough that he asked her on a date.
* El Goonish Shive, Ashley didn't have to date Elliot for long before she had her awakening. Justified via villainous plan derailing their second date and exposing her to various macguffins.
* El Goonish Shive as if they have this ability if they can be seen at all.
* El Goonish Shive: As the artwork began to improve, the outlines became thicker.
* El Goonish Shive" as the punchline, spoken by two different characters.
* El Goonish Shive as though it was a tabloid of this style. However, its strange stories of goo monsters attacking local schools and the like are all completely true. It's just that no one believes them.
* El Goonish Shive a story of "evil monkey" rampaging in a public school, her boss, Ed, shot the idea down:
* El Goonish Shive, a swarm of conspiracy theorists came to Moperville after a supernatural being spontaneously appeared on a news broadcast. Unusually, the conspiracy theorists are portrayed as crazy even though there really is a conspiracy.
* El Goonish Shive at a time, but doesn't need to kill anyone outright, although this is more about trying to avoid attracting the attention of aberration hunters rather than any moral justification.
* El Goonish Shive at least partially because it has become part of her identity.
* El Goonish Shive at the place he can't remember visiting and in a rather strange company he found himself in a "familiar" environment:
* El Goonish Shive beam, but she resisted it and zapped Tedd instead before passing out from the effort of resisting the impulse.
* El Goonish Shive. Beautiful enough that he looks feminine without his glasses.
* El Goonish Shive because he knows she'll probably try to use her most powerful spell which is mostly useless against him and guarantees she'll be depowered in the medium term.
* El Goonish Shive before realizing Nanase just mentioned Tedd having a girlfriend.
* El Goonish Shive bits between stories and a renewed effort to keep the strip updating 6 times a week (his 2012 average is probably 3.5 a week, which is pretty good, all things considered), so we'll have to see how he does.
* El Goonish Shive), body snatchers, chimeras, talking animals, and multiple species of aliens.
* El Goonish Shive, but... guess what? Tedd still exists. And still has self-esteem issues. Dan said, at some point, that every possible dimension has a Tedd.
* El Goonish Shive, but the idealism is very real, as seen during the boar hunt.
* El Goonish Shive by aliens. The last of these four is the page image above.
* El Goonish Shive by a quest giver NPC results in her in-game fame and requests to participate in side quests to go up.
* El Goonish Shive. By contrast those who do have access to their own spells are said to be dreaming or to have awakened depending on the degree of magical attainment.
* El Goonish Shive by the creator but still used within the fanbase and on the forums.
* El Goonish Shive. Catalina, who is a lesbian, remarks that it works.
* El Goonish Shive character. Later arcs revealed she was putting up a bubbly front to cover some serious inner conflicts.
* El Goonish Shive counterpart of another magic clone she never met, that of the sorceress who did this for them both.
* El Goonish Shive. Currently it's kind of a mix of the lot. And weird.

* El Goonish Shive Currently only in a sketchbook, but time will tell.
* El Goonish Shive. Damien was created to be this individual but he didn't fulfill the prophecy and became evil instead.
* El Goonish Shive, Dan explains that Tedd and Grace also fall into this category and that he wishes he had made the start of their romance more gradual. He explains that he had always hated "Will they or won't they?" plots and that he was going to be different, but that he may have ended up going too far in the other direction.
* El Goonish Shive derives much of its dialogue from the characters pointing out the flaws in the author's own logic.
* El Goonish Shive, despite providing the page quote, averts this in the end. The party discussed turns out to be one big heartwarming scene in the end.
* El Goonish Shive: Despite the protests of all involved, a good chunk of the peripheral cast believe in a Susan/Elliot/Sarah triangle. Elliot and Sarah are dating, Susan and Sarah are close friends, and Elliot and Susan get along well with each other (they have good on-screen chemistry on their web-video series where they review movies). However, Susan has issues with physical intimacy and Elliot knows this, so even after he and Sarah break up amicably, neither Elliot nor Susan try to become more than friends.
* El Goonish Shive destroys every doll, yet Nanase has no choice but to keep coming back.
* El Goonish Shive Dex gets rather attached to his semi-autonomous fairy companion, despite knowing exactly what she is.
* El Goonish Shive doesn't appear to have any hair on his head, though it's covered up by a hat.
* El Goonish Shive does one of these. Not because he's just done something evil, or because our heroes are falling into his diabolical trap, but because he thinks it's genuinely hilarious that Grace could ever be a threat to him.
* El Goonish Shive does this, splitting up the characters into pairs and telling their stories one at a time.
* El Goonish Shive) do this sort of thing a lot on the forum. The most common seems to be calling Susan "Sarah" or Sarah "Susan".
* El Goonish Shive duel with Tensaided by drawing Unstompable Stompede, allowing him to do enough damage to take Tensaided from 20 life down to zero in one turn. Lampshaded.
* El Goonish Shive, due to the existence of alternate universes, Elliot's counterpart in the Beta Universe is a female version of himself named Ellen (who is not Main Universe Ellen's counterpart), and Grace has a counterpart in the Alpha Universe named General Shade Tail. In the non-canon universes of the side strips, Tedd has a counterpart in Tess.
* El Goonish Shive: During the non-canon "Goonmanji 2" arc, Hanma the immortal greets Ashley and Liz by pointing out that you aren't allowed to spoil canon events in a non-canon story, "and therefore no acknowledgement should be made as to whether you've seen me at an anime convention before." Nobody in-story points out her mistake.
* El Goonish Shive, during the period in which Ellen was trying to be evil, she wore a suit to school.
* El Goonish Shive, during the Sister arc, who turns into a were-cat to return to Moperville.
* El Goonish Shive: Ellen exists, and she doesn't stay a villain; Grace can shapeshift, and Tedd doesn't need glasses.
* El Goonish Shive, Ellen, Grace, and Nanase form a temporary Amazon Brigade during the Painted Black arc.
* El Goonish Shive, Ellen, Nanase, & Justin go to a video store to rent a movie. They meet Susan there, who invites them to watch it at her place.
* El Goonish Shive. Elliot also suffered from this in Nanase's introduction, where her badass cred is established as being the only person able to defeat Elliot in combat.
* El Goonish Shive. Elliot completely fails at fantasizing about women, which his girlfriend Sarah and her friend Susan discuss at length. Susan thinks he should be

praised for his restraint, while Sarah thinks it isn't healthy.
* El Goonish Shive Elliot has attracted the affections Sarah, Nanase (albeit non-sexually, being at the time a closeted lesbian), Susan, Diane, and Ashley.
* El Goonish Shive. Elliot is also somewhat of this trope having recently developed superpowers particularly with respect to his reaction to being able to fly.
* El Goonish Shive, Elliot realizes that a net is probably not the best item for catching sentient goo. Tedd's answer...
* El Goonish Shive, especially for Justin, Susan, and Nanase, while others felt a year-long arc with few wacky antics and no action sequences was not what they signed up for.
* El Goonish Shive, etc. Unlike some other examples he's being sincere, despite the silliness of the situation.
* El Goonish Shive even if he's not trying to be. However, he's actually more of a geeky otaku type at heart.
* El Goonish Shive, even though Blaike kept saying it wasn't her fault that he didn't listen.
* El Goonish Shive (eventually both sides come to the conclusion that she should go).
* El Goonish Shive, even using the title "Not Quite BFFs", but no one actually expected it in the first place.
* El Goonish Shive: Every main character is frequently shipped with every other main character, and the fandom is bullish on the idea of a full-cast polyamorous puppy pile.
* El Goonish Shive, everyone in the main cast has access to at least one spell of their own except Ashley who nonetheless is a wizard and thus has the ability to learn other people's spells. Also, everyone possesses a basic capacity to use magic and the potential to gain at least one spell of their own regardless of any awareness of it.
* El Goonish Shive. Everything else is merely a shell for the nuclei and thus replaceable.
* El Goonish Shive experience what is perhaps one of the most literal forms of this possible; to the extent that Elliot is instructed to use his transformation powers in the privacy of a bathroom at every opportunity so as to prevent "accidents." In fact, anyone who gains their magical powers "improperly" will have some form of Power Incontinence until their magic power stabilizes.
* El Goonish Shive expy. The other scientists ended up providing their bosses with something that supposedly worked, but... didn't.
* El Goonish Shive expy within the comic is portrayed as wielding a book.
* El Goonish Shive, extended psychic conversations with the "whale" is implied to result in this given one that lasts less than 1 second results in a nasty headache.
* El Goonish Shive features everything from interdimensional space whales to superheroes, but being urban fantasy, everything is in the "real" world, not to mention the fact that magic and supernatural nonsense is kept more or less hidden to the general public. As a result, life is pretty normal most of the time: characters have regular romantic relationships, they go to normal schools, and several even have jobs.
* El Goonish Shive features Mr. Verres successfully negotiating with some manner of alien proud warrior race leader who agrees to take his "deathless army of rage" and "rampage in search of enlightenment" elsewhere.
* El Goonish Shive features two different high schools - Moperville North and Moperville South. Half the cast attends North, while the other half attends South. Moperville North's mascot is "The Frenzied Turkeys". Even though it's a webcomic most of the action takes place in the corridors and cafeterias, just like a TV show.
* El Goonish Shive feels like The Load during the Painted Black Arc because everyone assumes he's not strong enough to help rescue Elliot. (All of the other candidates for the team had magic and/or super powers.) In fact, his dream that night casts him as a helpless hobbit who's forced to stay behind while the girls who saved Elliot are cast as the Fellowship.

* El Goonish Shive); female-to-male sex changes, even of someone trapped by pregnancy (for whom it's only even possible afterwards), cannot exceed a 30 day time limit.
* El Goonish Shive figure it out himself, he'll just fight it whether it's true or not.
* El Goonish Shive for a while, with a side effect of temporary hair color change.
* El Goonish Shive for risking lives in order to teach Raven an unnecessary lesson.
* El Goonish Shive, from another captive. Prior to that, she didn't even know how old she was.
* El Goonish Shive, from Rhoda's point of view. She's normally scared of people bigger than her (and his 6' to her 5' is quite a difference), but also knows that he's friends with Nanase, and that Nanase wouldn't be friends with anyone bad.
* El Goonish Shive further down, they didn't start as true companions. The transition was a bit smoother, though, with the friend of friends having your back when the deadly stuff starts even if you were bickering only hours before.
* El Goonish Shive give Sarah's name, it was a casual toss-out (the principal was yelling at her).
* El Goonish Shive got hers via the internet. As in the internet took the fact that her skirt was vaguely cheerleader-like and ran with it.
* El Goonish Shive, Grace and Greg (even though it would kill him too).
* El Goonish Shive, Grace encounters some skeleton NPCs during the "Fantasy Wasteland" storyline.
* El Goonish Shive, Grace frequently has these problems, although she's progressing.
* El Goonish Shive, Grace has previously asked the local squirrels for directions to Damien's hideout (Grace being a half-squirrel hybrid, it's halfway plausible). Nanase has to catch up to the group in her miniature winged fairy form and flies up to a tree branch and asks a squirrel for directions. The squirrel looks at her, looks at his acorn, and then chucks it over his shoulder.
* El Goonish Shive, Grace suspects Tony is trying to hide "his obvious attraction to [Tedd]".
* El Goonish Shive: Grace while in her full squirrel form has 2 pairs of rectangular buck teeth.
* El Goonish Shive Granted he only existed so that Dan could kill someone off without feeling guilty, but that is an impressively stupid evil plan.
* El Goonish Shive Gun and only used her abilities to transform back to human when she was told it was the only way to do so and even then she only used them reluctantly.
* El Goonish Shive had a non-canon side story that took place at San Diego Comic Con.
* El Goonish Shive handwriting". It's not exactly illegible, but everyone who reads it thinks it says something different. On the next page, Justin offers another potential interpretation.
* El Goonish Shive happened. He's also expressed a fondness for Grace.
* El Goonish Shive has a bunch of examples, most of which are subverted to some degree.
* El Goonish Shive has a side character who exists only to fill this role.
* El Goonish Shive has given a number of characters ridiculously long hair. It's usually the result of a temporary transformation, helpfully sidestepping most of the logistical issues.
* El Goonish Shive has Grace's Birthday Party arc, part-masquerade where the various characters deliberately chose stereotypical outfits for each other in keeping with the 'walk a mile in my shoes' theme of the occasion.
* El Goonish Shive has Grace Sciuridae who is a Tulougol Seyunolu (Greater Chimera).
* El Goonish Shive, has "insanely potent" magic, and is trilingual in Japanese, English, and French.
* El Goonish Shive has one at the end of "New And Old Flames" arc and a more smooth but deep one at the end of "One Way Road" arc.

* El Goonish Shive has the Bulldog Dragon, a creature summoned at one point against the heroes. It's basically what you'd get if you combined a bulldog, a bat, and a goat while making it the size of a small car and reptilian.
* El Goonish Shive has the demonic duck who looks very similar to a major character in Goats, the comic strip by Jonathan Rosenberg.
* El Goonish Shive has used every possible permutation of the hammer and the demonic duck, and yet they just won't go away, even despite the author explicitly saying they will.
* El Goonish Shive have listed this among the reasons that they aren't likely to become a couple any time soon. Beyond worrying about their own friendship though, they are also worried about the general dynamics of their social group, particularly concerning Sarah, who is both Elliot's ex and Susan's best friend.
* El Goonish Shive have meddled with the "main" one. Most of them are Alternate Universes, each with its own version of Tedd or other main characters.
* El Goonish Shive. He accounts for the higher voice he has as a girl and deliberately picks a song that has notes slightly higher than he would normally sing.
* El Goonish Shive). He and Sarah both came to the conclusion, independently of each other, that they were better off as good friends, and the only potential drama involving their breakup was that they didn't think anyone else would believe it went so smoothly.
* El Goonish Shive he can make magic watches, he replies "Because science, whatever. I'm done expositing. You've taken the joy out of it."
* El Goonish Shive He even stole someone's newspaper for his performance.
* El Goonish Shive, he has taken to providing relevant comic reference links at the bottom of the strip just above the commentary for anyone who hasn't gone through the ten plus years of continuity recently.
* El Goonish Shive. He is, however, fully aware of how absurd this is. (The gender bending part, not congruent memory as a whole.) This doesn't stop him in the slightest.
* El Goonish Shive. He is later informed that the glove is mostly ornamental—while the glove allows him to store data and create wands with more precision than would normally be possible, he's doing the vast majority of the heavy lifting himself, and the glove won't work for anyone else. He's very disappointed, since he was proud of his invention.
* El Goonish Shive: he isn't the least bit manipulative, his extracurricular school activities all benefit society and raise awareness in some way, he's rescued at least three puppies from various situations, he will never judge you, he will always listen, and he's just an all-around good guy.
* El Goonish Shive he often uses, "Title pending", the permanent official title of a storyline. He finally does so with the "magic party'" storyline, which is a trilogy (thus far) comprising "Title Pending" (establishing the party), "Title Pending 2: Even More Pending" (getting ready for the party) and "Title Pending 3: Untitled Party". Ultimately subverted when the last page of the storyline retroactively titled it "Reflections".
* El Goonish Shive. He promises Justin that "If you come, I'll get Tedd to design me a female form with really long hair, and I'll let you style it however you want."
* El Goonish Shive. He returned in 2010, although it's unknown if he'll be sticking around.
* El Goonish Shive her "'hands off, jacka' — er, Jack' whistle".
* El Goonish Shive her sweater's sleeves reverting to normal from being oversized yet he dismisses it as a neat trick.
* El Goonish Shive, he's brave, naturally drawn to defending people that need it, and acts a balance for his more eccentric friends.
* El Goonish Shive he sees what Nanase was talking about and stands up to him when he antagonizes Nanase.
* El Goonish Shive him to play with her and her friends, he tells her he is "no good".

* El Goonish Shive. How can this happen? Because one of the teachers is a wizard.
* El Goonish Shive if he continues down the same path before ending on an exhortation to be better.
* El Goonish Shive, Immortals are capable of having children, at least to some degree. Most do not seem to do so, though. "Half-Immortals" (called "elves" in the series jargon), the offspring of an Immortal and an ordinary human, are confirmed to be sterile. No word on what happens if two Immortals attempt procreation.
* El Goonish Shive, Immortals can imbue a person with subtle magical abilities and start them down the road to more magic if they have a strong yearning for something or if they have an affinity for something specific. They can also unlock a person's natural latent magical abilities to be able to start getting access to and using explicit spells.
* El Goonish Shive in early strips, admit that the parts that are problematic, and making a serious effort after that to be respectful about how gender identity and sexual orientation got treated.
* El Goonish Shive (in her defense, she had only recently learned about her Omega Form).
* El Goonish Shive: In his first appearance. He's a very wise, jolly, and calm guy who takes some time out of his death ritual to offer some wisdom to three girls he's never met before. Upon learning of Susan's previous encounter with immortals, he even swears to try and pay off the debt that the immortals owe her (despite not being personally involved). As he puts it:
* El Goonish Shive in order that there be no negative space around it.
* El Goonish Shive in order to exact his revenge on Damien before Raven dissuaded him.
* El Goonish Shive in order to get out of trouble. Raven sees through the act but lets her go anyway and expresses appreciation that neither Grace nor Ellen try that routine on him.
* El Goonish Shive), in practice, Uryuoms have no legal standing whatsoever because their very existence is kept secret from the public.
* El Goonish Shive in response to Elliot's summation of Tedd's argument.
* El Goonish Shive. Instead of holding him captive though she merely stranded him (along with Tedd) in an isolated facility with no quick and easy way to get back home.
* El Goonish Shive, in that he really doesn't want to go through with it.
* El Goonish Shive: In the Fantasy Wasteland NP storyline, Grace quietly critiques a giant roach she comes upon as a staple of post-apocalyptic fiction, but not really fantasy-flavored... until a second later when the roach unfurls dragon wings and breathes fire.
* El Goonish Shive In their native culture, pretty much the only clothes Uryuoms wear are stretchy skintight bodysuits (they're shapeshifters and can morph away awkward anatomy when it's not in use, so they only wear clothing for protection against hazards and need clothes that can accommodate sudden changes in size and shape).
* El Goonish Shive. In the middle of an aerial chase, the bad guy starts boasting and making threats.
* El Goonish Shive in the only combat arc he is involved in, and he can be rather cowardly at times. Then again, he is a scientist-type character surrounded by shapeshifters and supernatural martial artists, so it is to be expected.
* El Goonish Shive. In this case, though, it's less that the dream is prophetic, and more that it reflects a desire on his part which is also reflected in the spell.
* El Goonish Shive into engaging in this while Diane goes to get help.
* El Goonish Shive involving Grace shapeshifted into Elliot while Elliot is Cheerleadra. He gets talked out of it, though.
* El Goonish Shive, in which Mr. Verres expresses his feelings after the kids get back from defeating Damien.
* El Goonish Shive is a decoy secret government warehouse. It's a collection of useless and inert magic items designed to look painfully underfunded and under-

secured. It serves to distract would-be thieves from another facility containing actually useful artifacts, and it also serves as a trap for said would-be thieves. The security systems don't even kick in until you try to remove an artifact from the premises.
* El Goonish Shive is a fearless adventurer who willingly marched blind into the unknown, and he's shown wearing a full beard.
* El Goonish Shive is a male version of this trope. Grace, the squirrel-girl girlfriend of Tedd, has her moments as well.
* El Goonish Shive, is an annoying example... except that it's been revealed that her motives are a bit more complex than that. Not to mention that she is fully aware that her attempts to win over Justin are pointless and do nothing but make her come off as annoying and quite possibly psychotic, but can't seem to stop herself.
* El Goonish Shive, is based on a friend's guinea pig, due to a lack of ideas.
* El Goonish Shive is human and also part squirrel, with alien DNA from an Uryuom and a Lespuko (sort of like an Uryuom, long story).
* El Goonish Shive is less "complete nonsense" than "an exaggeration of the truth".
* El Goonish Shive is mostly Level 1 with a few storylines having level 3 continuity with the main comic and one (the Playing With Dolls storyline) having Level 5 continuity.
* El Goonish Shive, is ostensibly a video shown to Sarah made by Tedd and Grace.
* El Goonish Shive is rather fond of this; he initially intended all the relationships to be like this, although it didn't work out that way:
* El Goonish Shive is the smartest and most cunning of the aberration mercenaries and displays his intelligence by avoiding easily countered brute force or pure magic attacks in favour of a magic augmented sneak attack. He's the one who set up the plan to kill Raven.
* El Goonish Shive is this to the main characters and is the father of one of them.
* El Goonish Shive is, to her regret, the only member of her group of friends who isn't a shapeshifter, magic user, mad scientist, or martial artist of some kind.
* El Goonish Shive is to marry a kind, compassionate, rich guy who will obey her every whim.
* El Goonish Shive is typically a bit more professional than this trope implies, she does occasionally deliver a proper silly news broadcast. Some examples:
* El Goonish Shive it clear that while she does want to be friends, she doesn't at all share that sentiment.
* El Goonish Shive it seems Tedd may have been experimenting with flashbang grenades or something that yielded similar effects and blew up his basement lab.
* El Goonish Shive. It's hinted that she's in love with and is trying (unsuccessfully) to seduce her human boss.
* El Goonish Shive, it's implied he's had to put down many actual monstrous creatures over the centuries.
* El Goonish Shive just as Abraham is swinging the axe to kill Ellen and manages to deflect it a fraction of a second later.
* El Goonish Shive. Just before they "die", they can also "record" important memories and knowledge that their next incarnation will be able to access at will, but this is compared to recalling information read from a book rather than remembering something they had personally experienced.
* El Goonish Shive, Justin, Elliot, Ellen, and Nanase can change their appearance through magical illusions.
* El Goonish Shive. Justin tells her that the sequels don't make sense of this inconsistency and further that time travel is not allowed to make sense.
* El Goonish Shive just led to a situation that was overwhelmingly embarrassing for Ellen instead.
* El Goonish Shive just strong enough to "arm-wrestle". But when someone makes her explode (figuratively), something may explode (literally).
* El Goonish Shive, Kitty doesn't so much speak her lines as shout them, and while her character shows an initial reluctance to eat pizza, her appetite for scenery more than makes up for it.

* El Goonish Shive later, Tedd admits that it started out as simple attraction, since he was the first male her age she wasn't related to, and she was a hot girl in his house. It definitely evolved into love relatively quickly, though.
* El Goonish Shive liberally about El Goonish Shive, often using the hashtag #EGS and more recently #EGScomics.
* El Goonish Shive like her, this is quite significant even though neither of them seem to realize it. The fact that she goes to wash her hands immediately afterward only slightly negates the moment.
* El Goonish Shive likes doing this to Nanase when her body's unconscious during the use of her Fairy Doll spell. He limits himself to the hairdo, however.
* El Goonish Shive, Liz is made to wear a mouse costume as part of Dan's 20th birthday celebrations.
* El Goonish Shive madness is driven by the loss of her husband and her attempts to care for her son.
* El Goonish Shive Magic is noted to have "a flair for the dramatic". This perhaps reaches its peak in the "Family Tree" arc, where both an ally and an antagonist know that Nanase will regain access to her magic at the most dramatically appropriate moment, and explicitly base their strategies on that fact.
* El Goonish Shive "Magus" Ellen has a girl's name because he was born female, choosing to shift to male permanently for the increased physical power. His world has high enough magic levels that this is actually reasonably common and socially acceptable, so he didn't feel any particular need to change his name.
* El Goonish Shive, Magus is not quite dead while he is stuck in the spirtual plane but he is effectively a ghost. Therefore his goal is to gain a body and effectively come back to life before returning to his home universe.
* El Goonish Shive, Magus kills Sirleck as soon as he regains a body as he was working with Sirleck only to that end.
* El Goonish Shive main character, Elliot, but that is perhaps beside the point.
* El Goonish Shive making out with another woman while her mother is out of town.
* El Goonish Shive (many characters, both main characters and secondary characters, are confirmed to be LGBT+ and are in committed relationships. Early in the series this was limited to gay, lesbian and bisexual characters. But later on, characters were confirmed to be genderfluid, trans, or strongly implied to be asexual)
* El Goonish Shive — and he tones down his gadfly qualities quite a bit. They still tease each other, though.
* El Goonish Shive — especially for comics, who get a free pass for some things like this.
* El Goonish Shive — unless they happen to grow on a hairless part of the head, but that's a rare anomaly.
* El Goonish Shive — with different forms programmed on Tedd's computer and replaceable parts — it definitely uses magic to operate. However, there's not very much magitek in the setting. (Unless you consider the Uryuom-human hybrids as biomagitek.)
* El Goonish Shive merged a background character unofficially called Shy Girl with a minor character named Rhoda who then became more of a supporting character.
* El Goonish Shive. ("Moms have to be intelligent, knowledgeable, and capable of utterly destroying anything that dares to threaten their children.")
* El Goonish Shive, Mr. Raven cuts through Abraham's hat during their duel.
* El Goonish Shive, Mr. Raven watches over Moperville South high school and its students, especially those he considers his favorites (those with high magic potential).
* El Goonish Shive, Mr Verres's reaction is "half-overjoyed that nobody he cared about was seriously injured, half-enraged over their recklessness, half-exhausted after a long night, and half-relieved that the Damian threat was over."
* El Goonish Shive much of a breather from the main plot; in fact, you may have to think for a good five minutes to recall that there was a larger plot beyond people being turned into things.
* El Goonish Shive Nanase angrily grabbed the phone to object, only to discover that Susan had been "talking" to a time service.

* El Goonish Shive." Naturally, since they're in a car, Susan hears her and calls her out on it.
* El Goonish Shive, never accept a soda from Dr. Germahn. Odds are it'll shrink you but not your clothes. Granted, all he'll probably do is leer, so it's less "evil" and more "creepy", but still not a very pleasant experience.
* El Goonish Shive never really goes into adult territory, but it has a ton of this. Multiple characters express interest in shrinking (particularly through a magical soda), Tedd has a furry fetish, Susan gets aroused when her lesbian friend kisses a guy she has a crush on, and Ashley "likes" transformation stuff.
* El Goonish Shive (Note that just about all of the 'aliens' seen in EGS are Earth-born Uryuoms, and the technology exists to give them completely human forms.)
* El Goonish Shive noticing the victim's suspicious behavior. "Should've been a red flag."
* El Goonish Shive not normally capable of causing any real harm becomes a useful weapon against them.
* El Goonish Shive (obviously just to advertise "completeness"). The result: surprise, they have to pay for repairs of a car damaged in fire monster's attack (and on camera at that).
* El Goonish Shive of alien shape-shifters. Since they can change their external shape at will, they form relationships based primarily on concepts and mental connections. Grace, being 1/4th Uryuom (or so), has inherited this disposition. However, in one non-canon story where reality becomes altered so that Tedd is (and always was) female, Grace hooks up with a different character instead (way to go Sarah!). Although this might be explained by the way, like in every alternate universe where the two are of different genders, the female Tedd and Elliot are in a relationship.
* El Goonish Shive. Of course, from this point, the situation is bound to get more and more awkward.
* El Goonish Shive (of Elliot), so he was, in fact, unsettlingly close.
* El Goonish Shive of her former boyfriend shows up, which forces her to confront her feelings. Justin had already guessed, while Sarah finds out while she and Grace are hiding behind the couch at the birthday party, intending to surprise Susan and Nanase. Grace was unsurprised, saying that she thought it was obvious that Nanase and Ellen had feelings for each other. Also, Susan had started to pick up on these feelings before Nanase had, working it out when Nanase mentions Ellen's V5 pheromones which Ellen didn't have anymore. A flashback reveals that she'd suspected her of being gay since sophomore year.
* El Goonish Shive of himself and his friends. Through a chain of events, it ended up contributing to the creation of a bisexual female duplicate of Tedd's best friend and caused her to be endowed with the ability to emulate one of the its female transformation settings by shooting a beam from her hand.
* El Goonish Shive of himself. They're just ticked he didn't tell them where he was.
* El Goonish Shive, of the Abberations that attack Adrian Raven, the Abberation known as Gullet is shown to be big, strong and dumb.
* El Goonish Shive of what a gender swapped date with Elliot would look like is this according to her.
* El Goonish Shive one of the clues that Hedge is not actually evil and doesn't actually have malicious intentions toward Elliot.
* El Goonish Shive, only that it was during the anime boom in the nineties. The fact that she looks 14 doesn't help it either.
* El Goonish Shive, on multiple occasions, Dan has named storylines provisionally as "Title pending" before replacing them with appropriate titles part way through. In the past, Dan managed to think of a good title before he needed to split storylines into multiple parts but then came "Title Pending 2 - Even More Pending" during the storyline with "party" in its URL.
* El Goonish Shive on the facility where Grace and her brothers were created. One of them is killed mid-scream.
* El Goonish Shive outside of TV Tropes, it's probably in connection with the

continued debate over whether or not its creator Dan Shive is biphobic.
* El Goonish Shive over the new dress code. He eventually asks her out, but she turns him down. It's implied that this is more due to her intimacy issues rather than any particular problem with Matt himself.
* El Goonish Shive pairing Susan and Justin after finishing pairing the other main characters.
* El Goonish Shive party because it will let her act on her attraction to women without outing herself. Just before the transformation actually happens, she suddenly realizes that this doesn't make a whole lot of sense.
* El Goonish Shive Pay attention to the picture underneath Wolf's FBI card. It's a picture of Cranium.
* El Goonish Shive, perhaps? When he comes to, he's worried about concussions, brain damage, etc. Tedd brushes him off and gets on with some exposition.
* El Goonish Shive, Principal Verrückt pushes in all the wrong directions, but doesn't mind when he's repelled. At least if it's not about murals.
* El Goonish Shive probably wished that Justin only kicked him across a room.
* El Goonish Shive rather than something one is born with, so their views on sexism and gender roles are... different. It's noted that there is no stigma against transgender individuals or non-heterosexual romances in his world due to this magic being available. However, they fully embrace the idea that certain occupations are more suited for one sex over the other, and Magus looks down on a friend of his because she chose to pursue a career as a warrior while remaining female, saying that it's utterly absurd to make such a choice. Magus himself was born female, but changed his sex (and gender identity) upon choosing the path of a warrior, because "men make better fighters". This is rather sharply at odds with the modern Western ideal of no discrimination between the sexes regarding occupation and, despite them having no stigma against transgenderism as such, also at odds with the principle that your real gender is the one that you feel you are inside, since they think your gender should be the one that fits your job. Notably, Magus is convinced that Ellen shouldn't be a fighter and a woman, but thinks that means she shouldn't be a woman, rather than that she shouldn't be a fighter.
* El Goonish Shive, Raven fights Abraham when the latter invades Moperville South and refuses to surrender. Unbeknownst to both of them Nanase witnesses them.
* El Goonish Shive, Raven has Abraham at his mercy after their sword fight and asks him to surrender so he doesn't have to kill him.
* El Goonish Shive religion which like many real major world religions has a significant impact on the laws that get passed where it is widely practiced.
* El Goonish Shive, respectively. Ellen, Nanase, Charlotte and Diane also dabble in this.
* El Goonish Shive. (Said cousin is, of course, scorchingly hot actually, as Tedd admits much later.)
* El Goonish Shive. Sarah, having been thinking about meeting to talk about the same thing, recognizes the intention behind it based on the wording and the places suggested but jumps to the wrong conclusion as to the reason for doing so and so arrives at the agreed upon place with preconceived ideas.
* El Goonish Shive, Sarah realizes that "Box" is Adrian Raven's mother only right before falling asleep for the night despite thinking about them throughout her bedtime routine.
* El Goonish Shive, Sarah talks Grace out of "playing Cupid" for Nananse and Ellen, then does so herself.
* El Goonish Shive says it's exaggerated in this scene for comic effect.)
* El Goonish Shive section under almost every page. Many of them have links to earlier strips to help explain the callbacks for those who have missed them, while others (particularly the earlier ones) were added at a later date as a thank-you to those who have supported the comic through Patreon.
* El Goonish Shive seemed to be doing this with "sexy awesome," but the phrased hasn't been used in the comic in years (fans on the board still use it, though).
* El Goonish Shive seems to imply that it was more of a jab at tourists in general than just American ones.

* El Goonish Shive sending aberration mercenaries to attack Moperville as a distraction. The aberrations would exist and kill regardless of what Magus did, and Moperville is chock-full of powerful mages, superheroes, and other people capable of killing them.
* El Goonish Shive settings), Grace is the more effective and flexible of the main cast.
* El Goonish Shive sexist remarks towards women, it's the final straw. This unleashed years of repressed trauma and accidentally turned her homicidal; luckily, the immortal who accidentally flipped the straw had a Calming Spell made of doe-eyed critters.
* El Goonish Shive: Shapeshifter Grace's default form is actually slightly taller than Tedd, and no-one (least of all Tedd) has suggested that she adjust it. Played straight when Grace and Tedd are in their gender-swapped forms, Played straight with Elliot, first with Sarah and later with Ashley, then subverted when Elliot deliberately makes himself smaller than Ashley while demonstrating his transformation powers. Played straight when Nanase, Susan and Justin's genders were reversed, but averted with Rhoda and Catalina, who are both quite petite.
* El Goonish Shive. She genuinely tells him that, while she's curious about magic, if he isn't sure what he's allowed to tell her, he probably shouldn't tell her anything.
* El Goonish Shive, "She's about to do an amazing super-move she's never going to use again, isn't she."
* El Goonish Shive. She's recently been shown getting better and has even been seen to smile.
* El Goonish Shive, she starts to rectify the "Broken" part, ironically as part and parcel of temporarily losing access to her magical powers.
* El Goonish Shive. She was created specifically to kill Damien (she has fireproof fur that makes her immune from his fire-based attacks, and special claws that reduce his healing factor), but is naïve, "bubbly", and hates violence.
* El Goonish Shive, she would've wound up fitting her name just perfectly.)
* El Goonish Shive, Shive references it directly mentioning if the scene comes to pass he will "come up with [his] own horrible lyrics".
* El Goonish Shive situation and allowing him to fall to his death, then replies "I wouldn't be too sure about that."
* El Goonish Shive skipped ahead six months in one panel, which is rather impressive considering that the entire ten-year long run of the comic had only encompassed about 5 months (not including brief flashbacks), starting on January 25th. The skip runs from June 30th to December 23rd.
* El Goonish Shive so its possible Grace doesn't have a male gene-parent technically.
* El Goonish Shive .... so of course his aberration form is a giant koala.
* El Goonish Shive, so that all the characters were cross-dressed into whatever their partners wanted. It's not as bad as it sounds, but surely as crazy.
* El Goonish Shive specifically out of fear that she might endanger someone else's relationship, to the point of asexuality.
* El Goonish Shive states that it "is a comic about a group of teenagers who face both real life and bizarre, supernatural situations. It is a comedy mixed with drama and is recommended for audiences thirteen and older."
* El Goonish Shive story arc toned down her psychotic tendencies and revealed a surprisingly compelling backstory, even giving her a few genuinely badass moments.
* El Goonish Shive. Story-wise, when Nanase and Susan ran into trouble in France, two Immortals arrived the same evening and gave the girls as much magic as they could.
* El Goonish Shive strips involves several of these between Susan and the deity creator of the game.
* El Goonish Shive strips often serve this purpose. Sometimes forms short arcs. They are "not canon unless referred from it later".
* El Goonish Shive: Summoned creatures are of the instant ally variety. They are dismissed if "killed" (the same critter can be re-summoned and give a report) or

the summoner is knocked out.
* El Goonish Shive, Susan initially mistakes Grace for one of these thinking Tedd couldn't have possibly have a real girlfriend and must have made one instead.
* El Goonish Shive Susan, meanwhile, has a number of mental and emotional issues that keep her from being able to have a real relationship, and she doesn't want to make Elliot wait while she resolves those issues. Combine that with the fact that Elliot has started dating someone else, and this ship is unlikely to go anywhere in the foreseeable future.
* El Goonish Shive taking the vampire aspect of this to its logical conclusion.
* El Goonish Shive, Tara has had it with Voltaire once it becomes evident he's been manipulating her so she drops the respectful demeanour she had toward him and threatens him into leaving.
* El Goonish Shive, Tara is manipulated into attempting to kill Elliot by the Immortal named Voltaire who she believes is forbidden from lying like the Ancients of her world.
* El Goonish Shive tease him because he counts on it to help him through the craziness that has taken over his life (as in "It can't be that bad if we're joking about it.")
* El Goonish Shive, Tedd decides to forgo the "obligatory gay hobbits joke" on the grounds that he really needs a hug.
* El Goonish Shive Tedd's dad broke his magic detector after learning how it had failed on Tedd.
* El Goonish Shive, Tedd's dad leaves his son a note on their refrigerator, but his handwriting is so inscrutable that only he can read the original message. To everyone else, the note opens, "Dear Tedd," and then imparts a message the reader needed to hear. This is never explained.
* El Goonish Shive, Tedd's glasses have a variety of functions, and they also make him look less girly.
* El Goonish Shive that big dramatic moments are all it really understands of us.
* El Goonish Shive that it prefers to think of itself as being more like a whale.
* El Goonish Shive that she told Raven that she knows about him being an elf but doesn't tell him the that other people know about his nature as well. She also believes that he doesn't know about Ellen knowing about his knowledge that Ellen is a magical being.
* El Goonish Shive that shrinking/enlargement is harmless (even if you enlarge, eat food, then shrink due to the effect wearing out rather than a second hit).
* El Goonish Shive that this is one of the motivations behind Diane's behavior toward Nanase - she just did a really bad job of going about it.
* El Goonish Shive that this outfit is essentially the modern-day equivalent of a wizard's cloak.
* El Goonish Shive, the Abberation known as Gullet has eyes in his torso.
* El Goonish Shive, the aberration known as Gullet is utterly baffled that Raven could defend against his fire magic, providing some comedic irony as Raven is expecting him to throw out much more.
* El Goonish Shive. The agent says (a little exasperated) that they're not under arrest or even in trouble, he just wants to figure out what happened. Ellen clarifies that she wants to call her super-powerful girlfriend to let her know she's okay, to keep her from tearing the state in half looking for her. The agent quickly agrees.
* El Goonish Shive the author claims in the commentary that he isn't entirely sure whether the spectral flames surrounding Elliot are merely an artistic convention, or something that is actually happening.
* El Goonish Shive, the author Dan Shive has mentioned in commentaries instances where fans have have messaged him accurate predictions regarding certain plot points. Also in commentaries, he likes to tell readers to "give yourself a cookie," if you correctly predicted a plot point. A commonly-predicted reveal might get a line like, "And so it was that cookies rained from the heavens."
* El Goonish Shive; The author decided to concede and call his not-exactly-a-vampire thing a "vampire" because he knew the readers would accuse him of trying to

pawn a vampire off as something else. A character in the story was telling her friends about a monster conceded to her listener's suggestion that it is a vampire because no matter what she says that is what they are going to hear.
* El Goonish Shive the author had intended for a minor character (the principal of a school specifically) to have a massive scar and eyepatch. Due to this law he chose not to since he had no intention of spending the time necessary to make them relevant.
* El Goonish Shive, the Bringing Silly Back arc seems to be his for secondary character Noah. Also, Justin gets a lot more attention in this arc than previous ones.
* El Goonish Shive, the build-up of one particular relationship mess. The fans had diagrams. To quote a recap:
* El Goonish Shive, the Demonic Duck (being a professional distraction) is also a self-proclaimed master of illusion.
* El Goonish Shive, the Dewitchery Diamond awakened Elliot's magical potential and created Ellen whose potential was awakened from the start.
* El Goonish Shive: the facility is a trap for thieves filled with useless or very niche magical artifacts. Getting in is easy. Getting out with any magical artifacts is another matter. Ellen got out with no trouble, and Elliot and Tedd with only moderate trouble, simply because they did not attempt to take any magical artifacts with them.
* El Goonish Shive, the fire-summon mooks have a weakness to water, despite not actually being on fire. Trying to make flaming creatures with a summon spell that can't allow it (the creatures would incinerate themselves) causes the effect.
* El Goonish Shive (the government may be covering up the existence of magic and aliens, but faking a moon landing is just silly). However, the comic has made a few jokes about it.
* El Goonish Shive, the host Sirleck possesses for most of the comic was a very elderly man who is implied to have been quite corrupt even before he became an abberation's host.
* El Goonish Shive the human form of attraction and others with a combination of both.
* El Goonish Shive the idea of asking Diane out specifically because he finds dating someone so similar to Susan to be creepy.
* El Goonish Shive: The ki-based fighting style that Greg teaches Nanase, Elliot and Justin is called Anime-style Martial Arts and it is said to be inspired by several anime series.
* El Goonish Shive. The main cast know it must have been an immortal due to the circumstances, but only the reader and maybe a couple of other characters know it was Pandora.
* El Goonish Shive the most powerful character in the comic at the time. Fortunately, she's usually a pacifist who prefers not to fight unless she has to, and many fights either find a way to take her out of it or put her in a situation where she can't fight at full power.
* El Goonish Shive, "The Nest" is the facility Grace and her brothers were born. After Damien's attack, the above ground floors were destroyed leaving the basement levels abandoned but intact.
* El Goonish Shive then wakes up disappointed that it was a dream but still hopeful the experience would be close.
* El Goonish Shive. The other characters have had their own opportunities to take him out when the situation called for it.
* El Goonish Shive, the process of becoming an aberration, and thus a being that feeds off of humans in an attempt to cheat death, is explicitly said to destroy any capacity for empathy.
* El Goonish Shive, the readers get enraged by the extremely low quality and throw fruits and vegetables at him. Ironically, this ends up providing him with the nutrition to recover but also some ends up going up his nose resulting in going on sick leave for 6 months.
* El Goonish Shive the reasons behind Nanase's actions in the previous strips. In

the last panel, Elliot lampshades the posing and eating while talking.
* El Goonish Shive the reasons not to go through the isolated dark alley while unarmed but still decides to do it.
* El Goonish Shive there is a branch of the FBI dedicated to dealing with supernatural threats. However, many dangerous situations occur when communication is difficult for one reason or another, so they often fail to show up until after the main cast has resolved things.
* El Goonish Shive. There's also Catalina added as a Sixth Ranger. She's a buddy of Susan's from the feminist club whose main purpose was to have an unrequited love for Susan.
* El Goonish Shive. These days, it's hard to imagine Sarah giving more than an annoyed glare to Tedd's suggestion to strip, and it's hard to imagine Elliot going along with it.
* El Goonish Shive these rules (within certain limits), and does so whenever magic becomes too widespread or too well understood (Magic wants to be used and understood, but only by a select few).
* El Goonish Shive, the teenage main cast has gone from landline phone extensions in bedrooms to flip phones to smartphones.
* El Goonish Shive the utility of this trope the hard way in drawing a bird cage intended as a prison for a tiny person.
* El Goonish Shive, the Wii and its balance board make appearances but never by name.
* El Goonish Shive they shift from the latter to suppressing the knowledge of the accessibility of magic from the public.
* El Goonish Shive. They were childhood friends, but when they were old enough to finally date, Justin realized he felt no physical attraction to her. Melissa is also inadvertently responsible for outing him in the more traditional sense since afterwards she was devastated by his realization and needed someone to talk to about it and settled for her sister, the town's biggest gossip.
* El Goonish Shive, this happens quite a lot when someone's stepped out of their normal gender. Somewhat unusually, it often gets milked for some drama in the process.
* El Goonish Shive this has happened... in another universe. By an alternate counterpart of Tedd.
* El Goonish Shive, this is apparently Nanase's mother's view of Nanase's relationship with Ellen.
* El Goonish Shive This is brought up when Justin's friend Grace is applying for a job there. The owner points out she's guaranteed the job if she wants it, states he's not going to interview her, and asks if - as a friend Justin recommended for the job - she wants it. (She takes the point and the job.)
* El Goonish Shive, this is the author's stated reason for just why transforming is ridiculously, absurdly safe.
* El Goonish Shive. This method was chosen, as Immortals are forbidden from acting directly.
* El Goonish Shive. This particular instance is also a bit less effective than most cases of dream communication considering that it is no more likely to be remembered than any ordinary dream. After three attempts, Grace only remembers bits and pieces.
* El Goonish Shive. This was dropped during all subsequent transformations.
* El Goonish Shive. This was eventually resolved with everyone finding alternative partners except Susan who decided she wasn't ready for a relationship anyway.
* El Goonish Shive though her creation was entirely unintentional and they live as brother and sister.
* El Goonish Shive, though it has spent the past few years lurking in the background.
* El Goonish Shive, Tiffany Susan Pompoms ONLY goes by her middle name... she really, REALLY doesn't like her first name, mostly because it's a bit too "happy" for her image.
* El Goonish Shive tips Susan off that his intentions are not what they seem to be

on the surface. He never asked whether or not she'd been online with that messenger service that night before apologizing for "missing" her online...and the messenger service has an "invisible" mode.
* El Goonish Shive to Elliot only to realize that the camera they had set up to film a movie review was still recording and she hadn't intended to include that part in the review.
* El Goonish Shive to fill panel space in lieu of showing discussion of a topic Dan is uncomfortable about.
* El Goonish Shive to get around a crowd of people and return a dropped cell phone to its owner.
* El Goonish Shive to have been an attack by an interdimensional rival instead.
* El Goonish Shive to indicate his anger at his opponent's insult at the beginning of the match.
* El Goonish Shive to keep their connections to their previous life intact before.
* El Goonish Shive to most the guests at the party Nanase and Ellen go to.
* El Goonish Shive to no longer be his own, edging him out of this trope, but he's still the smartest member of the cast.
* El Goonish Shive, Tony picks on Tedd a lot because of how girly he looks.
* El Goonish Shive" to put up force fields sealing off all the doors and some of the hallways when his school is under a magical threat. Not that it stops Abraham, however.
* El Goonish Shive to Sensei Greg telling him to always listen to random intuition.
* El Goonish Shive to the point that she decides to try obtaining alcohol despite being underage in order to forget her epiphany.
* El Goonish Shive, to the point where Tedd can fool Will and Gill without even meaning it — they call him an impostor when they see him without his glasses.
* El Goonish Shive to treat whatever it does to them as something more than fan service at best and petty annoyance at worst.
* El Goonish Shive, touching the Dewitchery Diamond while under a "curse" (broadly defined) results in two almost identical individuals: one without the curse and one under the curse's effects as if it's a part of their default form. "Curse" in this case includes any spell that changes one's appearance, abilities or behavior.
* El Goonish Shive to warn Susan about Tom's less than honest nature despite the fact that, to the best of her knowledge, this would hurt her chances with Elliot (she believed that Elliot and Susan were likely to get together).
* El Goonish Shive: transformations and gender-bending are constants throughout and drive the majority of the plots. Once the characters start hooking up, well...
* El Goonish Shive try to do with Tedd making an effort "not to treat her as eye candy". As the series progresses when they're seen cuddling together in bed and physical developments in their relationship are implied more than once. Whether they've gone all the way is unknown, but even Tedd's dad gave up on trying to keep things as stated in the trope.
* El Goonish Shive turned it into an attempt by Lord Tedd to kill this universe's Tedd.
* El Goonish Shive uncharacteristic to those who didn't know her very well; Sarah, who was more familiar with her, said it was just Susan being Susan, it's just that she usually keeps a tighter leash on herself in public.
* El Goonish Shive until the exact time of her birth (ten to midnight), Diane says she's going on the computer. Rhea replies "Stay out of the folder named 'Gender Studies' until eleven fifty!"
* El Goonish Shive, Uryuoms have the ability to learn (or teach) any language by rubbing their antennae on a person's forehead (or presumably anywhere close to their brain) for about three seconds. They can only do this kind of thing with languages though.
* El Goonish Shive used to beat up Grace and her "brothers" to inspire fear in them when they were under him.
* El Goonish Shive very rarely uses contractions and just comes across as awkward in the flow of his speech.
* El Goonish Shive wanting to break up before realizing the hypocrisy.

* El Goonish Shive want to hurt people by using her full powers against them.
* El Goonish Shive was broken into 8 parts, coming together to tell the story of a board game - "Open the Box", "Read the Rules", "Set up the Pieces", "Play the Game", "Knock the Board Over", "Scattered Pieces", "Fist Fight", "Clean Up".
* El Goonish Shive was created, magically, as a 17-year-old due to being a clone of Elliot. She inherited all of Elliot's skills and life experience as a teenage boy but not those of a teenage girl. Fortunately, she acquired that skill set and life experience a few months later.
* El Goonish Shive was the snitch who gave out the Project Lycanthrope to Mr. Verres after he grew attached to Grace.
* El Goonish Shive wears a lampshade after some not-remembered hijinks.
* El Goonish Shive. We see the phone ringing in the back of the car. As soon as it stops, the door opens, Elliot reaches in, and grabs a water bottle. As soon as he closes the door again, the phone resumes ringing.
* El Goonish Shive. What she says and does is more creepy that way. Also played straight later as she takes the form of Fox, Nanase's summon, to wake her up and get Nanase to listen to her so Nanase will do what Chaos asks with out freaking out too much. Nanase eventually catches on that she's not Fox but by that time she doesn't care and is willing to do what Chaos asked anyway.
* El Goonish Shive when Ellen uses her copy spell on Nanase while the latter is in her guardian form.
* El Goonish Shive, when Elliot accidentally creates a female version of himself, dubbed Ellen. Ellen realizes that the effect that led to her creation was only intended to last a month, and decides to become Elliot's greatest rival and villain. Shortly after this completely fails, she learns that she won't die after a month, and is offered a life as Elliot's twin sister, which she gladly accepts. She's been a part of the main cast ever since.
* El Goonish Shive, when Grace and Ellen start attending Moperville South High School, Nanase, who's a bit edgy about all the secrets she has to keep, starts insisting they're supposed to be meeting for the first time, something no-one had suggested up til then.
* El Goonish Shive when he is informed what he was actually reading was the author's sketchbook.
* El Goonish Shive when she deduces George's extra grumpy mood is caused by him seeing that Justin has managed to find another gay guy to hook up with and therefore that George is gay and is attracted to Justin.
* El Goonish Shive when she tells Nanase of her intention to break up with Elliot.
* El Goonish Shive when the jinn lists countless races to choose from to play as.
* El Goonish Shive, where he's carrying an unconscious Elliot while talking to Melissa, where it's obvious that a mysterious person is Noah:
* El Goonish Shive where he wears one two days in a row explaining he has a closet full of them.
* El Goonish Shive where one of Ellen's multiversal counterparts lives.
* El Goonish Shive" which is "Rated 'R' for Language, Violence and Frequent and Gratuitous Loincloth Removal."
* El Goonish Shive which makes her see him in a new light and they eventually become good friends.
* El Goonish Shive, which was then retconned to be full-on magic only possible due to the intervention of immortal beings in the area. "Take THAT Science Fiction!".
* El Goonish Shive. While building a deck for the card tournament at the comic shop, Tedd mentally declares one of the cards to be "not efficient, but pretty damn cool".
* El Goonish Shive. While magic is an accepted and integral part of that universe, Tedd's transformation technology (which was given to him by aliens) as well as Grace's own transformation abilities are said to be more scientific in nature (although they do rely on an alternate form of magic energy to function, to the point where they give a false positive to any magic sensing devices). The way it works is so complicated that it took an arc to explain.
* El Goonish Shive while possessing Elliot despite being from a different universe

and Elliot having entirely different magic of his own.
* El Goonish Shive who can fly and talk but can't manipulate anything unless it's an effect of one of the spells stored in him and he is used to cast it.
* El Goonish Shive, whoever touches the Dewitchery Diamond while under a "curse" (for a very loose definition of a curse) will be split into their normal state and a duplicate who not only is the embodiment of the "curse" as applied to the original person but who can spread it to others no matter what the nature of the curse is. Fortunately, if the "curse" is easily reversed, the people the duplicate transforms can have the transformation reversed just as easily.
* El Goonish Shive who for all intents and purposes came out of thin air. Played straight with the principal of Moperville North High School, who even the kids note should have been fired for incompetence long ago.
* El Goonish Shive who have a lot of trouble voicing what they're actually feeling.
* El Goonish Shive wholesale out of certain areas, it's no wonder even a little kid on Earth can help them with their technical problems.
* El Goonish Shive, who seems to have lost all faith in men as a result of the affair.
* El Goonish Shive with 2 guys liking her: one really nice and the other a cool jerk but both hot.
* El Goonish Shive, with added coolness from making her duplicate (or original?) throw her at the window. The coolness factor is negated when the window lacks any glass. And is a story up. THUMP.
* El Goonish Shive with an angry jab at her introversion and thoughtlessly asks whether she's ever dated, Charlotte shows her hurt feelings so visibly, if silently, that Diane realizes she's gone too far.
* El Goonish Shive with her imaginary inner child. She states her intention of ending the argument by no longer imagining it. Her inner child demonstrates how pointless this is by telling her not to imagine an elephant.
* El Goonish Shive with him, which made Tedd incredibly uncomfortable. Larry did not stop even when Tedd was being obvious about his discomfort.
* El Goonish Shive within a dream to help her to remember upon waking a message she receives within the dream.
* El Goonish Shive with the claims that Grace would be Neutral Good, Ellen would be Chaotic Good, and Elliot would be Lawful Good.
* El Goonish Shive, yet Sarah's personality is one that is eager to help Justin as he adjusts to being temporarily in a female body for Grace's birthday party.
* El Goonish Shive. You know who the hell this is. Sorry for thinking 'hell'."
* El Gran Armando used a whip he carried in his teeth as his signature weapon in WWC.
* El gran juego de la oca ate through the layers of Styrofoam and reached him. (The "acid" was more than likely a harmless substance such as nail polish remover — acetone readily melts Styrofoam.)
* El gran juego de la oca involved either setting something on fire or putting a fire out.
* El Greco was not appreciated in his lifetime (the 16th century) because his art didn't conform to the norm of realism. Only in the 20th century has his work been reappreciated for exactly this reason. Nowadays it's worth far more.
* El Greco was seen as an incompetent painter during his lifetime. Only in the 20th century did the modern art movement embrace his work as a visionary and personal style.
* El Hazard isn't even in the broadcasting club, but she accompanies them in order to humiliate her older brother Katsuhiko on live TV with (truthful) accusations of rigging the student council election.
* El-Hazard: The Magnificent World actually (unknowingly) quotes Stephen Stills' "Love The One You're With", although in her case it's arguably as much a case of gleeful acceptance of her lustful urges as it is an emotional condition.
* El-Hazard: The Magnificent World and communicate with it, allowing him to control everything from simple gadgets to the most devastating weapons in that world.
* El-Hazard: The Magnificent World and scrambles for both a cigarette and a nip

from his handy flask:
* El-Hazard: The Magnificent World, and they are effectively co-rulers from that point on, though Jinnai is by far the more active of the two.
* El-Hazard: The Magnificent World, an intelligent nonhuman species whom account for a dominant civilization.
* El-Hazard: The Magnificent World - even better/worse, it's a gender-swapped identical stranger.
* El-Hazard: The Magnificent World gets to stop dressing up as Princess Fatora once the real princess returns.
* El-Hazard: The Magnificent World, given the number of times that Makoto has coincidentally gotten in his way and/or pissed him off.
* El-Hazard: The Magnificent World had everyone living under the Eye of God, an ancient super weapon in atmosphere level orbit that's creation was lost to legend and its operations steeped in mysticism and tradition, the damn thing had to be unlocked by three priestesses and operated by two princess.
* El-Hazard: The Magnificent World has Ifurita, an ancient clockwork powered woman and super weapon combi.
* El-Hazard: The Magnificent World. He is even sad that he can have his fantastic strength only if he doesn't drink.
* El-Hazard: The Magnificent World in the series that mankind would have been better off not creating. Although the El- prefix is actually Spanish, as in El Cid, the noted Spanish general.
* El-Hazard: The Magnificent World, Jinnai does this deliberately during a meeting between Queen Diva and Princess Rune Venus. Having acquired the same immigrant superpower as her brother, Nanami eventually starts doing it too.
* El-Hazard: The Magnificent World: Londs and Princess Rune invoke this, by deciding to use Makoto's likeness to Princess Fatora to their advantage by having him impersonate her, during the time of her abduction. When he refuses, they imprison him and Fujisawa in the castle tower until he finally agrees to do it.
* El-Hazard: The Magnificent World, Makoto collects the interest of nearly every girl in the series.
* El-Hazard: The Magnificent World: Makoto finds that science doesn't work quite the same on El Hazard as it did on Earth.
* El-Hazard: The Magnificent World, Masumichi Fujisawa, where he comes to her rescue at Arlamann. But when he hammertosses the mech-sized Buggorm in episode 7, Miz was sold.
* El-Hazard: The Magnificent World mostly resembled giant neon cockroaches, with the exception of their queen, who resembled a normal attractive human female with antennae.
* El-Hazard: The Magnificent World: Mr. Fujisawa is an avid mountain climber. During the final "Magnificent World' story arc, He tries to climb a maountain in the middle of a desert and falls in, finding a garden oasis inside instead.
* El-Hazard: The Magnificent World: Played straight by Jinnai with a feather duster on Ifurita.
* El-Hazard: The Magnificent World posing as the missing Princess Fatora, and Yakumo crossdressed for his night job.
* El-Hazard: The Magnificent World. Priestess Miz Mishtal blows one of these to her beloved Fujisawa.
* El-Hazard: The Magnificent World series, she has her very own library!
* El-Hazard: The Magnificent World set in a land rife with magic and supernatural wonder. Yet, there are remnants of ancient technology as well, such as the Stairway to the Sky, the Eye of God, and the demon dolls.
* El-Hazard: The Magnificent World she has little choice until Makoto frees her.
* El-Hazard: The Magnificent World: Subverted that while Jinnai sabotages a sign to get the heroes going onto a dangerous path, Mr. Fujisawa knows all along they are taking the tough path, but takes it anyway because he relishes the challenge.
* El-Hazard: The Magnificent World, that he can literally pass for her fraternal twin. The resemblance was strong enough to cause Fatora's lesbian lover, Alliel, to mistake him for her at first sight and become sexually aroused. In a later episode,

Alliel openly admits that Makoto is the only male who can turn her on, simply because he looks like Fatora.
* El-Hazard: The Magnificent World that he's one of the more popular characters outside of the show.
* El-Hazard: The Magnificent World: The entire Bugrum Empire is absolutely crawling with car-sized beetle-like creatures.
* El-Hazard: The Magnificent World, the Kingdom of Roshstaria's Eye of God superweapon requires its two sovereigns to activate: first and second princesses Rune and Fatora Venus. The absence of the later drives much of the plot following the main character's arrival in El Hazard.
* El-Hazard: The Magnificent World uncovers the location of the Forbidden Isle, which was known to only the three priestesses of Mt. Moldune. Solution: get them to show him where it was.
* El-Hazard: The Magnificent World until she blurts out something that tips them off.
* El-Hazard: The Magnificent World used to showcase the ancient destructive power of the demoness Ifurita.
* El-Hazard: The Magnificent World who sexually harass the others girls for fanservice.
* El-Hazard, which she goes about efficiently and brutally. Fortunately this is an unimportant city, and throughout the continuity said villain never faces any consequences for ordering this destruction. The main cast even confronts him in the sequel OVA and nobody even brings up the subject. This also holds true for the living weapon herself, although she technically had no choice in the matter.
* El hijo de El Ahuizote. During Porfirio Díaz's administration, in the middle of a harsh dictatorship, their presses were constantly confiscated, some of its journalists were even murdered, and both were promoted to national heroes for being among the instigators of the Mexican Revolution.
* El Hijo Del Santo, who had previously hung up his boots after getting discouraging results from his doctor's physical, returned to competing in the ring for his Todo X el Todo promotion in 2015. The next year the reason why became obvious. He was preparing to guide the career of his son, El Santo Jr, who debuted as his
* "El hombre muerto" by Horacio Quiroga plays this trope as straight as possible: the entire story is nothing but one man dying of a machete wound.
* Elia, named after Oberyn's deceased sister, is a skilled jouster and favors a lance as her primary weapon.
* Elianto" before literally splitting in three pieces for the tension.
* Elias Bouchard. He peers into people's minds to find what would disturb and hurt them the most, then tortures them by speaking of it as cruelly as possible before directly planting feelings and images in their heads. His victims are often to the point of breaking before he ever plants anything in their mind.
* Elias for choking, but it's doubtful given that most of Melbourne doesn't particularly care about Rugby. Moral of the story: Research the local sporting culture before you try this (or, if you asked local-born Buddy Murphy for advice, make sure he wasn't ribbing you!)
* Elias Howe once dreamed that cannibals were preparing to cook him. When he watched their spears, he noticed that each head had a small hole through the shaft. This inspired him to the technique he would eventually use to invent the sewing machine.
* Elias Tyrell is an incredibly gifted fighter and he makes sure that everyone knows about it. He at least tries to appear like a true knight and usually manages to fool others to fall for this trick, but upon closer examination, his arrogance and lack of discipline become obvious.
* Elias Tyrell is one of the most famed knights in the Reach. At a rather young age, he is incredibly gifted in combat and openly embodies the virtues of a knight,
* Eli Ayase from μ's is part Russian from her grandmother. Her catchphrase is "Harasho!", meaning "good" in Russian, and her character symbol is the Cyrillic character "ya".

* Eli (before becoming Hawk) outright states to Johnny that he could be on the autism spectrum. While it's never fully confirmed, he does show traits of the disorder, such as intense interests (he embraces the Cobra Kai creed the most, at least prior to his defection), poor emotional control (for example, attempting to beat up Demetri over a Yelp review), and insecurity (he'll be
* Elicia and Donato, a pair of young siblings, go by the more casual diminutives Elly and Don.
* , Elicia asks Roy how babies get in mother's stomachs after she sees a pregnant Riza. Roy tells her that it involves a special alchemy that all dads know.
* Elidibus also mocks the naivety of expecting him to just detail his plans, just because Alphinaud confronted him. His biggest advantage is that the heroes legitimately have no idea what his next move is, why would he give that up?
* Elidibus claiming the people of The First must rise up and become Warriors of Light, because the player character and their companions won't be in that world forever. They all came from a different world, and have to return to their own world. Every word of that is true. In fact, every day spent in The First jeopardizes your companions' safety, as they've been separated from their bodies long enough their souls are wearing through at the seams. And seeing as it's a whole separate WORLD,if it needs saving you probably won't hear about it in time. The First really DOES need a crop of heroes.
* Eliding entire verb clauses ("With no ticket, you can't get your laundry" becomes "No tickee, no laundry.");
* Elie Wiesel waited ten years before writing about his experiences during the holocaust, as he felt he was was too close to it emotionally 'to see clearly'. The first manuscript for what would become
* Eliezer Yudkowsky sometimes utilizes this trope in his short stories.
* Eliezer Yudkowsky, which contains very little philosophical speculation.
* Eligos, a blue emaciated humanoid who flickers like a malfunctioning TV.
* Elihu spends a few chapters ranting at the eponymous character of the
* Elijah And Azuu has Legion, which repairs damage done to their possessed host simply by tying wounds closed with the host's own veins and sinew.
* Elijah And Azuu has two of these: Izza will occasionally ask "Why" repeatedly in response to various questions or requests (whether or not it makes sense), though she seems to use the response simply on autopilot and doesn't particularly care if the conversation is abruptly cut off. Fish, on the other hand, is very curious about the world, but since he kind of struggles with short-term memory, he tends to repeat himself.
* Elijah and Ulysses also want to wipe out the three main factions competing in the Mojave. And they fully have the means to do it.
* Elijah Baley constantly tries to "solve" his cases by fixating on a new piece of evidence, until something happens that makes him revise his understanding of the evidence he already has.
* Elijah Baley. In the second and third books, his abilities gained him respect even among the spacers (who do not like the Earth people much in the first place), and by the time of Robots and Imperium, he was so famous that even they named one of the new colonized planets after him.
* Elijah challenges the priests of Baal to one in 1 Kings. Both call upon their god to light an altar as proof. He mocks them when Baal fails to answer. Yahweh lights the altar, of course, even after Elijah stacked the deck against himself by soaking his altar with water, and the Israelites praise him, then slaughter the priests after this.
* Elijah is killed, his body is moved into a house he hadn't been invited into, and comes back to life. In apparent pain he mutters "I can't be here" and runs outside.
* Elijah Mikaelson, over 1000 years old, has only ever fallen in love with three women, Tatia, Celeste
* Elijah of Buxton: Emma Collins' doll is made from a sock that had rope tied around the neck to form a head. It also has two big brown buttons for eyes, and six little buttons for teeth. Elijah thinks it's scary.
* Elijah once encountered a widow and her son during a famine who were down to

their last meal, but after they prepared a cake for him from what little they had, he promised them that their flour and oil would not run out until the drought and famine were over, and God fulfilled that promise so that even though they didn't get any more flour and oil, what little they had never ran out.
* Elijah's brother, Klaus, has his turn in the season four finale. He arrives at graduation in a suit and literally his first action is to decapitate a witch by throwing a graduation cap.
* Elijah Valentine could, theoretically, save the starving by magical means, but the world is made of connections - change one thing, you break another. So he mostly avoids using his powers, citing responsibility, and helps people in mundane ways.
* Elijah wants all the technology in the Sierra Madre Vault to rebuild and rule the wasteland. (You have the option of granting his wish - by
* Elijah was another example, within the Mojave Brotherhood of Steel. He was by all accounts, an exemplary scribe and brilliant engineer who could deconstruct and understand the implications of technology far better than any other scribe, and he could jury rig some really innovative powerful weapons. Problem was that he was horrible at inspirational leadership and sucked at organization and tactics too. This resulted in the Brotherhood suffering a humiliating defeat and rout at the hands of the NCR at Helios One with the survivors never knowing why he wanted them to fight for that place. His poor track record also bites him at the Sierra Madre casino, where in spite of having bomb collars installed on them to ensure compliance, the
* Elijah Wood Apparently what makes it so "unbelievably creepy" is the quality of the artwork.
* Elijah Wood, for crying out loud), so it's not like typecasting was ever a problem for him.
* Elijah Wood (Sam), Sean Astin completely takes over the conversation several times to rattle on about how great the story and production values are to the point that you can hear Wood and Serkis shifting uncomfortably in the background. This is easily the weakest of the assorted commentaries. While the others are a mix of good humour and fascinating information, Wood, Serkis and Astin spend most of their time praising each others performances.
* Elijah Wood's character's comment remarking on the Nintendo Zapper being "like a babies toy" for using his hands). The prediction rang false however, as while such technology does exist (Xbox Kinect), it has a slim following among the industry at large at best and is ridiculed at worst, resulting in people still using their hands.
* Elijah Wood young due to possessing the One Ring, he's considerably more mature and educated than the other hobbits.
* Eli Manning won his way to his second Super Bowl appearance in the 2011-12 playoffs. In the NFC Championship game between Eli's New York Giants and the San Francisco 49ers, he took a big hit on almost every play and even took 6 sacks during the game, and each time he got up and kept playing like nothing had happened. Despite throwing the ball over 50 times in rainy and windy conditions, he did not throw a single interception.
* Elimidate claimed that she'd win the man because she has "the Big Dogs".
* Eliminate Dangerous Doctors with the unlucky only good doctor protagonist thrown into the situation).
* Eliminate Down - both you and it are falling through the Earth's atmosphere, and if it's not beaten within 100 seconds, you burn up and lose a life.
* eliminate higher-ranked ones, they can move up in the ranks. Most of the top ranks are Devil Fruit users.
* Eliminate Pro used a shorter version of Amon Tobin's "Mighty Micro People" as the game's main menu music.
* Eliminating contestants for undercooking meat on a reality show about cooking, however, is understandable and justified. Ever get so sick from food poisoning that you puked interesting colors? More often than not, it was because the cook wasn't carefully watching the meat he was supposed to be dutifully cooking, so of course

Ramsay is going to come down hard on contestants for undercooked meat. Potentially poisoning your customers is a much bigger problem than serving them food that simply tastes bad.
* Eliminating the baggage:. In both cases, to avoid the responsibility of parenthood, and in the mistress's case, to keep the affair from being discovered.
* Elimination-based children's games like Musical Chairs play out this trope in miniature.
* Elimination Catchphrase: A phrase that is said whenever a person on a reality show is eliminated.
* Elimination Chamber 2010, when Undertaker made his way down to the ring, an accident occurred during his entrance when his pyrotechnics were mistimed, resulting in him being momentarily engulfed in flames. He was cleared by a ringside doctor to wrestle, however, and was able to compete in the match.
* Elimination Chamber: The PPV debuted in 2010. Took a hiatus in 2016 until the next year.
* Elimination Chamber, with the other two men start outside the Plexiglas like a regular match. Every two or three minutes, another is released. It is, as the name indicated, an elimination match: five competitors must be defeated for there to be a victor. Tends to get bloody, as the chamber has much less give than most types of cage.
* Elimination Houdini Chloe & Kelly. To a lesser extent, Greek twins Helena & Vikki were more favoured to win the second semi-finals than the proud mums Bree & Jessica.
* Elimination Houdini: "Kami & Karli are safe again, is this the 6th time?"
* Elimination Houdini Lauren Gottleib. This was only the last of Lauren's antics with the season. Early favorite Jessi was eliminated to raucous response after not being able to dance the previous night over Lauren,who the judges even called out on actually dancing for only half the time she was given to dance for her life.
* Elimination tags were popular in the WWF for them to build a Pay Per View event around them called
* Elimination variable added to such a match means that every wrestler except one (or every member of every team except one) must be pinned, forced to submit, counted out, or disqualified for there to be a victor. For example, in a four-man man match, there must be three eliminations for there to be a victor—and not all of them need be by the same wrestler. Three-man elimination matches were an ECW staple, with such a contest called a "Three-Way Dance".
* Eliminator mode in the various games is almost universally imbalanced, requiring mostly luck to get the right weapons and not so much player skill. The weapons were balanced for regular racing, so many didn't even do damage or very little, and some were grossly overpowered in a game mode where you didn't have to bother with speed.
* Eliminators has SPOT ("Search, Patrol and Operational Tactician"), a little R2-D2-ish robot that can turn into a ball of energy and fly around and scout the area.
* Eliminators, Mandroid is a laser-toting, war robot (well...near full-body cyborg) mounted on tank treads, who has a gadget for all occasions .
* Elincia's inner circle comprised of her personal retainers and native Crimean Royal Knights.
* Elinor also provides another example, when her calm demeanor finally breaks after Marianne observes that she (Elinor)
* Elinor is shown in the opening meal scene receiving letters of many sorts, thus implying she is the one handling matters of state. Elinor seems to be tougher than even Fergus, as she completely keeps him in line (even when he tries to express male dominance), and can stop a massive brawl of tons of badass warriors simply by her intimidating presence alone. That's
* Elinor — the sense — and Marianne — the sensibility, an archaic word for romanticism, in
* Elinor Powell and Frederick Albert quickly fell for each other when they met at a prisoner of war camp during
* Elinor's father tweets in his sleep in "Bird Song" after falling asleep at the table during breakfast because he was woken up early by a bird singing outside the

window.
* Elinor Wonders Why: A general focus on exploring nature, the outdoors and community.
* Elinor Wonders Why, Ari's father tells him that he could have used padding when he was younger to keep him from falling down. He poo-poos the idea, saying that he never falls down, then immediately trips over a stick.
* Elinor Wonders Why, Bibi calls Elinor's father her favorite son upon his, Ranger Rabbit and Elinor's arrival. He points out he's her only son.
* Elinor Wonders Why has segments where Senor Tapir sings about a famous scientist.
* Elinor Wonders Why: In the episode "Olive's Library", this is averted. The characters actually sing "Happy Birthday" to Olive because it was her birthday. Interestingly, though, they only sing one line of the song since the episode starts where they sing it.
* Elinor Wonders Why, "Ms. Mole's Glasses" ends with everyone laughing over Ms. Mole's comment about not needing use her senses to know that Ari is always hungry.
* Elinor Wonders Why pretty much gives it away. Elinor is very curious about the world around her and wants to learn as much about it as possible.
* Elinor Wonders Why short "That's So Interesting - How Do Cheetahs Run So Fast" Ari declares "We need more observations!" saying that it's what Elinor would say.
* Elin will end up being a huge inspiration for her grand-niece Saga. She's also there to help and support Nina, another grand-niece. And she's tough enough to still live at her homestead until she's 100 years old.
* Elio e le Storie Tese, among other stuff). He's also an avid baseball player, which in the soccer-obsessed Italy is quite a feat in itself. Meanwhile, his fellow band member Mangoni is an architect who also enjoyed a brief political career.
* Elio e le Storie Tese, died of a brain hemorrhage while performing on stage in December 1998.
* Elio e le Storie Tese had the song "Al mercato di Bonn" removed from their 2003 album "Cicciput", because it was about the discovery that Beethoven wrote the melody for "Happy Birthday to You", and thus contained a sample of the song, lyrics and all. Luckily for the fans, they managed to "accidentally" broadcast the song during a popular radio show.
* Elio e le Storie Tese is titled "Elio samaga hukapan kariyana turu", which means "Let's all merrily fart and cum with Elio" in Tamil. The title of their later album "Italyan, rum casusu čikti" was taken from the headlines of a newspaper from Cyprus and means "It turned out that the 'Italian' was a Greek spy".
* Elio e le Storie Tese was entirely based on this kind of humour. First of all, the jokes were more than deadpan, since they were told by a vocal synthesizer. Then, among the "normal" jokes, it featured gems such as: "An Englishman, a Frenchman and a German are on a plane. The plane crashes and they die".
* Eliot Chang is a stand-up comedian who was once heckled by a drunk bride-to-be. He assured the audience that he had the situation under control since he began his career in Harlem, NY and knew that he wasn't in trouble unless he heard someone say, "Fuck you!
* Eliot doesn't like guns, but explains it's only because they're too
* Eliot does this on a plane to subdue a security employee who is tailing an accountant that has a hit on her.
* Eliot drugs the drinks of his inner circle to find out who's responsible for turning half of the castle's inhabitants into rats.
* Eliot is on a date (as part of a con) with Nate's ex-wife Maggie, and the rest of the team is watching via video surveillance. Sophie even has popcorn. Maggie makes a series of disparaging comments about Nate, then reveals that she knew he was watching all along.
* Eliot Kid: Eliot and his friends are this in most episodes, fighting off threats that only exist in their imagination.
* Eliot Ness: He and his men were not called "the Untouchables" for nothing. He was an US Treasury agent who kept
* Eliott Reed (who is fluent in German) makes an intentional and dirty mistranslation to get revenge on Dr. Cox. Instead of telling his burly German

speaking patient that "You have fluid on your lungs" — he says "Your wife has nice boobs." While making a gesture that
* Eliphas the Inheritor, and working for a different side. Apparently his new patron got the gods to resurrect him for the job.
* Eli Roth dons a clown outfit for his son's birthday, and then learns he can no longer remove it and it is transforming him.
* Eli Roth is more bloody, gorier and more barbarically gruesome, not to mention even more controversial.
* Eli Roth's pool. He was inspired by a Thai "murder vacation" website he came across on the dark web.
* Eli Roth to give them an idea of what they were being asked to do. They all loved it, thinking it was a comedy, and instantly signed on to play cannibals. Roth chalked it up to a strong culture of storytelling among the indigenous peoples of the Amazon.
* Eli Roth was remade with the new director utilizing the exact same script.
* Eli Roth while working in Iceland on a horse farm. He got such a bad skin infection from the rotting hay in the barn that his face broke out in sores, bled and peeled off when he shaved.
* Elisabeth and real life, Crown Prince Rudolf writes articles anonymously against his father's rule because Rudolf has no real influence at court. The Japanese productions take it even further, inventing a fictional subplot where Rudolf actually participates in revolutionary activities and gets arrested at a demonstration.
* Elisabeth anyway. In other productions he's more obviously a real character.
* Elisabeth Clara Sladen for just under four decades. After she passed away in 2011, the next companion was named Clara, after her middle name.
* Elisabeth Death by her assassination. Rudolf may be this, too, depending on the production/actors.
* Elisabeth Delmas, a.k.a. Sissi (yes, that is indeed her nickname) from
* Elisabeth. For example, here are some people who have been in all three shows named above: Mark Seibert (Death - Count von Krolock - Colloredo), Thomas Borchert (Death - von Krolock - Leopold Mozart), Gernot Romic (Rudolf - Alfred/White Vampire - Wolfgang Mozart), et cetera.
* Elisabeth: Franz Joseph called his mother Sophie out - a little too late - for meddling in his marriage in the name of the throne.
* Elisabeth, has only been performed in Japan and there's no word of it ever coming to Europe.
* Elisabeth have Lucheni adlib at the start of act 2, before "Kitsch".
* Elisabeth He also usually does it in order to get Rudolf to bend back so he can be kissed as well.
* Elisabeth. He has a handful of silent accompanying angels to carry away those he reaps. He definitely is meant to be creepy/frightening, but nevertheless attractive - physically and/or in the charismatic sense, especially to people like Elisabeth who courts death and Rudolf who commits suicide - and, originally, a bit androgynous.
* Elisabeth in braids that fall to her waist, and pallor because she was royalty.
* Elisabeth indulges in these a lot, mostly of the triumphant gloating variety. Tamaki Ryou utilizes a contemptuous, mocking, utterly fake one at the end of Elisabeth's wedding.
* Elisabeth. In most versions, most characters are unaware of his narration, with the Judge, Death, and Madame Wolf being the only ones directly interacting with Lucheni-as-narrator. The Japanese versions have Lucheni playing various additional roles, such as a servant at Bad Ischl (fanning Sisi), a waiter in a Viennese cafe, a photographer, etc., in addition to leveling him up as one of Death's henchpeople.
* Elisabeth is the most successful German-language musical ever written. It's been performed in Germany, Austria, Hungary, the Netherlands, Sweden, Finland, Belgium, Russia, South Korea, Japan and China, and has multiple English fan translations. In spite of its popularity most English-speakers have never heard of it.
* Elisabeth Moss had as a teenager. Season 7B had her repeat the feat—but

this time, it involved her in roller skates with no helmet!
* Elisabeth of Austria(-Hungary) got her way alright, traveling the world and doing whatever she damn well wanted, unburdened by the rigmaroles of court and a loving (the feeling quickly became non-mutual for her) but ineffectual husband. It, however, came at the cost of/resulted in:
* Elisabeth: References to Heinrich Heine's poems pop up in the libretto, mostly via Death's lines. This isn't surprising, because Lucheni stated in the first song that Elisabeth loved Heinrich Heine (she did, in real life). The original casting call for Death specifically stated that he should be "young, attractive, androgynous" and close to an idealistic representation of a young Heine. The German poet also contemplated death extensively.
* Elisabeth Shue. Her character in the movie quit acting to become a nurse in a sperm bank, and it's implied that she's a nymphomaniac.
* Elisabeth Shue replacing her as Jennifer Parker for the first movie's sequels. Wells reprised her role for Jennifer's appearance in this game, however.
* Elisabeth Sladen during "School Reunion," but he got to be the one to give her the heart-melting "Goodbye, my Sarah Jane," that Sarah Jane waited decades for.
* Elisabeth Sladen" into her ear. That actor's name was Brian Miller, and she married him three years later.
* Elisabeth Sladen. The last episode of the series ends with the words "And the story goes on... forever."
* Elisabeth: Sophie Blümel and Marjan Shaki played Hélène von Wittelsbach in the same production as their real-life husbands, Thomas Hohler and Lukas Perman. Duchess Hélène is aunt to Crown Prince Rudolf - Hohler and Perman's character.
* Elisabeth: The Princess Bride where Emperor Franz Joseph I was able to win over Elisabeth because she considered him to be playful, considerate and charming.
* Elisabeth? There's Mark Seibert and the rest of the new Deaths in the German/Austrian productions. Somewhere in between? Hello, Máté Kamarás. The show is very often marketed as a love story between Elisabeth and Death, and/or a triangle if you add Franz Joseph.
* Elisabeth to the earlier tune of "Mama, where are you?". During "On the Deck of the Sinking World/All Questions Have Been Asked (Reprise)", some Rudolfs try to reach out to Sisi in between his struggle to stay on the sinking ship.
* Elisabeth, Tsukishiro Kanato (2018, Takarazuka)'s Lucheni asks the audience if they've noticed a camera today, says he too has noticed a camera, and then asks the cameraperson to come closer and make sure he looks handsome.
* Elisabeth, who was confused as to why a man would be in the cast of an all-female theatre troupe. Additionally, she was barked at by Kouju Tatsuki's dog, which usually only reacts aggressively towards men.
* Elisabetta Barbados, the (13-year-old) Child Empress as is known, in
* Elisa Hansen is an author and video essayist best known for her Vampire Reviews, many of which discuss feminist and queer issues. She is a biromantic asexual.
* Elisa Lam: Was she killed by malevolent spirits residing in her hotel? Or was it a
* Elisa Lynch abroad specially in Brazil. Nevertheless, she was the subject of several literary works.
* Elisa's characters Dr. Tease and The Makeover Fairy both enjoy torturing people through science and makeovers
* Elise is an interesting case in that, while naturally an upbeat and outgoing person, there are times when it's implied that she's deliberately exaggerating these traits in order to be a soothing presence for her more jaded siblings. The trope is played a little bit straighter in
* Elise is shown to have a very high intelligence, given that she is a secret government agent; however, she also has traits of a
* Elise — if you fail, Elise bites Jack's neck and drains his health, restoring her own.
* Elisha, considering the manner in which he manages to persuade the king to cut down on feasting…

* Elisha has to qualify. After God took his mentor, Elijah, to Heaven (which He later revealed was a way to keep Elijah alive until the End Times, so he could prophesy again), God gave the power He had previously vested in Elijah to Elisha. Elisha proceeded to work many miracles in the Name of the Lord, and the power God bestowed on him was so great that his decaying bones revived a dead man.
* Elisha in 2 Kings 2:23-24, while walking up to Bethel, was insulted by some
* Elissa Knight recorded the lines for Eve just to give the directors something to work with until a more famous voice actress was contracted, but they liked her performance so much that they kept it in.
* Eli Stone a first season divorce case of Taylor's was initiated after both spouses found out they'd been flirting online after meeting in person. Taylor, having personal reasons to look for proof of real love, pointed out that maybe they shouldn't ignore the fact that out of all the people in the world and all the people on the internet they'd managed to find each other and fall in love twice; she refused to do any more work on the case for 72 hours until they had tried to have an honest and civil conversation.
* Eli Stone, Eli kept insisting that Maggie had a new haircut, rather than a shiny new ring.
* Eli Stone: Eli would get visions and try to prevent them from happening - like, his vision said a building was going to get bombed with his boss in it, so he tried to get his boss to leave the building before that happened. Sometimes it worked out in his favor, sometimes not.
* Eli Stone involves a Pakistani woman fighting not to be deported because she married a gay man in order to obtain a green card.
* , Elita's servant, kidnaps the sparkling of Starscream's servant Nightwish in order to force Nightwish to poison Starscream.
* Elite 2: Frontier) averts this and reintroduces the Thargoids (they first appeared in the first game as a random encounter), an actual alien race which inhabits the systems of Polaris, Pleione and Miackce. The player's experiences with the Thargoids are the "first encounters" referred in the subtitle.
* Elite Agents Above the Law: Government agents who operate without the normal oversight structures, answering only to the state's leader, or possibly to no one but themselves.
* Elite Agents Above the Law: Law enforcement officers or intelligence agents who answer to nobody except their government's top leaders (or themselves).
* Elite Agents Above the Law), the Cardinal's Guards (answering to Cardinal Richelieu), and the Cardinal's collection of what would be called NOC agents in modern times, such as Milady deWinter.
* Elite, also both using a Newtonian flight model, have "stellar particles" which can be turned off, which is highly recommended for manual maneuvering.
* Elite and allow players to buy real estate and hire NPC ships and pilots.
* Elite, and by the time the manufacturer had fixed all its issues the result was basically a third design iteration anyway, so it was marketed and sold as a Mk. III.
* Elite and its sequel have this as a purchasable option for your ship. It's fairly worthless for its primary use, because cheap fuel is available at every space station, so the only reason to scoop it would be to jump through a particular system without docking there. It takes forever to fly close to the star and get fueled up, and you can still get attacked by pirates while heading there. However, the scoops also let you pick up goods and prisoners from ships you destroy, which can be much more valuable than fuel.
* Elite are able to destroy pirate ships and to get bounties for this.
* Elite Armies The saying goes that if you pit five Space Marines against five different Eldar Aspect Warriors, four of the Eldar will die while the survivor single-handedly kills the Space Marines, because that what she trained for.
* Elite Army mines, as their own space was scarce in that resource and it showed in the Centauri's superiority in numbers and quality of their jump drives) to bridge the gap, completely integrate it, and then repeat it until the Centauri were finally weak enough to be fully conquered.

* Elite, as a deniable asset. You'll be awarded with money, ranks, titles and military decorations.
* Elite as-necessary to adjust for this rotation for you... though if you're feeling adventurous (or want to show off) you can easily disable this option and touch down on pads the hard way. Or you can just use an autodocking computer which will do everything for you from start to finish.
* Elite, a trip into hyperspace (or witch-space, as the game calls it) puts you at risk from ambush from Thargoids, who have a technology which allows them to lurk there. In some versions of the game you can force a hyperdrive failure by holding full pitch and roll while jumping, but you'd have to be either suicidal or very well armed to attempt it.
* Elite Beat Agents 300s. This has the side effect of missing a note in mid-song much, much more detrimental to your score than missing at the beginning or the end.
* Elite Beat Agents' Agent J uses to get his hair super-curly in front. It just seems to leap out like a tongue.
* Elite Beat Agents" as one of the featured songs, but the song doesn't appear in-game at all. The uneven number of levels (19) and a blank spot on the multiplayer song menu both suggest the song was cut for some reason.
* Elite Beat Agents at them. The sisters seem to consider their stranded status an impromptu vacation (and given Commander Kahn's wearing a Hawaiian shirt when he calls the Agents out, he doesn't take it too seriously either); at level's end, they get off the island by flashing a diamond credit card at a passing jet. The level's song? "Material Girl", by Madonna.
* Elite Beat Agents frequently tend towards this. One mission has a teenage quarterback helping his girlfriend babysit by treating every issue with the kids like it was a football. Another has an impoverished oil tycoon regaining his fortune by employing his skills at digging. And of course, the agents themselves can assist with absolutely any problem whatsoever by dancing at it.
* Elite Beat Agents giving you a thumbs up while screaming "YEAAAAHHHHHHHHHHHHHHHHHH" everytime you got through an entire mission without failing a single section.
* Elite Beat Agents has a sitter trying to control a terrible trio of uncooperative children.
* Elite Beat Agents has this trope as its very goal, as you must help a younger Leonardo da Vinci win the heart of a certain beautiful but emotionless young woman. Win, and she does give a beautiful smile, which inspires Leo to draw a certain famous painting.
* Elite Beat Agents is the lead character in the hard difficulty, being impressively tall and everything.
* Elite Beat Agents made specifically for American audiences by the same development team.
* Elite Beat Agents) stage, the main character takes the freight elevator to the top of the peanut warehouse where the evil alien queen is.
* Elite Beat Agents: The ABCD sporting goods company ranges from footballs to Olympic athlete's track suits.
* Elite Beat Agents" The Agents/Ouendan then arrive to help the helpless... help themselves... with music and dance moves. The helpers in this case are part of a semi-governmental agency, making them the third type.
* Elite Beat Agents, the Bonus Level using "ABC" by the Jackson 5 where the Agents have to help a cat keep its owners' baby from getting into trouble as it wanders through a construction site.
* Elite Beat Agents the character goes to get singing lessons. This is represented by her being in a studio while a piano player coaches her along. Do poorly and she lets off such a horrific trio of 'LAs' that the plant on the piano dies, the windows to the studio shatter, the wall cracks and the poor piano player is covering his ears!
* Elite Beat Agents. The Divas and Khan have some pretty nice shades too, although the Divas' are transparent.
* Elite Beat Agents). This has, unfortunately, effectively quashed any hopes of an

official sequel ever being released in the West.
* Elite Beat Agents to help their targets succeed in their goals. Clad in sharp black suits, they seem to be vaguely part of some secret government organization and are lead by a guy named Commander Kahn.
* Elite Beat Agents. Upon completion, the victory text reads "Merry Christmas" in festive red and green.
* Elite Beat Agents: WE-ARE-THE-RHOMBULANS. YOUR-PATHETIC-PLANET-IS-NOW-OURS.
* Elite Beat Agents, you are trying to get a runner with a cold back to health in order to win the big race. Depending on how well you do, he reacts with roughly equal enthusiasm to winning Gold or Silver but is very distraught to have only won 3rd, even if that is pretty good for someone who just got over a cold.
* Elite Beat Agents, you cheer on a pirate who has been left with practically nothing but his trusty bird, and he struggles to find lots and lots of treasures. If you succeed, the bird drops the trope title. In another mission, you cheer on an ex-oil tycoon who gets thrown out by his gold-digging wife after his oil wells run dry and is determined to dig his way back back to riches.
* Elite by Frontier Developments it's avoided, along with other space tropes. Ships that run out of fuel will continue to drift forever through a solar system. You can even stay on an elliptic orbit (evident only with time acceleration, of course)
* Elite can help make this more convenient by giving players a purchasable augmentation for their in-system travel device.
* Elite choices vary between specialized units tailored for a specific purpose, to simply better armed and more expensive versions of the army's
* Elite Dangerous aesthetic. Their Orca and Beluga Liner have massive viewing decks along their roofs that are larger than a tennis court. Their extravagance is pretty telling when the Beluga Liner is almost the size of an Oasis-class cruise ship yet the Oasis holds 30 times more people.
* Elite Dangerous, all but a handful of the billions of stars are numbered (either randomly generated, or pulled from a astronomical catalog), giving us beautiful names like "Eol Prou RS-T D3-94". Planets share the name of the star they orbit, and are assigned an alphanumeric code based on their orbit. Only a handful of planets or stars have an actual name; some are from previous games or are actually named in real life (such as "Sirius"), and a handful were named by kickstarter backers such as the infamous "Stapled Peacock Flesh", a terraformed Earth-like world.
* Elite Dangerous also bombards its citizens relentlessly with advertising on a daily basis.
* Elite: Dangerous, and if the flight-assist computer is on, it's played straight.
* Elite Dangerous are all about shiny spacecraft. Everything they fly is painted a brilliant, shiny white.
* Elite Dangerous - crosshair, ETA, target position, etc - invisible as the holograms have nothing to project against.
* Elite Dangerous had intergalactic travel, but was dropped in the sequels.
* Elite Dangerous has examples at some starports as a way to sell off illegal or stolen goods that can't be sold at the normal market. From pirated goods, to weapons and narcotics, to slaves, if you've got it, the black market will buy it. The influx of illegal goods can also lower the security of the system you sell them to, or have other effects, such as the infamous Unknown Artifact bombing disrupting several stations soon after their discovery.
* EliteDangerous has sensor technology based on heat, and it is possible to mask your heat signature in 2 ways: 1. By shutting down all heat generating systems and allowing the ship to cool down to the surrounding temperature of space, and 2. By closing off the ship's radiators in "Silent running" mode. This will make your ship very hard to target, but has the downside of causing your ship to overheat, with eventual catastrophic consequences. You can stave off this possibility for a time by launching a heat sink unit into space, which will use a coolant purge to dump all your waste heat into a launchable block (with the added benefit of the heat sink being hot enough to be considered a valid target as well).
* Elite Dangerous. If too many ships attempt to enter or leave the mailslot at

once, they'll start grinding against each other, bouncing back and forth until the station murders them all.
* Elite Dangerous is a space game that does not hold your hands and has a steep learning curve, but it has certain features to make it more fair:
* Elite Dangerous of distance between their respective stars, and typically have a whole host of planets, moons, and stations orbiting each one. Unfortunately, this can make traveling through such a system a royal pain in the ass, if the stars are far enough apart.
* Elite Dangerous of flight controls where one's hands never leave the stick and throttle.
* Elite Dangerous of the first few games by adding more ships that can be seen in various star systems.)
* Elite Dangerous opens with a letter from the same firm, informing them that they have been gifted a spaceship by an anonymous benefactor.
* Elite Dangerous reduce your radar signature, though enemies within 300 meters can still pick you up. Smugglers often take the most extreme measures to remain hidden from police when docking, such as flying through the station airlock at max speed with every single system on their ship shut down in order to evade detection.
* Elite Dangerous several foods that can be bought and sold in trade are this trope. The cheapest ones are food cartridges intended to manufacture cheap but nutritious meals in specialized 3D printers. There's also synthetic meat, which is grown in labs without the rest of the animal. Real meat is among the most expensive food items but is also illegal in some systems.
* Elite: Dangerous, similar limits are in place, though with a much larger range, up to roughly 45 light-years. This allows for dynamic remapping of lanes between stars, but fuel consumption increases non-linearly as range increases, with the weight of the ship, cargo, and even the remaining fuel changing the jump range. This can result in the hilarious scenario in which you can only achieve a longer-than-normal jump range by expending too much fuel to make the jump.
* Elite Dangerous suffered a malfunction that prevented it from slowing down at its destination. The chief engineer and captain hatched a plan to stuff all their shuttles and escape pods with the passengers and supplies, then released them during a close flyby of the planet. The engineer stays behind to coordinate the launch as the ship plows on into the void.
* Elite Dangerous) systems have System Authority vessels that respond to danger and patrol around nav beacons and space stations. SA vessels are very dangerous and piloted by aces, but their response time outside of usual patrol routes can give pirates enough time to swoop in and harass traders. Each of the major Powers has their own city guard (i.e. Zachary Hudson's Federal Agents) that patrol their owned systems to keep out criminals and foreign powers.
* Elite Dangerous tend to have a lot of wear on them, especially inside the cockpit, where, if you look around, you can see obvious signs of wear and tear such as chipped and worn pain on the control panel and edges of the seat to obvious signs of wear on the edges of the floor and small cracks and scuffs on maintenance panels on the walls. It goes very well with the very utilitarian aesthetic that said cockpits evoke anyway.
* Elite Dangerous: the in-game calendar is synced up with real-world time, but with 2014 corresponding to 3300 in-game, and as a result the leap years don't match up. This was referenced with a special quest for the leap year day in 2016 (3302 in-game).
* Elite Dangerous, they just bolted into the ship for even greater range.
* Elite Dangerous to commanders going outside human-occupied space as they are the only way to refuel.
* Elite Dangerous uses telepresence; rather than physically entering another player's ship, you are holographically represented. Aside from the first few seconds as the ship renders the hologram with steadily increasing complexity, they are perfect and almost totally indiscernible from the flesh-and-blood pilot.
* Elite Dangerous where people under debt sell themselves for a set period to a buyer, who manages their expenses, health, and gives them an agreed-upon workload;

this is generally considered to be a spartan, but livable arrangement. However, at the borders of Imperial space the slaves may be traded to shady Commanders who fly off to Federal and Independent space to sell them on the totally unregulated black market, and there are several instances of the Empire invading systems and taking the citizens as Imperial Slaves.
* Elite Dangerous, you have to cut off all heat emissions, and store all your heat in silent running mode or turn off all your systems including engines and life support. Also, doing things lie firing your weapons and flying too close to a star increases your heat levels, and if your ship gets too hot, it stars taking damage.
* Elite Dungeons included items that can be used to upgrade Sirenic and Tectonic armour to tier 92 Elite versions.
* Elite fanfic, an assassin manages to smuggle a disassembled shotgun onto the space station, despite its strict anti-weapon laws, and successfully kills his target. Kinetic weapons became so rare in the galaxy that nobody thought to check for them.
* Elite Four also qualifies. Although not a butler, he is a famous chef.
* Elite Four, as well as one on each of his arm extremities (can't really call them "hands" if they're spheres with mouths).
* Elite franchise buy machines and luxuries and produce food and textiles. Notably the player starts in orbit of an agricultural dictatorship called Lave.
* Elite franchise; only planets that are explicitly in a state of total anarchy allow you to buy and sell them the old-fashioned way. Some planets also ban alcoholic beverages as well, usually for religious reasons.
* Elite games avert this, however, as they apparently have vast ranges. The downside is, rather logically, the further away the target the harder it is to hit, though interestingly if you can gauge radar distances right, it is possible to hit out-of-visual-range targets (though it requires quite high skills and more than enough luck).
* Elite games, shields are a necessity. Generators are stackable, not segmented and absorb even collision damage.
* Elite Guard are the personal bodyguard/elite troops for Colonel Helga von Bulow of the SS Paranormal Division.
* Elite gymnast Nastia Liukin, the US national champion on uneven bars who would go on to win Olympic gold two years later, had a small role in
* Elite, if your legal status drops to Fugitive or you shoot anything in the vicinity of a space station, you will be attacked by Viper police ships, which are very powerful.
* Elite increase the charge-up time on FSD jumps, with larger ships causing a larger charge-up delay up to a factor of 24x.
* Elite in your cargo, leading to the infamous quote when carrying 30 metric tons of human biowaste:
* Elite is to outrun the fireball of the sun in your current system going nova.
* Elite justified the noise of laser impacts and enemy ship explosions as the sound of the hits/explosion broadcast from the target's radios.
* Elite, like would happen with "live animals" under similar circumstances.)
* Elite Man–Courtesan Romance: a person of high rank falls in love with a sex worker.
* Elite Man–Courtesan Romance: Romance between a sex worker and a person of high class.
* Elite — Credited as being the first truly open-ended video game, as well as being the first truly 3D game for home computers.
* Elite Mecha-Mooks based on Cyborg, which are quite tough, especially when there's a lot of them.
* Elite Mook (Although there's no evidence suggesting they don't have this ability).
* Elite Mook before the game even starts, and that's without tailoring. Before these rules came with an additional rule that benefitted Daemons, to balance out the power. It's gone now.
* Elite Mook for the Yellow Martians, receives this honor because of John Carter

stating (in narration) that Solan was still his better with the sword.
* Elite Mook), in which case someone who is mainly a stunt performer will be cast in the role.
* Elite Mook is an article of clothing of theirs that is red. They can take and dish out more damage than their regular peers.
* Elite Mook mummies, Eve tries to close the door on them. Rick answers with this:
* Elite Mooks are distinguished first and foremost visually by their long dark coats.
* Elite Mooks, but she's hardly anything that would be banned from the game.
* Elite Mooks compared to the Orcish forces, Saruman, for his part, recruits Dunlendings to pillage Rohan.
* Elite Mooks dress like angels based on a combination of Old Testament writings, the apocryphal book of Enoch and the writings of Robert Kelley. Their features include multiple sets of wings, animal masks and their leader The Seraphim has a strong association with fire. Cassandra Cain, who operates as The Angel of The Bat, also doesn't have a whole lot angelic to her costume, mostly just its use of white and a cross through the middle of her Bat symbol.
* Elite Mooks, especially if the enemy commander is Chosokabe Motochika.
* Elite Mooks explicitly notes (after easily dispatching a whole PSICOM squadron in the first chapter) that PSICOM's only real advantage is their superior equipment, and that the majority of PSICOM is made up of inexperienced recruits limited to training simulations. As the game progresses, though, you fight more experienced troops until you're eventually fighting the equally ineffective Home Guard: they're only last line of defense because they're hardly ever needed, and spend all their time doing combat drills and training that was meant to prepare them for a Pulsian invasion of Eden... without actually having experienced one.
* Elite Mooks had truly epicly sized shoulderpads. Those actually served a purpose, making the wearers immune to instakill decapitation attacks. Incidentally, they were the only enemies to carry weapons capable of decapitation...
* Elite Mooks. Here, if anything, they are weaker than the other captains such as Moblins.
* Elite Mooks is a spider-centaur with a massive arachnid body, implying that giant spiders exist in the world of One Piece.
* Elite Mooks of the game in one or two. And if you gather the right books, won't break until after 2160 hits, meaning you can essentially use nothing but the small chainsaw for the entire game (except for the sniper rifle for early bosses, and the Assault Rifle or "Machinegun" for Special Forces / later bosses).
* Elite Mooks (puts up a much better fight than the others, but still a Mook.)
* Elite Mooks: Stronger than the average Mook, which isn't saying much.
* Elite Mooks, take a number of drugs that raise their awareness, build muscles and remove the need for sleep, but as a side effect, few can survive past the age of 30.
* Elite Mooks. (The Four Horsemen in MG2, the four stealth-camouflaged soldiers in MGS1)
* Elite Mooks. Their armor is made of Plastoid and can protect the wears from blaster shots.
* Elite Mooks, who managed to hold their own against the Freelancers just as well as their male counterparts.
* Elite Mook, the League of Assassins. His goal was to destroy the Glades of Star(ling) City in retaliation for his wife's death twenty years prior.
* Elites brains are the only organic human components they have left of their constructed bodies. They look and sound human, exhibit very little human emotion and look down on humans.
* elite Seekers, who are basically silver and grey versions of the regular Jet Vehicons (in-universe, their colouring is in homage to their commander Starscream).
* Elite series of space-exploration games, there's a small colony in the van Maanen's star system, not far from Earth, which is home to an extremist cult of religious types. Rather than the usual pastoral approach, they live in underground caverns and mine for gemstones by hand, exporting the gems to buy the bare

necessities for survival on the hostile planet. A very popular stop, both due to the gemstone exports (albeit at very low ammounts) and the HUUUGE ammount of 'Illegal Goods' you can smuggle in there from nearby star-systems at a healthy profit.
* Elite series, the Empire is an interstellar power that bases itself upon the Roman Empire, with patrician-like Senators that have almost unlimited legal freedom, a regulated slave trade, and a heredity ruler. The decadent Empire is the rival of the corporate Federation and the free Alliance. Solar systems can be aligned to one of the three powers or Independent, and can have any government type regardless of affiliation, such as a Federation-aligned Feudal system or an Empire-aligned Communist system.
* Elite, since these aren't multiple independently developing cultures - all of those worlds are human worlds, coming from the same high-tech background; they just don't have the infrastructure and capital to reach the higher levels of development. The lowest tech levels still use the high-tech mining hardware, robots and computers - they just need it shipped in, rather than producing it themselves.
* Elite soldier (soldiers proven on the battlefield, act as commandos or unofficial sergeants)
* Elites/Supersoldiers: The Space Marines, Eldar Aspect Warriors, and several Imperial Guard Units.
* elite supersoldiers with monstrously-powerful beasts, give Chaos Daemons a try. In short, some force will fit you no matter how strategic or aggressive you want to play.
* Elite, there was a maximum range of 7 light years for interstellar jumps. You could also purchase one-shot hyperspace jumps to travel to a new galaxy. However, since the galaxies were procedurally generated, it was possible for a star to be more than 7 light years from any other, so if you were unlucky you could end up corralled in a single system after travelling to a new galaxy.
* Elite, the tonnage of the ship that is attacking you is shown by different colours on the scanner. The ships you don't want to meet in combat? Imperial Courier (White), Asp (Yellow), Cobra III (Orange), and Viper (Red).
* EliteThis also resulted in resurgent demand for joysticks, to the point that new high-end HOTAS and dual flight stick setups were released to market just to cater to the relaunched space sim market. When you need precise analog control over all six degrees of freedom, keyboards, mice and gamepads just don't cut it any more.
* Elite to charge, FTL requires target alignment, and the ship must be moving near top speed - and gives other players a "POWER SURGE DETECTED" warning. If the enemy lacks a Frameshift Wake Scanner, they won't be able to follow the fleeing player.
* EliteWhat makes an Elite force, well, elite varies. Sometimes the unit is the first to use newly developed weapons - for example, the British Rifle Regiments were the first to get rifled weapons, when everyone else was using muskets. Or it just means the unit has a longer battle history than others. Another reason is that the unit is created is to employ newly developed combat doctrines, or they are specially trained for specific environments. Or for those showing enough skill and bravery, being transferred to the Elite as a reward. The last reason has drawbacks, namely it can create discipline and morale problems for the other regular forces.
* Elite where the graphics are much prettier. Casual explorers can go from system to system and just find new things to record. Light traders could do simple ferrying jobs across the space lanes. Weekend warriors can always find some wussy NPC bandits to take out their frustrations on.
* Elite will automatically detonate if they run out of fuel before hitting a target. This is explained in the manual as a safety precaution; they don't want armed weapons flying about in space since that time a missile, after drifting for two years, obliterated a planetary settlement.
* Elite, with everything of interest lying roughly on a line connecting a solar system's jumpgate with its space station (asteroid fields, stars, moons, and some space stations excepted). Most of the objects of interest are manmade, and were placed there because it's the route most traders take from the jump-in point to the planet.

* Elite Zombie zombies, stronger than regular ones and often sporting enhanced abilities or unusual mutations to make them harder to take out.
* Eli Wallach after almost getting decapitated. Thankfully, it only required one.
* Eli Wallach guest starred in a season 4 episode, "A Very Good Year for Murder".
* Eli Wallach made a career out of playing all kinds of darker white characters and people of color, usually pulling it off very well. He has played:
* Eli Wallach. Wallach seemed to play every ethnicity except his actual Jewish-American background.
* Eliwood of Pherae and doesn't know Eliwood played a part in her rescue until their C support brings that up and she's able to say thanks.
* Elixir of Immortality, literally bottled life, though somewhat stale and not particularly palatable.
* Elixir of Life — a magical liquid or potion that restores lifeforce, health or even youth.
* Elixir of Life: Qin Shi Huang is said to have died from drinking elixirs full of mercury in a quest for immortality.
* Elix Skipper) and an inaugural WCW World Cruiserweight Tag Team Champion with Kid Romeo.
* Elix Skipper, his ego and heel attributes that came from it remained.
* Elix Skipper is ridiculously fast and agile with incredible athleticism. His light frame, however, assured that he was at a disadvantage against most power wrestlers.
* Elix Skipper started with hearty yet malevolent chuckle that will trail off.
* Eli Young Band's "When It Rains" spent 30 weeks just under the top 40 before Universal Nashville acquired the single and the band.
* Eliza also feels this way about hers. They believe she's only with Javed to shock them, mention that Eliza once brought home a "colored fellow" before (which she tells him is a term no one uses anymore) and her dad offers him wine even though as a Muslim it's forbidden. As they're Conservatives and she's a leftist activist, it's clear she finds that an embarrassment as well.
* Eliza and Isabella, actually revealed near the very end of the game. However, this can be spotted in paying attention to the parts they use.
* Elizabello II has a signature attack that he calls the "King Punch", which is strong enough to supposedly take down a fortress. However, the downside is that he needs to warm up for one hour before he can use it, requiring his subordinates to protect him during this time.
* Elizabeth". Also, in the "extra" episode, she calls her pair of gloves "Tebukuro-chan".
* Elizabeth and Jessica both had multiple stalkers for this reason, the most notable being William White in the
* Elizabeth and Will's relationship troubles drag on into the sequels. Their characters' necessity to the story largely ended with their romance's resolution in
* Elizabeth Ann Scarborough's novel "The Goldcamp Vampire Or The Sanguinary Sourdough" has this variety of vampire, here named Count Vasily Vladovitch Bledinoff, trying to profit from the 1897 Klondike gold rush.
* Elizabethan Theatre series by Edward Marston, featuring Nicholas Bracewell, stage manager (and amateur detective) for one of Elizabethan London leading theatrical companies.
* Elizabeth Báthory bathing in the blood of the slain dragon to become invulnerable predate Bathory's ties to the trope by at least 500 years.
* Elizabeth Báthory, thinking it would make her immortal. Obviously it didn't work, as she died anyway.
* Elizabeth Banks angered fans, with some comparing it to Marvel villainess Viper and not resembling her costume from the source material.
* Elizabeth Bathory befriends Ruby Rose and helps her shop for new clothes because Ruby called her cool. No one had ever called her cool before.
* Elizabeth Bear, and Bear enjoys playing with legends and genre tropes.)
* Elizabeth Bear (readers are advised to bring several days' worth of food supplies), the bookshelves form a mobile labirynth, and it is said to contain every

book ever written.
* Elizabeth Bear. The three of them along with others contend with the Promethean Society, a secret society of sorcerers whose ranks include the Earls of Essex, Southampton and Oxford (The latter of whom is one of the popular candidates for the role of the man who "really" wrote Shakespeare's plays. In here he does cowrite some of Shakespeare's earlier works but his "help" is more of a hindrance.)
* Elizabeth Berkley, she and her partner Val had some fun before they had to do a jive routine by recreating one of the 90's series most iconic (and infamous) moments that has reached meme status: Jessie's caffeine-pill fueled breakdown while singing "I'M SO EXCITED!" The Internet rejoiced.
* Elizabeth Berkley, they liked Elizabeth's audition so much they created Jessie just to have her on the show.
* Elizabeth "Beth" March evolves into Proper Lady in the second part of the book,
* Elizabeth "Black Dahlia" Short suffered this at the hands of her demented, unknown Serial Killer.
* Elizabeth Bowes-Lyon". Her awesomeness continued well into the time her daughter (below) began her reign: in one prominent example, when she was the guest of honour at an official luncheon in Ottawa hosted by the wife of then-Prime Minister of Canada Joe Clark, Maureen McTeer — a feminist lawyer (a new thing in the 1970s) who had kept her maiden name — several of the other ladies in attendance made jokes at the hostess' expense and pointedly called her "Mrs. Clark"; but the Queen Mother didn't engage in that behaviour, told the (by that point very frazzled) McTeer "don't be bothered by criticism" on the way to the car, and parted by saying, "Good Luck...Ms. McTeer". And throughout her time, the Queen Mum was famous for her good humour about everything.
* Elizabeth Carson), and is also a part-time superheroine, capable of taking on one of the world's top-ranked supervillains in a fight, and the headmistress of a school for mutants.
* Elizabeth, daughter of the Rich Bellamys, from the 1970s BBC series
* Elizabeth Debicki (in the latter one, her height is particularly noticeable given she towers over the other widows).
* Elizabeth doesn't treat Caroline and Justine any better, and both claim to see her as an enemy rather than as a sister. The twins are also afraid of Margaret and are grateful to Theo for taking their sisters' attention away from them.
* Elizabeth eyes a guy who resembles her departed boyfriend Todd, but dumps him when she realizes he's a jerk.
* Elizabeth for Indira Gandhi and her struggles to defuse religious tension, which might explain the... casual attitude to history.
* Elizabeth generally loves to glomp Ciel, being his future wife and all.
* Elizabeth Gillies also gets numerous chances to show off her talents as a
* Elizabeth "gracefully" distributes the cards "Miss Elliot at home" as invitations to her evening party.
* Elizabeth Hartman (her final role, and considered one of her best). In fact, Mrs. Brisby's first name isn't revealed in the film, but this trope has led to fans naming her Elizabeth after the actress.
* Elizabeth has a sequence where the queen is sent a dress as a gift, and one of her handmaidens wears it instead. She seems to wear the dress only for a couple of hours while having a tryst with Lord Robert - during which she starts to become aware of what's happening and starts screaming.
* Elizabeth Haverford is quite overjoyed when her husband is murdered since she recently discovered that the man was a pedophile and child murderer.
* Elizabeth herself counts too. She mainly just appears in the background, has maybe 5 lines, and is only really featured in the beginning and at the end. And she was practically the main character in the first movie!
* Elizabeth herself has moments of this, particularly when turning down Darcy's first proposal. Downplayed, however, since she has significantly more tact and wit than the first two examples, and tends to be blunt only when speaking truth to foolishness or when other niceties have failed.
* Elizabeth herself vetoed Prince Charles' potential marriage to Camilla Shand

because of her somewhat scandalous dating history and the belief that Charles needed to marry a young English virgin. Camilla married Andrew Parker-Bowles, Charles married Lady Diana Spencer, and the rest, as they say, is history.
* Elizabeth Hurley is on record as referring to people who don't live her sort of glamorous celebrity lifestyle as 'civilians'.
* Elizabeth I after Japan entered the war: Britain's geographically-extensive assets then became liabilities, especially as the Imperial Japanese Navy was more than a match for its British counterpart.
* Elizabeth I filled the role in a similar fashion. Electing to remain unmarried throughout her life, Elizabeth characterized herself as being married to England itself, and more than once referred to its people as her children.
* Elizabeth I in face and in body. Neither of them aged as well, but what can you expect in the 16th century?
* Elizabeth Inchbald, a 18th century novelist, actress and playwright, known for both her beauty (which surrounded her with admirers) and her severe stutter.
* Elizabeth I of England (1533-1603) and Robert Dudley. He was universally hated and was generally supposed to have murdered his wife; the Queen's intimate relationship with him scandalized Europe and damaged her reputation. If she had married him, Elizabeth might have had a hard time holding on to her crown. Eventually, she decided to become the "Virgin Queen" and renounce marriage, but she kept her "sweet Robin" close by until he died in 1588.
* Elizabeth I of England. Did she have an active love life? Yes. Did she play up her public image of celibacy? Yes.
* Elizabeth I of England is justly famous for her spectacular state wardrobe (though she dressed less ornately in private). James I & VI was an aversion of the trope to the extreme displeasure of his English subjects accustomed to a monarch who knew how to make a show.
* Elizabeth is a secret boss (the player's max health was capped at 999).
* Elizabeth is imprisoned in. It's only goal is to return Elizabeth to her gilded cage, meaning it's possible to appease Songbird by simply handing her over. It takes the entire game to finally turn Songbird to scrap metal.
* Elizabeth I's ladies-in-waiting. The relationship had to be carried out in secret because Elizabeth was incredibly jealous and possessive of her ladies-in-waiting. They then secretly married when Bess became pregnant. As you can guess, Elizabeth did find out about the affair, and had them thrown in the Tower of London. She only released Raleigh when one of his expeditions returned with the spoils of a captured Spanish ship and the crew threatened to mutiny, and Bess out of guilt after her child died of plague while in the Tower.
* Elizabeth I's major strategy for keeping her court of restless, power-hungry men well under her thumb. It worked quite well for her.
* Elizabeth Ito, creator of "City of Ghosts" created the series as a counterpoint to most media’s portrayal of Los Angeles as a predominantly white and famous city, instead focusing on a realistic and diverse view of the city.
* Elizabeth Knox cried for days after watching the film adaptation of
* Elizabeth, Lady Raleigh carried her husband Sir Walter's embalmed head around with her until her death.
* Elizabeth", Lisa's headless body plays an electric keyboard while a scientist keeps her head alive on a tray.
* Elizabeth Lochley steps into the figurative Captain's chair (B5 doesn't have a
* Elizabeth Marvel played four different one-off characters across the three main series before becoming recurring defence attorney Rita Calhoun in SVU.
* Elizabeth McCord is shown to speak Arabic in one episode. She's not fluent, but she's good enough to be able to use it for dramatic effect when brokering a deal with the President of Iraq.
* Elizabeth McGovern is American with no recent British relations while Michelle Dockery is English (although her father is Irish).
* Elizabeth Montgomery. It was first broadcast almost four months after she died.
* Elizabeth Moon: Esmay Suiza takes command of a small spaceship, despite being a junior-grade lieutenant who's about twelfth in the chain of command, because

everyone ahead of her is either in the pay of the enemy or killed by those who are.
* Elizabeth Moon: get the hell away and wait for his weapons to rearm. His commander (the series' hero, naturally) is confounded by this.
* Elizabeth Moon has a thieves' guild; the guild, and one particular member of it, play significant roles in the climactic plot sequence.
* Elizabeth Moon — although the author was apparently unable to suspend her own disbelief, as the sequel reveals that the feudalism is mostly societal set-dressing over democratic underpinnings, and deconstructs, sometimes unpleasantly, several of the tropes that were used straight in book one.
* Elizabeth Moon of this trope, looking at the effects that immortality can actually have on a society.
* Elizabeth Moon series is a cadre of senior military officers who abuse their positions to hunt people.
* Elizabeth Moon series it is mentioned that despite the soundlessness of space, the computer systems on warships are programmed to generate sound effects appropriate to ongoing events to provide audio cues for the crew. This allows them to take advantage of the considerable unused information bandwidth, without overloading visual readouts. At least one ship captain is said to have edited his sound effects to mimic that of an orchestra playing.
* Elizabeth Moon where the chain of command is not enforced. The captain who is supposed to be the commanding officer must deal with constant demands and shouting matches from the admirals who lead the individual departments. The heroine comments on this terrible arrangement, later it becomes a problem when pirates attempt to capture the ship.
* Elizabeth Moon. With humanity scattered across space, the puppy Jim the stowaway finds is a mysterious novelty to most of the crew, though Jim, coming from a backwater world that relies on animal labor, knows what it is. Real food can be had but won't keep for long trips in space so it is a special treat supplemented by nutrition bars and MREs. When the main character's ship takes on refugees from other ships after a war breaks out, a snotty-ass captain makes a big deal about his personal stock of expensive raspberries being divvied out as rations.
* Elizabeth. Not surprising since she would grow up to become Elizabeth I.
* Elizabeth of York and Henry Tudor are betrothed by their mothers, and Elizabeth hates it.
* Elizabeth Olsen (Wanda Maximoff / Scarlet Witch) claimed that the cast of the Battle for Wakanda scene were only told about the ending on the van ride over to shoot said ending.
* Elizabeth opens with the burning of heretics at the stake during the reign of "Bloody" Mary Tudor.
* Elizabeth Peters", an ancient Egyptian reports that his family's crypt has been desecrated and robbed a year after his mother's lavish burial. A search reveals no evident means of egress, and the door's seal was unbroken when he and a friend came to check on the tomb. The sleuth who investigates the crime concludes that the woman's son had left a linen wrap on the tomb floor as a "mummy" during the funeral, then later brought his very nearsighted companion along to glimpse it lying there. While his friend was fetching the police, he robbed the tomb himself.
* Elizabeth responds very excitedly to seeing the intimate scene between Ran Mao and Meirin and takes pictures.
* Elizabeth "Shadow" Norwood is Blair's only friend for the years after he was accused of allowing the
* Elizabeth. She throws it at you for Strike attacks but conjures cards from the pages for Slash and Pierce attacks.
* Elizabeths in the ending is the beta model used in the early gameplay demos. content like Saltonstall and the incidents like saving the mailman from the Vox Populi could be a sort of quasi-canon, taking place in alternate versions of Columbia with alternate Bookers.
* Elizabeth's mace, also given to her by her Uncle Charlie the year before, comes in handy at the end as well.
* Elizabeth Smart was abducted from her home in the middle of the night and held

hostage in an encampment. Her captor held her hostage for nine months, during which time he raped her on a daily basis and chained her to a tree to keep her from escaping.
* Elizabeth Taylor and Larry Fortensky in the early 1990s, only to be subverted in the subsequent divorce.
* Elizabeth Taylor dies in a car accident at the relatively young age of 33.
* Elizabeth Taylor film has Kate give the speech seriously... but then has her sneak out of the party while Petruchio is taking his bows, humiliating him exactly how he humiliated her at their wedding.
* Elizabeth Taylor. Most of their fights stemmed from his practice of demanding multiple takes without explaining why or offering additional direction to the actors.
* Elizabeth Taylor needed one as a child, resulting in her distinctive scar.
* Elizabeth Taylor. She recalled that in her teens, the studio wanted her to remove it, but she resisted.
* Elizabeth Taylor, so in 1981, she called the executive producer and asked for a cameo role. She got the role of Helena Cassadine.
* Elizabeth Taylor's White Diamonds ad-parody sketch featuring Sally Field behind about four layers of gauze.
* Elizabeth Taylor's "White Diamonds" perfume. The commercials were made while she was still alive, but have continued to get airplay long after her death (typically at year-end to drive Christmas sales).
* Elizabeth Taylor (Veronica). After Liz was widowed suddenly, Reynolds' husband Edwin "Eddie" Fisher (father to Carrie, and the best friend of Taylor's dead husband) left his family to be with Liz. The nation sided against Eddie and Liz, until Liz came down with a near fatal case of pneumonia.
* Elizabeth Taylor) were Jewish, but she converted out of personal beliefs that had nothing to do with them (according to biographer Alexander Walker, her decision came about because of her godfather, who was an avid Zionist).
* Elizabeth: The Jesuits in the film are portrayed as brutal assassins sent to murder Elizabeth.
* Elizabeth Vaughan tells of turning in a manuscript in which an infant died midway through. Her publisher sternly counseled her that "In romance,
* Elizabeth Warren, a longtime bankruptcy and contract lawyer and Harvard professor, started predicting the 2008 market crash
* Elizabeth was watching John as he did taxes. John moaned that even with deductions, he ended up paying through the nose. Elizabeth looked industriously at his face to see it happen until he said it was a figure of speech.
* Elizabeth, when Elizabeth is taken to the Tower of London one of her inquisitors gives her his cloak because it is cold. Elizabeth replies "I will not forget this kindness". Years later when the man is one of many who has plotted against her, she has an audience with him and says "all your many kindnesses are remembered".
* Eliza Dushku had a contract with Fox, and so she brought Joss Whedon back to Fox (after the latter claimed he wouldn't produce anything for the network again) for
* Eliza Dushku mental patient they're grilling doesn't buy it for a second.
* Eliza Dushku who was only credited during the closing credits so Faith's appearance in the final scene would remain a surprise.
* ELIZA effect social engineering rather than actual intelligence may cause a program to be perceived as human thus "passing" the Turing Test but not being any sort of general intelligence. Hence various chatterbot programs may convince unknowing humans they aren't speaking to an AI because they are geared towards impersonating a human.
* Eliza is the host of a symbiote named Sekhmet, who is different from the previous examples in that she has
* Eliza looks creepy with her dead-fish stare and big dark eye circles, and her behavior makes it seem like she's off her rocker. She's a bit weird, but she's really just as much of a loving mother as Lorem, and they hit it off really well as fellow single mothers. Her creepy eyes are just results of reading too many parenting books.

* Eliza Maza and, later, Matt Bluestone work to conceal the existence of Goliath and his clan from humanity, as does David Xanatos when he's not trying to kill them.
* Eliza Maza pulls this off to take out one of Xanatos's special forces team in
* Eliza suffers this in "One If By Clam, Two If By Sea" whilst at her birthday party.
* ELIZA, the parser program designed to fool a Turing Test by rephrasing anything that is said to it as a question, was presented to testers as being a live woman. Its designer was later appalled when some people started hailing this bit of transparent stage trickery as true artificial intelligence.
* Elizaveta Tuktamysheva (2019-2020). There are already strong juniors who will turn seniors in the 2021-2022 season who are expected to challenge them.
* El Juego de Rol del Capitán Alatriste series of swashbuckling novels.
* El Jueves where a girl, Emilia, pretended to a boy to do the mandatory conscription in the Army and be with her boyfriend.
* Elko Tract, Virginia, built to resemble nearby Richmond and protect the actual city from Nazi bombers. The site is now private property closed to the public, but still contains remnants of the decoy city including a water tower, building foundations, and park benches.
* Elks and gazelles are both depicted having a nose horn, and they share traits with each other despite deer and antelopes being from separate families. Concept art suggests they were originally going to be
* Elk's Run qualifies as an emergency to those who participated in said execution, no matter how much the rest of the cast wants to get out of town.
* Ella and Kit having a longer conversation at the ball about their childhoods.
* Ella, a songbird dressed as a princess with a personality as angelic as her singing voice. One of the nicest, if not the nicest, character in the whole series.
* Ella believes everyone is good at heart, even when they physically abuse her on a regular basis. Chris seems to be the only exception.
* Ella cannot bring herself to do anything even remotely violent or cruel and is thus mortified when she's tasked with delivering a mild electric shock to the opposite team for a challenge.
* Ella Cinders, director Alfred Green appears onscreen as...a motion picture director.
* Ella Cinders" set in the modern day, with Ella and her wicked stepmother and mean stepsisters—but Prince Charming is the local ice man, and the fancy ball is in fact a beauty contest to win a Hollywood movie contract.
* Ella Cinders version of "Cinderella", has the mandatory wicked stepmother who treats Ella like crap and uses her as a slave.
* Ella Enchanted, after Ella talks back to her teacher Sewing Mistress, the lady punishes Ella by making her skip both dinner that night and breakfast the next morning. Made even worse by the fact that Hattie, who is traveling with Ella in the coach to finishing school, commands Ella to not eat; by the time they actually get to the school, Ella hasn't eaten for days. Areida smuggles her a bit of bread, thus cementing their friendship.
* Ella Enchanted and make her remove the curse. In this version, she meets the Prince long before the ball, but breaks off their budding relationship to prevent her curse being used against him; the ball is instead the impetus for them getting back together properly (and Ella learning how to break the curse).
* Ella Enchanted. Being magical, it can even provide detailed information about events as they occur.
* Ella Enchanted: Char takes Ella to the castle's hall of mirrors in order to propose to her, just as his father had done to his mother. Although indoors, it's covered in plant life, making the room look like a garden. The moment is subverted, however: during the scene Ella struggles to not stab him as she was ordered to, and cannot agree to the proposal despite being in love with him.
* Ella Enchanted contains a scene in which the heroine is captured by a family of ogres, who argue over how to divide up her parts. (The neck is the best part, apparently.)

* Ella Enchanted counterpart, who designs her gifts to help children develop into proper adults, only to realize the error of her ways when she experiences her gifts first-hand.
* Ella Enchanted: Ella attends one which she eventually escapes. It wouldn't have been so bad if it weren't for Hattie ordering her about and the punishment of meals being taken away if you talked back to a teacher.
* Ella Enchanted, Ella is frozen mid-leap, and when she's unfrozen she falls and crushes the barrel beneath her, drenched in wine.
* Ella Enchanted, Ella is learning Ayorthaian, the language of the kingdom next to the one in which she lives, from her roommate at boarding school. She calls a bully an "ibwi unju" for mocking her roommate's accent.
* Ella Enchanted, Ella's father and new step mother walk in on her and the prince enjoying themselves sliding down the giant banister in the castle in which the wedding has just taken place. Her new family members are not amused.
* Ella Enchanted equivalent, constantly popping up and singing to the protagonists at unwelcome times. In their defense, elves are forbidden from engaging in legitimate work, and are limited to either singing, dancing, or tomfoolery, so they have to make a living somehow.
* Ella Enchanted has Sir Peter, Ella's greedy and selfish father. He tries to use his clever ways to gain riches. He gains much of his wealth through trickery and deceit and loses it the same way. Sir Peter takes pride in Ella for being a brave, sassy child. Once he gets to know his daughter, he notes their resemblance, laughs at her attitude, and seems to grow somewhat fond of her. Yet, he deals little with his daughter and is more concerned for his business than her well-being. They have a distant relationship, as Ella acknowledges his corrupt, greedy nature and finds it unpleasant—especially during his attempts to force her to marry. He marries Dame Olga because of her wealth and cares little when Dame Olga forces Ella to work as a servant.
* Ella Enchanted has Slannen the elf (who's slightly smaller than a human man) falling in love with Brumhilda the giantess.
* Ella Enchanted is a concrete-metaphor version of this, where the protagonist has been magically compelled to be a pushover.
* Ella Enchanted is cursed to be this by a fairy who cast a spell forcing her to obey anyone who tells her to do something.
* Ella Enchanted is depicted as being very clumsy at the beginning, stating that "curtsies often make me fall over". Her father wishes for her to become less clumsy and more ladylike and sends her to finishing school. Ella rebels against the stern teachers at the school but eventually gives in to their teachings until she runs away. The next time her father sees her she's much more graceful and able to do a perfect curtsy.
* Ella Enchanted Prince Charmont gallantly saves Ella's life exactly three times, first from a speeding carriage, second from an ogre's boiling pot and then despite himself he has her back in the court battle.
* Ella Enchanted so that Hattie and Mum Olga won't be able to take advantage of the marriage. Of course, once she breaks the curse she un-breaks his heart by proposing to him instead.
* Ella Enchanted, the ball at the end is a masked affair, which is convenient for Ella since in this Cinderella retelling the prince already knows her well enough to recognise her unmasked (not to mention her stepfamily). In this case, most of the guests don't wait until the end of the night to unmask, since the event is about introducing the prince to eligible young ladies, and said young ladies want the prince to be able to see how beautiful they are.
* Ella Enchanted ("the charming king"). He prefers to be called Char, though.
* Ella Enchanted there is Brumhilda the Giantess and Slannen's love interest (played by Heidi Klum).
* Ella Enchanted. This is lampshaded when Ella uses her magic book to read one of the prince's diary entries. He writes about how he enjoyed dancing with the mysterious girl at the ball, and accidentally writes the girl's name as "Ella", having no idea why he did so.

* Ella Enchanted. Worse still, the leader of all the Groupie Brigades was essentially a stalker who had spent her spare time spying on him and is convinced she'll marry him eventually.
* Ella Fitzgerald (Sorry Ella). She was the singer in Chick Webb's orchestra and took over as leader after his death. After the swing era came to a close she remained popular and pioneered singing in a bop style.
* Ella Fitzgerald was performing "Mack the Knife" for her live Berlin album, but forgot all the words after the first verse. She quickly improvised new lines and a scat solo, keeping up perfectly with the rhythm section. The final cut was so good that she got a Grammy for it. This is, incidentally, why most performances of "Mack the Knife" are now largely incomprehensible: the song's origins as a murder ballad from
* Ella has the fatal flaws of naïveté and lack of social awareness. She fails to recognize Sugar’s hatred of her, and annoys her into setting her up for elimination.
* Ella Minnow Pea is about a fictional nation where the founder's statue has the phrase "The quick brown fox jumps over the lazy dog". As a storm keeps damaging the letters, it's taken as a sign that they should be forbidden, and the text accordingly stops using each letter as it's banned.
* Ellaria Sand and the Sand Snakes get away with poisoning Myrcella Baratheon in the Season 5 finale despite that they had been told several times that
* Ellaria Sand chastises any attempt by others to avoid mentioning she is a bastard, as she's unashamed of it (they aren't stigmatized in Dorne).
* Ellaria Sand tried to move on after her lover Prince Oberyn Martell brutally died in a
* Ella the Elephant: Belinda sometimes mutters "No more autographs, please" in her sleep.
* Ella the Elephant, Ella can use her magic hat to help others, but it will start acting funny and not work properly if she tries to use it do something like getting out of doing work.
* Ella the Elephant, one of these kicks off the problem described in the title. An unwitting seagull reverses a sign, causing a delivery van with frozen bananas to go the wrong way.
* Ella the Elephant. She constantly mentions her father to the other characters, dotes on him, and is also fond of reminding the other characters that he's the mayor.
* Ella the Elephant the hat. Belinda has her wearing a different hat with feathers to try to make her look "stylish."
* Ella the Elephant, the twins Ida and Ada do this as their Halloween costumes in "Frankie's Perfect Pumpkin."
* Ella the Elephant uses 3D characters and objects against hand-drawn environments.
* Ella tries contacting Kit with a letter after the ball, but the Duke finds it first.
* Elle actually being from a fractured dimension. Nothing in the world of
* Elle a fait un bébé toute seule: "I'm like her big brother... a little incestuous when she wants to."
* Elle Fanning was released, pretty much any discourse about her career (which mostly consisted of relatively family friendly roles up to that point) was given a backseat to the film’s shocking content itself. That film’s darkly satirical treatment of this trope might have helped.
* Elle has a staticky robot voice. Robecca just has a British accent.
* Elle is closest to The Woo, with her weapon of choice being a shotgun. She excels on fast movements and getting in close before blowing enemies away, and has the ability to perform an
* Elle, is dogged by a haunting photograph of her taken as a child, just after her father killed 27 of their neighbors after they objected to something he did related to Christmas, in which she is half-naked and covered with ash, staring vacantly toward the camera, that became the signature image related to her father's crime.
* Elle is Ludger's daughter from the future. Within the first hour of the two

meeting in the beginning of the game, multiple hints are dropped over and over and not leaving much of a potential surprise for the player. The revelation being given to Ludger and Elle themselves? The last third of the game.
* Ellen: After a break-in, Ellen is given a gun by Audrey and tries to learn self-defense. She also has bars installed in her windows, and takes to sleeping cuddled up with a life-sized mannequin meant to give intruders the illusion that she lives with a man.
* Ellen aired a disclaimer before every episode warning for "adult content" as well, regardless of any actual subject matter. This certainly did not help the show's ratings and it was canceled after one more season. Within a few years, syndicated repeats of the series were rated TV-G.
* Ellen also used to wear a longcoat. Dan comments in retrospect that he ought to bring it back, because "it's long and it's cool."
* Ellen and giving Ellen the advice of "you know, you should really get a new name, 'uy The Boo' doesn't tell you what (the store) is".
* Ellen and Nanase are this to each other, as Vlad and Abraham can attest. Grace probably counts for Tedd as well.
* Ellen and Nanase can veer here pretty often. They get most of the more eventful plots, and while other characters
* Ellen and Nanase claim to "think about baseball" frequently. Here's just
* Ellen and Nanase initially concealed their relationship from most people out of a desire to keep Nanase's sexuality a secret from her homophobic mother. While the remaining six main cast members were aware of their relationship, no one beyond them knew. However, after a near-death experience, Nanase finally came out to her mother, at which point they stopped hiding that they were together.
* Ellen and Otis, Ellen's plan to bring in a biennial beet to class results in her making her clothes filthy from digging the beet up, and ruining her dress by getting it stained with beet juice. Plus she almost gets in a lot of trouble for taking the beet without permission, and does get written up for arriving to school late.
* Ellen and Otis: Ellen Tebbits and Otis Spofford, to each other. Otis got started antagonizing Ellen because his mother is Ellen's ballet teacher (and he likes to see Ellen get mad), and he's usually (but not always) the instigator.
* Ellen and Otis; however, when Ellen calls his bluff, pride prevents him from backing down and he does it.
* Ellen and Otis: Otis Spofford has a tendency to get in trouble during class because he finishes his schoolwork ahead of time.
* Ellen and Otis trouble. Otis's class puts on a fake bullfight as part of a school performance, and Otis (as the front half of the bull) goes off script and causes the bull to win the fight. As the teacher is preparing to chew him out, several parents approach and tell her how hilarious the fight was and what a good idea it was to have the bull win. Otis doesn't get in trouble from the teacher, and outruns the two boys who played the toreador and the back half of the bull.
* Ellen, an old friend of Neal's, is revealed to be in witness protection in the season three finale of
* Ellen apologizing and claiming, "This has never happened to me before". (Her lack of response is because despite genuinely liking him, she's not sexually attracted to him—she's just beginning to realize that she's a lesbian).
* Ellena Terys, the youngest of the Point-of-View characters, is barely a teenager and accordingly not equipped to take care of herself. She goes through great hardships, being resourceful, cunning, and sometimes plain lucky. All the while, her main goal is to actually find a peaceful place to stay and live.
* Ellen attempts to get Elliot in trouble. She is told to choose a topic to discuss for two minutes in Elliot's speech class. Her first choice? PMS. The teacher approves, and Ellen freezes up, not expecting that result. Not to mention she didn't know a single thing about PMS due to being an
* Ellen Bernfeld also did backing vocals for The Holograms and The Misfits, and was the singing voice of Roxy in her only solo song. Roxy's speaking voice actress was Bobbie Block.

* Ellen Brandt, Tony Stark jumps through a store glass window. His expression afterwards implies that it was painful at least.
* Ellen Brock is a YouTuber with lots of helpful advice for aspiring authors in how to edit their work themselves, what to put in an email to agents and publishers and what mistakes to avoid.
* Ellen Burstyn herself is a convinced believer that this film was cursed. She lists nine people close to the production who she feels died in suspicious circumstances. Some can probably be discounted, like the ninety year old mother of a supporting actress with a very small part who died some years later. Others, like the carpenter who died in an on-stage accident building the set, or another carpenter who lost all the fingers on one hand in a freak accident with a power saw, seem more plausible "curse victims".
* Ellen Burstyn suffered a lifelong, crippling, spinal injury when a special effects stunt went inexplicably wrong - the wire she was on to simulate her possessed daughter throwing her across a room pulled with ten times the expected force, badly injuring her back.
* Ellen comes out of the closet, her friends ask her if she's sure about it, and, when she says yes, Joe pays Audrey, who then pays Ellen's cousin.
* Ellen cuts her hair shorter just as she is starting to find her place in the world.
* Ellen DeGeneres allegedly attended a look-a-like show or two in Vegas to fake being one of the performers. She apparently had received comments to the extent of her being "too pretty" to be the real Ellen. (Naturally, the best of these made her talk show.)
* Ellen DeGeneres behind the scenes, her fanbase revolted and the ratings for her show crashed. DeGeneres herself admitted as much in a televised apology.
* Ellen DeGeneres, early on, she talks about procrastination, and, quite appropriately, gets sidetracked. About an hour later, she returns to the topic out of the blue.
* Ellen DeGeneres. Ellen took responsibility for allowing said situation set in, expressing regret for what seems to have been the product of allowing herself to become distanced from the operations of her show, and taking steps to clean house and create a culture more in line with her message.
* Ellen Degeneres has been known to use the formulation "Am I right, ladies?"
* Ellen Degeneres: "I've always said I like my coffee like I like my men. I don't drink coffee."
* Ellen Degeneres. Many fans took this as confirmation that the chemistry between Poe and Finn was intentional. John Boyega has also said that he was playing Finn's scenes with Poe as romance, so the only thing left was for a director to openly say that Finn and Poe were in a relationship. Which never happened.
* Ellen Degeneres mentioned it in one of her stand-ups, talking about the news: "It could be most deadly thing on earth and you may be having it for dinner. We tell you what it is, tonight at eleven." She then mimes a person about to eat something with a spoon and says "Is it peas?"
* Ellen Degeneres police station. Her recollections make up the bulk of the film.
* Ellen DeGeneres said that his girlfriend teases him for reciting the lines from the Old Spice ads in his sleep.
* Ellen DeGeneres' "The Beginning", telling the audience an (admittedly fictional) story about how she met God. The crowd's reaction to this line says it all.
* Ellen DeGeneres, where she, along with the main character, came out as gay in 1997.
* Ellen episode "Three Strikes" revolves around her being arrested for participating in an animal rights protest and ultimately remanded to the custody of her parents.
* Ellen episode. When Ellen's lesbian friend, Susan, casually comments on how she thought Ellen was gay, the (still-closeted) Ellen hilariously freaks out and accuses Susan of trying to "recruit" her.
* Ellen Foster, there is the friendship between the titular Ellen and Starletta; during the last chapter, Ellen takes great pains to have her new home look nice for

Starletta's visit, muses about how nice it feels to have Starletta sleeping next to her, and wonders if they could take a bath together.
* Ellen Hamilton Latzen is cut in the syndicated version - and she's the main guest star of the episode!
* Ellen has this especially bad. She claims that her first time playing
* Ellen, her character Ellen Richmond was openly lesbian from the start.
* Ellen Hopkins, Pattyn is knocked out cold and wakes up in the hospital some time later.
* Ellen: In "Go Girlz," during the slumber party, Ellen mistakes a cop for a stripper, who in turn enjoys the mix-up and plays along.
* Ellen invokes this trope intentionally to differentiate herself from the rather-straitlaced Elliot. Non romantic example, as she is his
* Ellen) in which said boy band hosted a spelling bee where that word came up. When asked to use it in a sentence, they produced: "Hey, man: check out that sussurrus."
* Ellen is almost always thought of as "that show where the lead character came out". If you were very young or not yet born in the '90s, you might be forgiven for assuming it was, from beginning to end, a show about a woman coming to terms with her sexuality, when in fact for three seasons it was a somewhat run-of-the-mill Seinfeldian "comedian gets a sitcom"-type show, and it wasn't until the end of the third season that she came out, then spent exactly one season focusing on her being an out lesbian before being canceled.
* Ellen is a magical clone of Elliot who was 17-years-old and female at the time. This becomes a plot point, as a magic-user from another dimension has a religious belief that if the soul is younger than the body, it will cause problems. So she gives Ellen dreams of a second life to age up her soul to match, with the side benefit that it gives her own duplicate a friend in that second life.
* . Ellen is quiet and in control, exercises logic, is virtually emotionless, and seen as a defensive bulwark in battle. Her brother Elk is loud and chaotic for chaos' sake, peppers his random speech with non sequiturs and shout-outs, is very outgoing, and highly aggressive in a fight. In spite of their vastly differing personalities, they're in tune enough with each other that they're able to hold their own against opponents outside their weight class.
* Ellen. Later subverted as WBMA allowed a rerun to air later that same season.
* Ellen, one episode involved the filming of a talk show, which ended with the host shaking hands with the guests — once the cameras and music stopped, so did he.
* Ellen recently got a form of this. She can zap someone (animals included) with an invisible beam and turn into a perfect replica of it. Elliot also has voluntary
* Ellen Ripley", a role that was... not quite what you'd expect to see Beryl Reid playing.
* Ellen slept with Cavil and stole resistance plans to keep Saul safe and then drank what she knew to be poison when Saul offered it to her.
* Ellen states she doesn't suffer gender dysphoria and wouldn't want to be male (though there are hints that the
* Ellen (the main character famously came out as a lesbian during the show)
* Ellen was a woman Jon regularly phoned to get a date, and always failed. We never heard her actual answers, only his reactions to them. She eventually appeared in a storyline where she has amnesia, and therefore agreed to a date with Jon. Also, Jon's neighbor Mrs. Feeny, often the target of Garfield's pranks, was never seen in the comic.
* Ellen when Ellen's co-worker, Joe, talks about how bad it is for Ellen to be lying to her mother.
* Elle Riley has to keep her girlfriend secret to maintain the interest of her show's viewers, who are mostly straight men attracted to her.
* Elle Robinson did this to Max Hoyland in revenge for his role in her brother's death (a case of mistaken identity, due to said brother having an
* Ellery Queen actually does commit suicide, but the two people who find the body make it look like murder so they can claim the victim's life insurance.
* Ellery Queen but it turns out to be a poisoning disguised as an accidental death.

* Ellery Queen collection), it is made to appear that the victim's body has been placed in his trunk, covered in quicklime, and shipped off to his summer cabin.
* Ellery Queen contains some now extremely outdated psychological ideas regarding homosexuality, and which would have been on the way out at the time the novel was written. Unfortunately, some of these ideas are integral to the solution of the mystery.
* Ellery Queen, created by Frederic Dannay and Manfred B. Lee under the pseudonym "Ellery Queen," is a mystery writer who assists his police chief father on tough cases.
* Ellery Queen, Ellery is a certified genius. He is also constantly misplacing his glasses, hat, keys. etc. and accidentally leaving things in the fridge.
* Ellery Queen: Ellery must clear his own name in "The Adventure of the Comic Book Crusader".
* Ellery Queen episode "The Adventure of the Sinister Scenario" had the Queens, father and son, witness this for themselves when they go on the set of an adaptation of one of Ellery's books. This being an Ellery Queen mystery, this trope's horrible aspects culminate in murder.
* Ellery Queen in 1929, have framing sequences which establish that the stories actually took place in the previous decade, i.e., the 1910s, and that all of the names have been changed. In other words, "Ellery Queen" was a pseudonym not only in real life, but in the novels as well.
* Ellery Queen: In "The Adventure of Caesar's Last Sleep", Sgt. Veelie is accused of the murder and Inspector Queen and Ellery have to clear his name.
* Ellery Queen: In "The Adventure of Caesar's Last Sleep", the killer provides the police the location of a hitman who had bungled an earlier attempt on the victim, knowing that the hitman will shoot it out with the police rather than being taken alive. The killer does this because the hitman can identify them as the successful murderer.
* Ellery Queen: In "The Adventure of the Disappearing Dagger," an elderly amateur criminologist finally figures out how a five-year-old "locked-room" murder was committed, and is murdered by the killer before he can alert Inspector Queen. Ellery takes up the challenge himself. The criminologist had first implicated an airline pilot, because he was flying the plane where the murder was committed and had the opportunity to toss the murder weapon out the window. Nobody else seems to have been able to get rid of the weapon, but Ellery finds that the murder victim had stolen someone else's invention, and that the murderer may have invented the weapon as well.
* Ellery Queen: In "The Adventure of the Disappearing Dagger", Ellery must solve a locked-room mystery that occurred five years earlier in order to solve the current murder.
* Ellery Queen: In "The Adventure of the Disappearing Dagger", Ellery uses a trick spoon designed to dissolve in hot water to explain how the crime was committed.
* Ellery Queen: In "The Adventure of the Hard-Hearted Huckster", Flannigan complains about the taste of cigar:
* Ellery Queen: In "The Adventure of the Sinister Scenario", Inspector Queen and Ellery go to Hollywood to watch the filming of movie based on one of Elley's novels that features both of them as characters. Neither is impressed with the casting.
* Ellery Queen It's not fair play either since Ellery only shares his evidence with the reader at the same time he's disclosing it to a judge, prosecutor, and defense attorney in the final chapter.
* Ellery Queen. Just about everyone who knew the victim would have a reason for wanting them dead.
* Ellery Queen, over a sudden close-up of a pair of glasses with broken lenses. The theme then does a calming little piano trill, picks up its walking bass again, and continues panning across various clue-like objects, as it had been doing before the scare.
* Ellery Queen police detectives when Ellery can (and does) solve all the cases.
* Ellery Queen's "Half a Clue" has the victim mention that the person who was defrauding the family business was "Al-". Unfortunately, the other family members

are named Alice, Alvin, and Albert.
* Ellery Queen short story "No Place to Live", one suspect is found standing over the body holding a pistol. It is later revealed that she picked the gun up because she recognised it as her husband's.
* Ellery Queen short story where a child faked his own kidnapping to get his estranged parents back together. It worked.
* Ellery Queen's secretary Nicky Porter was originally created for the radio show, but later appeared in two of the novels and a dozen short stories.
* Ellery Queen story where three Civil War veterans have a tontine to decide ownership of a fortune they discovered during the war. The grandchild of one of the men finds out and plots to murder the other two, not realizing that the "fortune" is in Confederate money.
* Ellery Queen: "The Adventure of the Sunday Punch". During a practice bout, a lucky shot knocks champion boxer Kid Hogan unconscious. He revives enough to sip some water from his manager's "swill bottle," then falls comatose and is soon pronounced dead. An autopsy reveals he was poisoned, and the "swill bottle" was loaded with poison.
* Ellery Queen the body is hidden in a Murphy Bed that was part of a department store window display. When the demonstrator got to "see how easy this is to open?", the corpse popped out.
* Ellery Queen, the Queens search a dead man's man coffin for a missing will, and find two bodies inside instead of one.
* Ellery Queen". This was one of the only episodes where the killer was not one of the suspects named in the opening monologue.
* Ellery Queen) try to establish that the Ellery of the present day was the same Ellery as that of the 1920s, with mixed results.
* Ellery Queen TV series begins with an announcement that "one of these people is going to die...", facilitating the game.
* Ellery Queen TV series. It is very prominent in the pilot episode "Too Many Suspects" but also used in other episodes. Undoubtedly a deliberate choice to help invoke the feeling of the 1940s when the series is set.
* Ellery Queen" ultimately turns out to be a case of insurance fraud, with two suspects making a suicide look like murder so they can still claim the insurance.
* Ellery Queen; while the deaths are plotted on the map, the pattern is irrelevant. (There turns out to be a far more sinister link between the victims.)
* Ellery Queen who frequently assists his father who is a police inspector.
* Ellery Queen), with his late mother having been the daughter of a New York society family. However, as the series went on, his character developed and he lost most of his snobbishness (except on intellectual matters) and developed an interest in some decidedly blue collar pastimes such as boxing and baseball.
* Ellery Queen you that you now had enough clues to prove who the murderer was. After that, Ellery Queen would do the big 'one of you is the murderer' speech and solve the murder.
* Elle shows Sylar how to use his new lightning powers in this manner in
* Elle's replacement, Emily Prentiss, is the daughter of diplomats and spent her childhood moving around Europe. Throughout her tenure, she demonstrated familiarity with Russian, Spanish, French, and enough Arabic to identify its accent (Egyptian, though she was not shown to actually speak it, she was brought on as a translator in case the terrorist they were interviewing switched to his native language).
* elles "they, those women", are only allowed when talking about an all-female group of individuals. If the sex of the group is unknown, or there is at least one male member, then the masculine pronouns are used instead.
* Elleston Trevor, Mr. Bishop," and take his orders without much question.
* Elleston Trevor. The hero became aware of a series of mysterious deaths of people who'd been sentenced to execution but simply fell dead before the government could kill them. The weapon was hand-held, with a range "limited only by the curvature of the earth," and made no noise or flash.
* Elle, the dinner party Michèle hosts for her friends and family goes south when her mother announces she's engaged again, to Michèle's displeasure.

* Elle, when Michèle thinks the rapist is coming back in the middle of the night.
* Ellie also had greenish hair early on, but it was darkened to black by Season 2.
* Ellie. Although she is one of the most obese characters in the game, speaking to other characters and listening to audiologs reveals that there are some people on Pandora who like it that way.
* Ellie girlfriend during high school to throw off suspicion, until they started developing a co-dependent relationship because of it.
* Ellie Goulding, but was dropped to make the album more ballad-focused.
* Ellie Goulding from "Outside" music video are prominently shipped together because their other major collaboration "I Need Your Love" featured the two characters (also played by them) as an adorable couple as well as Goulding and Harris's real life friendship.
* Ellie Goulding soundtrack, which peaked one rung lower. This is averted in most other countries, where "Love Me Like You Do" was easily her biggest hit.
* Ellie Goulding "Starry Eyed" made her into a household name in 2010. However, North America didn't join in until 2012 when "Lights" became hit over a year after its release.
* Ellie Goulding's "Your Song" was used in a John Lewis-esque commercial for Kraft peanut butter.
* Ellie Goulding, which certainly explain the fantastical elements in the video.
* Ellie has an unbreakable switchblade so she can always defend herself from clickers which stops you from worrying about keeping shivs on you at all times like you did in the first game. Although, you do have to worry about it when playing as Abby.
* Ellie is the ultimate Cool Big Sis. She practically raised her younger brother Chuck by herself after their parents left their lives, is willing to lend an understanding ear to his problems, and is just generally an awesome person.
* Ellie Kemper (briefly played college field hockey before going into comedy and acting)
* Ellie Kendrick in the "New Characters" featurette for Season 3, Jojen Reed is sometimes called "the Little Grandfather" because of his solemn wisdom.
* Ellie May's engagement to a "Naval Frogman" and Granny's belief that this means he turns into a frog from the bellybutton down when he gets wet. Lasted most of a season.
* Ellie Nesler shot and killed her son's accused molester in the courtroom in 1993.
* Ellie On Planet X: Ellie is the first link between Earth and the planet's adorable aliens.
* Ellie Rose is an even bigger example than Henry himself, as her morality completely depends on Henry's actions in
* Ellie Sattler in the original Jurassic Park novel. In the film she wears a top that covers her midriff under her pink knot-up shirt.
* Ellie seems quite capable of taking care of herself. They also butt heads more on Ellie dismissing Moxxi's demands that she lose weight and gussy up. Ellie, however, seems to have no problems with her body image and claims to have plenty of male admirers.
* Ellie's funeral is shown in a single scene toward the beginning of
* Ellie, shaken from witnessing her father's murder and Chuck's abduction, getting Awesome and Morgan to help her run a Pincer movement on the van holding Team Bartowski captive and succeeding.
* Ellie's stealth playing style carries over to the second game. She's able to sneak past entire encounters and her segments have plenty of hiding spots. She can also find lots of crafting elements to make things like smoke bombs, Molotov cocktails, and exploding traps instead of ammunition to encourage stealth over action. Once you play as the secondary player character Abby at about the 40% mark of the story, the gameplay becomes more similar to Joel's in the first game. She's more of a brawler than Ellie and almost strong as Joel, bringing the melee element back. Fighting stealthily as her is a lot harder than it is as Ellie since the game

takes away most hiding spots. You're also more likely to find ammunition than crafting elements, encouraging a more guns blazing style.
* Ellie was a search-and-rescue dog. During one rescue, she got acid on her nose which killed her sense of smell. She couldn't smell more than a few feet in front of her and thus she was retired.
* Elli is named after "Ellios" the Greek word for "sun" as stated in the first chapter.
* Ellimist Chronicles disaster on Earth back when Mars still had life, but he intentionally did not interfere with the progress of an asteroid towards the planet because he saw more potential in those tiny mammals.
* Ellimist created one between two warring planets soon after constructing his ship body.
* Ellimist, who was already millions of years old when Earth was just beginning to form.
* Elliot also discovers the joy of masturbating in one of the earlier episodes (thanks to Carla's advice about washing machines).
* Elliot and Ashley and served as a turning point in the arc, as they transitioned from two characters on a date to an actual couple.
* Elliot and Ashley linger in front of the book store. to let him know that there's a strange creature a the mall.
* Elliot and Ellen started out being almost exactly the same apart from their genders, but that is
* Elliot and Marvin needing Claire/Leon to find a way out of the station seems rather jarring, given that neither the front doors nor the main gates are in any way locked, allowing just anyone to stroll in as they please. In fact, that's exactly how the scenario A character entered the precinct. But after exploring the East Wing and returning, the front doors are magically barricaded, though this can be easily handwaved that Marvin and the first run protagonist were able to barricade the doors after saving their life. Given the
* Elliot and the Musical Journey: Tristan is locked in a cage when you see him.
* Elliot blowing hair out of her face, which emphasizes her neuroticism.
* Elliot Carver has his mooks do this on purpose at the beginning of the
* Elliot Carver just to get broadcasting rights in China and jack up his news network's ratings.
* Elliot convulsing while driving and singing along to "Bye Bye Love" by
* Elliot himself instead, while Tedd assumes the role in most other cases.
* Elliot initially had no interest in remaining female for long and considered his gender-bending
* Elliot is also not on the government's (or most immortals') radar, for much the same reason. As Mr. Verres puts it,
* Elliot is pretty prone to this. "Maybe we can do something a little less girly, like bowling or paint ball or
* Elliot is said to be considered attractive by his male schoolmates and no girls have shown attraction to him.
* Elliot lost his memories of killing his own family with Humpty Dumpty's help.
* Elliot Moose, the show would only have 4 segments, with half being animation and half live-action. In addition, PBS, Amazon and Treehouse shortened the theme song to only the "Elliot Moose is on the loose" sections, while Qubo aired the full theme.
* Elliot Ness Dean effortlessly slips into the bad cop role while Ness plays good cop.
* Elliot Ness had a major case of this. In a famous example, while having dinner with his wife, he heard police sirens and jumped to his feet to join the chase. Since he now happened to have a nice selection of police with him, he decided to keep on going and lead them to bust a drug operation he knew of. His wife was simply left to wait at the restaurant.
* Elliot Ness was a member of the taskforce that Cade led in destroying
* Elliot Page as well as most of the other characters he's portrayed in films turned out to be lesbians.

* Elliot Page (a transgender man) and his ex-wife Emma Portner (a lesbian); they amicably divorced shortly after Page came out as trans, causing many to believe it was due to this trope.
* Elliot Page character Hayley to be a survivor of child molestation, and based his performance around it.
* Elliot Page DVD shows his audition, and his face is so gaunt it's no wonder he had to gain back the weight in order to play a pregnant girl!
* Elliot Page in her neighbor's basement. When asked if he was eating normally, he said: "No, because Sylvia wasn't being fed."
* Elliot Page in real life. Sadly, these same people haven't seemed watch any of his other movies or seen him in real life.
* Elliot Page together, both times playing fucked up people on good terms with one another. In the former, McCabe-Lokos helps Page's character, and in the latter, it's the opposite.
* Elliot realizes he loves Sarah like a sister and decides to downgrade their relationship to close friends. Sarah is fine with it for her own unrelated reasons. However, this opens this trope back up, as longtime friend Susan.
* Elliot Reid was for the most part of the first few seasons highly enthusiastic and quick-talking, tempered with bouts of self doubt
* Elliot Rodger, the 2014 Isla Vista shooter. He wanted to kill his own half-brother as part of his
* Elliot's boyfriend Keith, whom Dr Cox dubbed 'the Dude Meister' actually turned out to be called Dudemeister.
* Elliot S! Maggin (a time traveler who uses his era's tech to be a superhero).
* Elliot S! Maggin, Lex Luthor is being held by a group of aliens and they call him an "Earthling". He comments that he prefers the term "Terran" and the aliens explain that their translator returns the best word to the being hearing the translation, based on his/hers/its own perceptions. Thereafter, he hears the word "Terran".
* Elliot S! Maggin once wrote that Krypton's gravity was so great that every explorer from another planet who had landed on, or even approached Krypton was unable to ever return. Krypton gained an ominous reputation as a "black hole planet", whose gravity was inescapably strong.
* Elliot S! Maggin to cause a localized earthquake, which knocks Lex out until the gizmo's effects have worn off, and Superman then flies around at super speed, repairing the damage he caused with the earthquake.
* Elliot spent much of one episode sick as a dog because he's on anti-AIDS medication (after being exposed
* Elliot spent the party in a female form with knee-length hair. His in-universe justification was that it was a ploy to get Justin to go (Justin enjoys playing with hair), but it also served to visually-distinguish him from Ellen and to highlight his increased comfort with taking on a more stereotypically feminine appearance.
* Elliot Stabler. While he faces some in-show consequences, said consequences do nothing to stop him, his conduct crosses the line into
* Elliot/Susan. The latter's issues with intimacy and physical contact are probably the biggest obstacle to this ship setting sail.
* Elliott also dyes her naturally dark blonde hair to a bleached blonde in season 3 and keeps it that way for the remainder of the series.
* Elliott from Earth features an alien snack called Kretzels. According to various characters they taste like earwax and feet. Their slogan on the bag is "Now banned in 4 galaxies!"
* Elliott from Earth has an alien junkfood called "Kretzels". The slogan on the bag is "Now banned in 4 galaxies!"
* Elliott from Earth. In the second episode, when Frankie holds her son's hand, Elliott protests that he is an 11-year-old boy, saying "we don't need to hold hands in public." Frankie replies that she is a 36-year-old woman on an alien planet, this is for her benefit.
* Elliot thinks that Turk not choosing the only female in the group of candidates

to be his assistant is sexist, and has Carla
* Elliott Roosevelt after working hours. The murderer uses a simple trick to lock the door behind him in a failed attempt to make it look like suicide.
* Elliot within the first three episodes gets off on the wrong foot with Carla, J.D. makes her apologize and then she always adds "you know I'm right" or "But (excuse)". There is added dream sequences of her digging her own grave to prove the point!
* Elliot worries that he's "a bad guy" because he gets angry sometimes and he used to be a
* Ell is a holy mage that not only uses defensive magics like heals and shields, but can also whip out a wicked attack if necessary.
* Ellis also discussed this phenomenon in "Woke Disney", where she talks about how Disney's live-action remakes of its animated films (in particular,
* Ellis attempts to locate other survivors with "Ca-caw! Ca-caw!" if he's sufficiently far away from the others... Or if he's the last man standing.
* Ellisberg, NY was turned into the personal fiefdom of the supervillain Nilbog following his trigger event, with his creations attacking any and all outsiders.
* Ellis Peters. A man and his pregnant wife are passengers on a ship. The ship catches on fire and the passengers must evacuate. After she gets her life jacket on, a ship's officer drops her over the side into the water, where she sinks like a stone. The man jumps in after her. The story ends with a line about how they'll never know if he jumped in to save the girl or to save the 30 pounds of gold being smuggled in her fake maternity bulge.
* Ellis Peters detectives, so anyone qualified to do the job would be an amateur.
* Ellis Peters feature police detective George Felse and his son Dominic; some of the novels focus on George's official investigations, while some have Dominic acting as an amateur sleuth with George as his friend on the force.
* Ellis Peters feature police detective George Felse, with his wife Bunty and son Dominic in supporting roles. Dominic gets three novels in the limelight, in which he stumbles into mysteries while on holiday, and Bunty gets one, in which she discovers a murder while George is out of town and has to solve it herself before it's too late for the prime suspect.
* Ellis Peters has two people, who had never seen each other but are primary-importance characters, do this in one of the
* Ellis Peters novels have this as an element of their romantic B-plots, reasonably enough, considering they're set in a time and place when arranged marriages were closer to the norm than the exception for anyone in the merchant class or higher.
* Ellis Peters she wrote under that name, but her real name was Edith Pargeter and she wrote many other books under her real name.
* Ellis Peters was really Edith Pargeter. She also published less-famous mystery novels as Peter Benedict, Jolyon Carr, and John Redfern.
* Ellis Peters were published from 1951 to 1978. The first novel is explicitly set in 1949; after that, they're not specific, but the background setting details keep pace with passing time, while the recurring characters age a year or two from book to book, even when the gap between books is larger. This is particularly noticeable with the second book, which was published a decade after the first, and has a plot point depending on a law enacted in 1957, but George and Dominic have aged only two years.
* El Llano en Llamas by Mexican writer Juan Rulfo mentions that warm beer tastes like donkey piss (which prompts the question if cold donkey piss tastes like beer...)
* Elln is an immortal witch who loses her memories blocks at a time, and so she acts as childish as she looks.
* Elly really is Fei's first love, as they have been lovers for 10000 years via reincarnation.
* Ellyse Perry has represented Australia at both cricket and soccer, being declared the Australian women's cricketer of the year three times and the international women's cricketer of the year twice; she has been dubbed Australia's most marketable sportsperson.

* Elly. She'll also very cheerfully converse with demons simply for the sake of doing so, as opposed to the other party members, who only do it out of necessity.
* Elly/Sophia also fits the archetype of selfless love and self-sacrifice, like her
* El Mago de los sueños, an animated movie first released in Spain in 1966.
* El Mariachi apparently realized that his microscopic budget wasn't going to afford any supermodels, so he'd better not go overboard.
* El Mariachi as the star of the film. Carlos got a cameo to make up for it.
* El Mariachi, he also edited the film himself (using the same awkward videotape editing method he grew up using as a kid) and did all of the sound recording and dubbing. After he got a distribution deal and full Hollywood resources, he balked at spending $3000 for professionals to take 3 weeks subtitling the film and did it himself over a weekend.
* El Mariachi. Here, the title character falls in love with Domino, the girlfriend of druglord Moco. The Mariachi survives, but Domino isn't so lucky.
* El Mariachi plays this straight, which is what kicks off the plot as there's two men "dressed in black, carrying a guitar case" walking around town. Apart from that, neither of them look anything like each other.
* El Mariachi pointing out all the goofy tricks he was forced to use to fit into his $7,000 budget.
* El Mariachi. Rodriguez said they weren't making that kind of movie, but if he could find the women then Azul could have a couple of female bodyguards instead. The women are shown in bed with Azul, but after he leaves a minion creeps into the bedroom hoping to get some action only to find himself facing several guns.
* El Mariachi, the main antagonist shoots the mariachi's hand, preventing him from playing guitar.
* El Mariachi, which has the title character, a musician, mistaken for an assassin who carries a guitar case full of weapons who is out to kill the local drug lord.
* El Marvo: Knuckle Duster uses one of these in the first issue to descend an elevator shaft.
* El Marvo wore an eye patch, and is presumably a respected member of Sokrates' organization, as he was first seen in the comic performing executions in the name of him.
* Elma, she ends up getting banned after eating more than 100 plates of food in the two-hour time limit.
* Elma's Office Lady Diary has Elma and Kobayashi end up in the middle of the Australian wilderness after going barhopping.
* Elma's OL Diary, Elma, who is seeing a movie in a theater in the first time, is informed by one of her co-workers of this practice and, assuming that it's mandatory, attempts to do this to those that she's sitting next to, resulting in her kissing Kanna on the cheek and having an awkward moment when she tries to hold Fafnir's hand.
* Elma's OL Diary, Kanna and Saikawa hold hands while watching a film together after Kanna assumes that the film is scaring Saikawa (when in reality, she saw Elma kissing Kanna on the cheek due to the harmony dragon assuming that making out in theaters is mandatory and thus doing Type B to those she's sitting next to).
* Elma's OL Diary when Elma "protects" her during a mixer by preventing any of the guys from interacting with her directly.
* Elmer, about what happens when chickens achieve sentience and fight for their rights.
* Elmer Fudd — or his prototype, Egghead — was originally voiced by Danny Webb, and later recast with Arthur Q. Bryan around the same time the character evolved to his definitive version.
* Elmer Fudd ran away from the Sheriff after seeing Weetabix on his table. The Wooden Horse of Troy came to life and made a run for it after seeing the Trojans eat Weetabix. Delilah cuts off Samson's hair, but flees when she sees he is about to eat some Weetabix. Only poor old Ned Kelly failed to use Weetabix-induced superpowers; he couldn't get the spoon through the slot in his helmet.
* Elmer Fudd short, an ant says this after Elmer harassed some ants with

firecrackers.
* Elmer Fudd's" weather control powers. But as he was carrying off Bugs's body Bugs looked back at the audience and said "What did you expect in an opera, a happy ending?"
* Elmer Fudd were created so they could more properly provoke Bugs and rightfully earn his vengeance.
* Elmer Fudd, whom Bugs almost always tricks effortlessly. In Bugs’s very first cartoon, he breaks down crying because he thinks he killed Bugs... the very same rabbit he set out to kill in the first place.
* Elmer Fudd, who was convinced that Bugs looked too much of a 'bully' when pitted against him and thus made him into a more pro-active hero against the meaner-spirited outlaw, Yosemite Sam.
* Elmer Gantry and its adaptations. She cultivates the outward appearance of a successful, articulate preacher, but Elmer discovers that she is deeply disturbed. In private, she toggles different personalities, including a petulant child-like persona and a pseudo-pagan priestess.
* Elmer Gantry is a self-absorbed sociopath and a religious huckster, who nevertheless speaks warmly of his mother. Part of the reason he became a minister at first is that he genuinely wanted to make her proud. Elmer admits to Sharon that she and his mother are the only women he's ever respected.
* Elmer Rice's second wife, Betty Field, played the leading role in three of his plays.
* Elmer's been through a lot and is a crowning example of this trope.
* Elmer's equally messed up buddy, Huey, is known to do or say tremendously disturbing things such as setting his hand on fire while still maintaining a polite smile.
* Elmer the Boil Kid. His boil (Bob) has a mind of its own and wants to take over the world.
* Elmer uses the trap a third time in "Pests for Guests", this time on the Goofy Gophers Mac and Tosh. As soon as the trap falls, the sounds of a car driving are heard from inside, followed by a loud car crash. An alarmed Elmer lifts the box to see what happened, accidentally letting the gophers out.
* El miedo no anda en burro) starring la India María as María Nicolasa Cruz. To go into greater detail:
* Elminister has a pretty decent beard, and he's the biggest badass in the
* El Ministerio del Tiempo (Portugal), with remake rights also sold to China, France, Germany and Italy.
* El Ministerio del Tiempo: The eponymous Ministry's ongoing job is to find the gates that open between different time periods and prevent history from changing - or restore it if someone manages to cause the change.
* Elminster in Myth Drannor, Cormanthor's greatest elven high mage sacrifices his life to create the city's mythal, his life's work.
* Elminster in Myth Drannor features fish-feeding, but with separate mincing (elves are tidy):
* Elminster in the novels is one of the most powerful wizards in the world, had an affair with the
* Elminster is very killable, but it's EXTREMELY difficult since he has -30 AC (only a 5% chance of hitting him since only a natural 20 will work), 1800 hp, and will despawn if he can talk to you which he constantly tries to do. An attempt requires boots of speed and the throwing axe +2, and managing to avoid him at his first encounter so you can come back later. It takes about 3 hours of running a circle chucking the returning axe at him. He awards 26000 xp.
* Elminster refuses to reveal the big secret behind the protagonist's past he's been hinting at, declaring that "self-discovery is best left to the self."
* Elminster's Daughter. "It had taken two years of retching weakness to build up a resistance to killing doses of staeradder", but being able to use a fast-acting poison freely was worth it since his most dangerous foes were other wizards whom he couldn't expect to quickly defeat by magic.
* Elminster: The Making of a Mage, no less. "Well met. Call me Elmara, please!"

* Elminster: The Making of a Mage of himself named Elmara) on how elves live in tune with nature, while humans destroy everything which they can't control.
* Elminster the Sage once had a romantic relationship with Mystra, the goddess of magic (chronicled in the first three books of
* Elmo & Patsy chart was a mere #48 on Hot Country Songs in 1999. In Canada, the higher-charting version was a #20-peaking release by the Irish Rovers in 1982.
* Elmo became less than popular to a large number of the show's longtime fans, mainly because the show's focus somehow shifted onto him and less on the other Muppets and characters, and because of his immense popularity from the mid-1990s to the 2000s. Made worse by Sesame Workshop deciding to assign a fifteen-minute segment of
* Elmore James (one of the first great electric slide guitarists, popularised Robert Johnson's "Dust My Broom")
* Elmore Leonard has written several prominent Marshal characters, many of whom have appeared in other media, including Raylan Givens, Karen Sisco and her father Marshall (retired, and yes, he was "Marshal Marshall Sisco.")
* Elmore Leonard seems glaringly out of place as a supernatural thriller compared with the rest of his collection of crime novels.
* Elmore Leonard sidekick for most of the book, quickly realizes that Raylan is extremely deadly and should not be antagonized or threatened.
* Elmos Adventure In Grouchland, Oscar berates his fellow Grouches for letting Huxley constantly take their stuff, and rallies them to defeat the villain.
* Elmo Saves Christmas has Maya Angelou telling the special's story to Telly and Zoe after they wish it was Christmas every day.
* Elmo Saves Christmas. In this bad future, The Count is so sick of celebrating an entire year's worth of Christmases, that he is even sick of counting them! Naturally, this sparks a shocked reaction from Elmo.
* Elmo Saves Christmas. Oscar the Grouch is the only one who loves it being Christmas every day, not just because of everyone else's misery, but also because he is getting tons of garbage in the form of wrapping paper and used Christmas trees. In fact, when Elmo announces that he is going to use his last wish to turn everything back to normal, Oscar protests and tells Elmo to use his last wish to get some new roller skates, since that was what Elmo's original plan was.
* Elmo Saves Christmas, Santa gets stuck in Elmo's chimney and Elmo rescues him. Santa rewards Elmo by giving him a snow globe which can grant him three wishes. Elmo uses his first wish to wish for a glass of water. When Santa and Lightning the Reindeer call him out on it, Elmo defensively replies that "Elmo was thirsty!" Lightning and Santa name off a few things he could have wished for, like a real fire engine, a castle, or a kingdom. As they leave, Santa tells Elmo not to waste his last two wishes.
* Elmo's Christmas Countdown has Stiller the Elf telling his snowball friend Stan the special's story.
* Elmo's Potty Book: A scene has Elmo doing this while at the playground.
* Elmo's Wash and Dry bath book that shows Elmo doing this at a laundromat.
* Elmo's World from the Books episode, Elmo is cast as a knight. When he explains to the dragon that he is a monster, the dragon runs away in fear.
* Elmo's World is shown at the tail end. Starting in Season 38 and lasting until Season 45, Murray opened each show by talking to real people who demonstrated "the Word on the Street" and would announce the sponsors at the end.
* Elmo's World plays up the "quack doctor" metaphor; a duck dressed as a doctor shows up a few times.
* Elmo's World" segments has Elmo determine today's topic by opening one of these.
* Elmo will sing a song about having an accident if you don't put him on his potty.
* Elm Street got a three-issue adaptation by Innovation Publishing, which also made two prequel series' to the film.
* Elm Street is a partial subversion. Jesse is the only male protagonist of the series, and the one Freddy targets throughout the movie, making Lisa's role as Final Girl very limited. Lisa doesn't so much kill Freddy as drive him out of his possessed victim Jessie, who also survives in a rare case of Final Boy.

* Elmuh Fudd Syndwome: A speech impediment where Ls and Rs are pronounced as if they were Ws.
* Elmuh Fudd Syndwome), the rabbit angrily responds "You share!", kills them and runs off with the Trix. So satisfying to watch...
* El Mundo Gira" reveals that the Chupacabras are actually illegal immigrants who have been infected by an alien fungus.
* El Mundo Today fun of them and their attempts to censor free speech.
* Elmwood Park, Illinois - a seemingly boring Chicago suburb that was actually built as a colony for mafia members (like the notoriously violent Jack Cerone) eager to leave the inner city. The community was founded and run by the Chicago outfit and to this day serves as the base for the mob's white collar crime faction.
* Elmyra-centered episode, her mother and sister do this while trying to catch her baby brother.
* Elmyra does this to Brain every time she thinks he is swearing (when he is actually just indulging in
* Elmyra enjoys seeing someone other than himself taking all the pain for a change.
* El Nino Mariposa: The Ferrotophagous are big metalic insectoid iron-eaters.
* El Niño, a regular reversal of weather patterns, which can lead to crop failures and famines in certain parts of the world. Dynastic changes and rebellions in China have a tendency to happen during El Niño years.
* El Niño, a weather phenomenon which causes severe conditions worldwide, gets its name from the shortened form of
* El Niño de Navidad – a Spanish allusion to the newborn Christ – because it tends to be strongest around Christmastime.
* El Niño is one of many reasons agriculture never developed in Australia.
* El niño mariposa are big metalic insectoid iron-eaters that destroy civilizations.
* Elnor as a boy is so incredibly endearing that Jean-Luc Picard — who is notoriously uncomfortable around kids (even the Qowat Milat nuns are aware of this fact) — not only likes Elnor very much (those are his own words), but they even develop a surrogate father-son relationship. Elnor is quite possibly the cutest child in the Beta and Alpha Quadrants for Picard to overcome his innate discomfort and connect with the boy on such a personal level, and their bonding is one of the sweetest moments on the series. Even as a young adult, Elnor retains a boyish quality (e.g. he longs to see a cat in person) because he had a sheltered existence while living among the nuns, so he's still naïve (e.g. the concept of lying is foreign to him), and he's also fairly ignorant about the rest of the galaxy because he had never left Vashti before. Showrunner
* Elnor carries a tan qalanq, a Romulan sword, instead of any kind of energy weapon, thanks to his training by the Qowat Milat warrior nuns. "
* Elnor fulfills three of the five main criteria. He has an Open, Emotional Personality (being a disciple of the Way of Absolute Candor means that he always expresses what he's feeling, and he's very good at reading the emotional state of his crewmates as demonstrated in "The Impossible Box"), Typically Feminine Interests (by Romulan standards, he's considered to be effeminate because he was cared for and trained by the Qowat Milat nuns; he dresses and behaves like they do, so he's perceived to be doing "women's work"), and Effeminate or Non-Masculine Appearance (he's a
* Elnor's crewmates don't always appreciate him pointing out what they're feeling, especially when they're emotionally vulnerable.
* El Norte es una quimera and along that, the language barrier, and the cultural shock between the cosmopolitan city and the very quaint (at the time) Caracas, the poor dude was so shocked that back in the country he complained on his perceived slights of N.Y., and how most to the returnees came back with a swollen head. Still, too many people sing the thing straight.
* El Norte is a very dark take on this, focusing on the suffering and despair of two Guatemalans who enter the United States illegally after facing persecution in their home country.
* Eloise Hawking lecture by her about how the Island was found, why it's so hard to

find the Island, what they need to do to return...followed by a shorter scene where she tells Jack even more detail about why he has to return...
* Eloise Pritchart is called "Ellie" by both her closest friend Kevin Usher and by Javier Giscard, who is the love of her life. Interestingly, her
* Eloise: Stage 2. It has a cult following, especially with those who read the books as kids or watched the 2000s animated series and live-action TV movies.
* Eloise takes place in an abandoned hospital, where the protagonist and three other characters invade an abandoned part (thanks to a fire) of a psychiatric hospital. Later everyone begins to be affected by the ghosts of doctors and hospital patients.
* Eloïse's Lover: After getting caught in the rain together, Àsia and Eloïse kiss before they have sex.
* Eloïse's Lover: Àsia and Eloïse finally kiss after much obvious attraction when they're caught in the rain.
* Eloïse's Lover: Àsia becomes attracted to another woman, Eloïse, then begins a secret romance with her.
* Eloïse's Lover: Àsia keeps her relationship with Eloïse secret due to homophobia from her loved ones.
* Eloïse's Lover: Àsia shows no sign of ever finding women attractive before meeting Eloïse, who stirs desire in her.
* Eloïse's Lover: Eloïse is shunned as a weirdo and "dyke" by other students. Initially it doesn't seem to affect her, though after Àsia comments about it she says of course it does, as she'd have to be inhuman otherwise. Eloïse simply keeps her pain about it hidden.
* Eloïse's Lover: Eloïse leads Àsia to swim around naked in a hotel pool after hours with her.
* Eloïse's Lover: It's left vague as to whether Àsia is attracted by her boyfriend, or indeed men generally. She cares about him, but their relationship (from her at least) is not much different than friends (aside from a few kisses that he initiates, they aren't intimate onscreen).
* Eloïse's Lover (queer female main character, lesbian supporting character; subject matter includes queer female romance, LGBT youth, LGBT awakening, homophobia)
* Elona allows you to marry any character you can recruit, regardless of gender (or species, for that matter). And you can recruit almost every single character in the game.
* Elona, and it's often a way to find hidden passages. If you have a really high digging skill, you can even break out of jail by just digging through the walls.
* Elona: any NPC related to a quest which is identical across all games will have the exact same name in all games. Shopkeepers, NPC adventures and townsfolk will have randomly selected names which vary from game to game.
* Elona as of the later patches of Elona+, glaringly being rather technologically simplistic compared to most of the human factions (using plate mail and tonfas when everyone else has for the most part moved onto machine guns and fighter jets), in spite of possessing the trademark dwarven craftsmanship.
* Elona can go negative, which causes damage each time you go deeper into the negative, and causes more damage the further it goes negative. The Magic Capacity skill reduces how much damage is caused, a skill which can be learned from mage's guild, or you can start out with if your character class is mage or war mage. Additionally, the Elea character race has a racial perk which further reduces the damage in half.
* Elona. However there is a point in doing so repeatedly, as it may give you the cannibalism trait, which lets you eat human flesh without penalty.
* Elona includes working in farms, exploring dungeons, paying bills, slaughtering a whole town's worth of children...
* Elona shouts from soldiers trying (and likely failing) to stop the rampaging giant.
* Elona, though, since each item you inherit requires buying an "heirship deed".
* Elona to denote their difficulty and abilities. This leads to oddities such as

Juere swordsmen and robbers with purple and red skin, among other things.
* Elona will wander about the continent, clearing dungeons, finding treasures, and visiting towns on their own. Every time you bump into them, you can challenge them, barter for their equipment, hire them as bodyguards or romance them.
* Elona" with anybody you've married, regardless of gender or species.
* Elona, you can be granted a wish if you're really lucky. On top of wishing for an easy-to-find item, among the things you can type into the textbox are:
* Elongated Man, and he spends the rest of his rather short life mourning her.
* Elongated Man as well. But he got a measure of victory by the end of 52 — he trapped Felix Faust and the demon Neron in Dr. Fate's tower, while they thought they were tricking him. It cost him his life, but he was reunited with Sue — and it seemed they were going to spend the afterlife as Topper, instead of Nick and Nora.
* Elongated Man. He's just as good as Batman, if not better, but is often overlooked because he's not a gritty, mean, tragic origin guy, nor has he had several movies and TV shows about him.
* Elongated Man to have around to counteract how serious the other heroes are most of the time. Also, this leads to him using his powers in much more inventive ways than EM would.
* Elongated Man was Central City's premier hero and got most of the town's adulation, when Sue met them both for the first time when Flash and Ralph both appeared together at a society function, she was clearly enamored of the more gangly Ralph.
* Elongated Man, was often referred to as the 'Ductile Detective', especially during his stories from the 1960s and 70s.
* Elongating Arm Gag: Character's body part extends a ridiculous distance for the purpose of a joke.
* Elon Musk becomes a guerrilla resistance leader in Entebbe Pact-occupied parts of South Africa during the Great Southern War.
* Elon Musk cites this as his reason for releasing the patents on Tesla Motor Company's battery-technology into the public domain.
* Elon Musk is on the case: having landed a Falcon 9R stage as God and Heinlein intended, he's now
* Elon Musk's attempt to use a submarine to save the children trapped in a cave in Thailand was waved off by professionals who had the situation handled, and was largely seen as him trying to capitalize on the trapped kids as part of a publicity stunt for his company. His meltdown on Twitter afterward certainly didn't help.
* Elon Musk's SpaceX is deliberately designing their vehicles and space suits with this in mind. Compare their
* Elopement: A couple runs away to get married because that's the only way they can.
* Eloquently explained by Jane's best friend Casey that night, after the rehearsal dinner in which Jane revealed all of the lies Tess had told George.
* E.L.O.'s cover of "Do Ya." The album it came from was reissued, after being out of print for years, a month or so after the commercials started running. Coincidence?
* Elouai.com is a dollmaker website directed at girls ages 4 to 14. However, due to the high quality of the art and the vast range of available "parts", it has become subject to this.
* El País, among other newspapers produced in other Spanish cities. Many newspapers have also Catalan-language sections for Barcelona.
* El Paso" by Marty Robbins, both the male love interests end up dead.
* El Patron Alberto and Sucio Dutch Mantel in WWC, given both men had been open in their disdain for each other's first language before they started working together and what exactly they had in common, besides disliking Puerto Rico, was a mystery.
* El perro y el gato. The two protagonists seem like adults but in one episode the dog asks the cat what he wants to be when he grows up, and the dog says he wants to be a veterinarian.
* Elphaba also sees herself as this towards Fiyero, as reflected by the page

quote. When Fiyero and Elphaba do get together near the end of the play, Glinda finds herself in this position, singing a reprise of Elphaba's earlier song.
* Elphaba and Glinda's exact relationship is vague. There are signs of an attraction between the two but it never goes anywhere onscreen and the two eventually part ways halfway through the first book, with Elphaba dying a few years later.
* Elphaba) as Elsa, with her singing and speaking for the Dutch dub and only singing in the German dub.
* Elphaba makes a hammy entrance in "No Good Deed", in which she is raised up through the stage scream-singing "FIIIEEEROOO!!!!!!!!!!!!!!!"
* Elphaba (said Wicked Witch) has a mind-blowing breakdown in the song
* Elphaba's real father, her mother's mysterious lover we only saw in shadow at the beginning, is in fact the Wizard of Oz himself. Elphaba being the product of two different worlds—Oz (via her mother) and our world (via her father)—is the reason her powers are so potent.
* El-P invokes this trope at the end of the song "Stepfather Factory". There's the line towards the end of the song that says:
* El Presidente: Co-production with Colombia, based on the FIFA corruption case, and featuring former Chilean football federation president Sergio Jadue as his main character.
* El Profe kicks Disiple and Lady Demonique out of New Wrestling Stars and WWC's Starr Wrestling Club on account of their losses to TNT and
* El Profe went ballistic after losing to Monster Ripper at WWC's 18th Aniversario show. While it's true he was tripped up by her manager before getting pinned, his had tripped her up first to give Profe that advantage.
* El que merodea en la lluvia, who is now roaming the Chilean countryside.
* El Rey Network was shut down on December 31, 2020, a month after Univision sold its minority stake in the network, and in the wake of its losing distribution throughout the past year, having been dropped by AT&T and Spectrum, among other cable companies.
* Elric, and ultimately survives the destruction and re-creation of the universe to spread its evil anew.
* Elric of Melniboné, Elric is entertained by his court musician torturing a tuned array of slaves, each of which has been surgically altered to scream one perfect note.
* Elric of Melnibone stories referred to Elric as a nigromancer, evidently meaning someone who uses black magic.
* Elric of Melnibone story has Elric teaming up with other incarnations of the Eternal Champion to take down alien wizards that had come to his world from beyond his reality. It's even more awesome than that summary makes it sound.
* Elric of Melnibone summons Arioch several times for help and information. In return... well, his typical battle cry is "Arioch! Arioch! Blood and souls for my lord Arioch!"
* Elric stories features a crossover in which several incarnations (including Elric himself) are pulled together by fate to fight alien wizards. It managed to be even more epic than it sounds.
* Elrik's Spell of Magik Metal Disintegration creates a cone of rippling red energy that destroys all magikal items it hits.
* Elro, going up against Lawrence. Lawrence can shoot Elro, throw knives, punch him if he gets too close, but unless he runs out of HP, Elro keeps. On. Coming. Good thing you're playing Elro, and your job is just to No-Sell Lawrence's attacks while you keep marching up and stabbing him.
* Elrond has outlived every nation in the world, but he's still a kid compared to Glorfindel (well,
* Elrond is the son of Eärendil, who's currently flying a ship with a Silmaril in the prow as the morning star, having played a starring role in the War of Wrath by slaying Ancalagon the Black, a literally mountain-sized dragon. He's also the paternal grandson of the chosen herald of Ulmo and the Princess of Gondolin, the maternal great-grandson of Beren and Luthien themselves, descendant

of the Kings of Gondolin and Doriath... really, it would be quicker to list which First Age heroes he's
* Elrond says at one point that they must determine the fate of the Ring: "That is the doom that we must deem." (This comes in handy for those of us who did not know the active tense of dooming something.)
* Elsa and Anna. Fanfiction tends to morph her into a tortured soul who managed to bottle up her grief during the events of the film, and, once everything is back to normal, quickly breaks down and pours her heart out to whatever soul will listen, usually Elsa. The wimpiness of Anna in fanfiction is usually proportional to the strength of Elsa; the more resilient Elsa is in any particular fic, the more chickified Anna becomes. Generally, Anna's sudden chickification is explained by the shock of having her sister back, and the years of loneliness she endured during the film's prologue.
* Elsa and her sister Anna, were born on the winter and summer solstices, respectively, according to
* Elsa. As shown in supplementary material, her little sister Anna views her as
* Elsa, as well as learning to properly control her growing powers. Meanwhile, Rumpelstiltskin falls back into evil, and tries to free his power from its limitations by use of the Sorcerer's Hat.
* Elsabeth Soesten and Brother Hieronymus have no permanent residence and constantly move from place to place seeing what work can be had. Justified for Hieronymus; as a friar, he is tasked to travel and tend to the souls of people wherever he goes, though Elsabeth's reasons for wandering have not been revealed.
* Elsabeth Soesten: The title character sports a long brown leather coat over her shirt, doublet and hose.
* Elsabeth Soesten, who is no slouch with a sword and buckler, and studied with a master named Leonardus in his youth, whom he holds in high esteem.
* Elsa Bloodstone, especially her original costume (since it was based off her father's, but since his bared his chest, and being a Marvel Comic they couldn't really bare hers anymore than they already were, the midriff was left more open seemingly to compensate.).
* Elsa ends up shooting Lauro in a murder/suicide because she realizes he'll never love her, and Henrietta and Jose fulfill a Suicide Pact
* Elsa goes through one throughout the film. She nearly freezes her little sister to death by accident while playing, receives a vision of her possible future where she is seemingly attacked by an angry mob due to her powers, grows up in isolation fearing both that and how her steadily growing powers could harm her loved ones again, loses her parents who were the only ones helping her with her powers and can't even go to their funeral without exposing her secret
* Elsa has a personal secret which isolates her from her family, and is never seen eating. This did not go unnoticed by anorexics. It especially stands out in "
* Elsa has impeccable makeup despite spending most of the film surrounded by water and ice. Even when crying, it doesn't smear. Maybe it's a
* Elsa herself can also qualify; although she is far more emotionally vulnerable than Anna and breaks down several times during the film, her tendencies tend to be exaggerated in fanfic, making her a wreck incapable of human contact as a result of isolation (despite it being
* Elsa herself falls victim to this, insisting she's not too sick to help Anna celebrate her birthday even as Elsa becomes increasingly delirious with fever.
* Elsa herself qualifies, as the Duke of Weselton's concerns with securing his trade interests in her kingdom make this one of the only Disney Princess movies (the other being
* Elsa isn't convinced that Anna can handle the journey to Ahtohallan, since she lacks ice powers. Anna counters by reminding Elsa about her deeds in the first movie:
* Elsa, meanwhile, claims to have sided with the Nazis simply to get the Grail. Although as Indy bluntly chews her out on, she's already been corrupted into a Nazi.
* Elsa meets, where it briefly looks like they are going to be hit by something..

only for nothing to happen.
* Elsanna – Bram Stoker's Dracula, as Elsa stalks Anna before revealing herself.
* Elsanna says “And I like my coffee the way I like my women: bitter, and keeping me up at night.”
* El Santo close to a paragon numerous people wanted to hang out with.
* El Santo didn't have a successor, he had three. Los Tres Fantasticos taking over his feud with Los Misioneros De La Muerte cemented
* El Santo, El Enmascarado de Plata (Saint, The Silver-Masked Man). In these, El Santo has to rescue his love interest du jour from some fantastic threat, such as zombies, vampires, or mad scientists. While the movies are pretty crude, many Mexicans from the time, to current college students to even a few children still consider these movies an important part of Mexico's film history and actually pretty entertaining.
* El Santo is accurate, he continues to wear it in the afterlife as well.
* El Santo — Film series built around the iconic Mexican wrestler. It started in 1958, but the first movies didn't make much of an impression. Only from his third film on, in 1961, did sequelmania start to blossom. Since then 52 films were made starring the original wrestler.
* El Santo reached his status by connecting with the audience in ways he did not even fully understand, The Blue Demon rose to the top through sheer force of talent, being the best-regarded among Santo's many rivals, and Mil Mascaras became a legend pretty much by not losing, ever. In Lucha Libre Internacional and The Universal Wrestling Association, the aforementioned Thesz was succeeded by El Canek, but not even he could beat Mil Mascaras.
* El Santo starred as himself in a series of movies where he was pledged to fight vampires and werewolves and all the various forces of evil, plus alien invaders and assorted mundane organized crime. It's anyone's guess why a professional wrestler should handle these matters, but damned if he doesn't get spectacular results.
* El Santo, the lightweight division title belts tend to be more prestigious in Mexico than the heavyweight division title belts.
* El Santo through and through. Santo's grandsons Axxel and Santo Jr seem to be similar in this regard, but his son, El Hijo del Santo, did become a rudo in CMLL. Even then Hijo del Santo was only bought as a rudo in CMLL and cheered at all of his independent appearances.
* El Santo trio as Los Tres Fantasticos, since Los Missioneros de La Muerte prior fued had really been more about Santo, with his partners their to make things even than being a unit in their own right.
* El Santo (was 64 at his last match (47 year run), dying 2 years later)
* El Santo wasn't the only prominent luchador film star. Other prominent series stars (some of whom would team up with each other and El Santo on occasion) included:
* Elsa Schiaparelli: a latecomer throughout the decade, her early collections included knitwear with fake bows and sailor collars knitted in the sweater.
* Elsa Schneider finds herself dangling from a cliff created by the earthquake she caused when trying to leave a temple with the Holy Grail. In a pure
* Elsa's powers are revealed to the world only during her coronation, while they have been central to the plot since the beginning.
* Elsa's promotional material, to the point where a raised eyebrow and smirk is typically dubbed "the Dreamworks face" online.
* Elsa's reaction when she shoots the first of a horde of what look like clay golems and it explodes spectacularly:
* Elsa's "Show Yourself" outfit and Anna's queen dress, officially called the "epilogue dresses", until two months after the movie came out.
* Elsa's signature snowflake, as it symbolizes the beauty and danger of Elsa's power. They
* El Satánico Dr. No is one of the least popular luchadors of
* Elsa the ghost angelfish from the "Monster Tail" segments of "Wake, Rattle, and Roll" she has a very sweet and soft voice but she shouts at the end of most of her

sentences.
* Elsa wraps her arms around herself whenever she's feeling stressed.
* else calls them names or tries to pick on them, he takes it as his duty to kick the offender's ass in retaliation.
* else. Death occasionally abuses the same principle (along with some temporal trickery) to walk through walls without effort.
* else do you think we were gonna get him in this movie?" Makes sense when one considers that the obvious job for him - chef on the ship - was filled by Long John Silver.
* Else Heart Break powerful and bypass many obstacles, but the Lodge will never acknowledge this and will send you on simple missions and even make plot points of hazards you have already disabled. No matter how well you do, it's always implied that the Lodge are better hackers than you, even though if that's the case they should literally be able to do anything they want utterly unopposed — because you can.
* else it wants after receiving an order from Mom to rebel against humans.
* El Señor Tormenta, which featured a luchador and Catholic priest who did just that.
* else. She wound up taking the First, which protects freedom of assembly, including friendship, and is four better than the Fifth! The judge was not impressed.
* else wanted to, a good headline for them to use might be "Shawskank Redemption".
* Elsewhere averted when Princess Abigail helps Charming escape the kingdom - she's wearing practical travel clothes. Also Snow White wears a more practical outfit in the war against Regina.
* Elsewhere by Gabrielle Zevin — Liz is hit by a car at the beginning. She wakes up on a boat not knowing where she is. She is going to Elsewhere (a.k.a. Heaven), where you age backwards until you are a baby and then you are reincarnated.
* Elsewhere Fic: A fanfic that takes place in the universe of the original work, but uses a fan's original creations as the main characters rather than any canon characters, with the latter sometimes never making an appearance or even gaining mention.
* Elsewhere Fic: A fan fiction set somewhere that is not where the main characters are.
* Elsewhere Fic: A fanfic which focuses on Original Characters rather than the canon cast.
* Elsewhere Fic can also be considered Canon Defilement, again, be careful with throwing this around.
* Elsewhere in Pessimal's work, witches taking pillion passengers on broomsticks or
* Elsewhere in the Core, Doctor Heinfroth is the progenitor of the cerebral vampire strain of undead, and Harkon Lukas is the progenitor of the greater wolfweres.
* Elsewhere in the game, during one of the romance paths, Marcus has the choice to reveal her true gender to her
* Elsewhere in the Pessimal Discworld, the Assassins' Guild School makes it
* Elsewhere in the same book, when talking dog Gaspode was reluctant to help Carrot locate Angua, Carrot threatened to "turn the matter over to Corporal Nobbs," a fellow officer with little in the way of moral objections whose own humanity has been repeatedly questioned. Gaspode's bitter reply: "That's what I like—
* Elsewhere in the same game, you meet several krogan scientists and a krogan mechanic. While the scientists' opinion of their lots in life vary (one is enthusiastic, another simply laments that he's not able spend his time researching better ways to destroy things), the mechanic has a
* Elsewhere in the same trilogy, we see Tran metalworkers douse themselves with water so it'll freeze into a coating of ice on their fur. This grants these cold-adapted aliens a few moments' protection against the ambient heat in their foundry.
* Elsewhere in the Ultimate Marvel universe, Hulk frequently ends up nude when he

transforms. In one case he was witnessed stealing the pants from a fat guy.
* Elsewhere in the world, Blipped people are being prioritized by the Global Repatriation Commission (the international body set up to handle the crises caused by half the world's population coming back to life at once) at the expense of the un-Blipped: among other things, the Blipped getting their prior property, jobs, and finances returned to them by the GRC has led to displaced un-Blipped people ending up in refugee camps. This has motivated
* elsewhere, large Pterosaurs fill this role in damn near every movie they appear in:
* Elsewhere, Meta Knight's side-B turns his sword into a drill with which he flies horizontally across the stage, and neutral-B spins him in place like a tornado (mashing the B button will allow him to take flight). Likewise, Donkey Kong's up-B spins him up into the air like a helicopter. Falco gets in on the spin act, too, with his chain-A. Finally, taking a cue from
* Elsewhere... Mikuru and Kanae describe their training session with Kyon leaving out enough information to make Haruhi think something is going on that really isn't.
* Elsewhere, the Ankh-Morpork City Air Watch is an Air Force that runs almost completely on Magitek. Its commanding officers, Witches who have helped push the concept of broomstick flight way
* Elsewhere, the Cult of the Aten created a very specific kind of mummification that bound the souls of the departed to their mortal remains, allowing them to serve as soldiers following their deaths. Unfortunately, the process often left the victims deranged, either because of the process used to operate on their souls, or because they remained conscious in their tombs; the resulting mummies are barely-sentient killers.
* Elsewhere, the Glass Walkers tribe of werewolves, urban-oriented tribe that they are, deal extensively with technology spirits. Meanwhile, the magical abilities of the Bone Gnawers, who typically live among the urban underclass, generally make use of what the Gnawers have available to them on the streets.
* Elsewhere, we're told that cartographers sometimes got so carried away with drawing sea monsters that they forgot to put the boring countries and so on in at all.
* Elsewhere, when a disgruntled prisoner made the error of saying to Tanty prison governor Peter Bellamy "I know where you live", Peter Bellamy merely confirmed the well-connected con had got his address correct, then mentioned it to his wife over dinner the same night. Mrs Bellamy - a trained Assassin - then dealt with the threat to her husband and family.
* else witness too, and so on, and so on, until he had five kills under his belt.
* Elseworld — Famous characters are placed into a situation which is potentially wildly different from the norm.
* Elseworld: Already-established characters are put into a different continuity.
* Elseworld: A non-canon episode shows a reimagining or "What if" story of the regular continuity.
* Elseworld, before Simon & Shuster, the Swift trademark holders, abandoned their plans to enter the comics market.
* Elseworld by that point, having given into vampirsim). In fact, Bruce's death is the last death shown.
* Elseworld is an expert swordfighter and an ace gunman, but depending on the situation he will only use one weapon, his rifle or his katana.
* Elseworlds (2018): A change in reality leads to Oliver Queen and Barry Allen switching lives, so Oliver has the Flash's powers and costume. When fighting some thugs, Oliver instinctively reaches for his nonexistent bow and arrows.
* Elseworlds (2018) quickly becomes this for Batwoman. She uses her x-ray vision to look under her mask, but promises not to tell the boys. It's also implied that Kara already knew Bruce Wayne was Batman, since she's from a different universe where he's still active. She spends too much time pointing out the suspicious parallels between Bruce Wayne and Batman for it to be anything but intentional.
* Elseworlds after being captured by the American Government wakes up floating in

one and surrounded by dozens of similar jars containing the murdered victims of others from infants to adults that the government had captured and experimented on.
* Elseworlds. Almost every one of these ends with a bucketload of corpses, or maybe the entire universe getting destroyed. It's not our Wolverine, we don't care if this one dies.
* Elseworlds: Barry Allen and Oliver Queen swap lives, so Oliver has Flash's powers. Due to his inexperience, Oliver runs past a building he was going to, crashes into a wall when he tries to fight some robbers, and during an argument with Barry, he tries to charge at Barry at super speed, only for Barry to trip him.
* Elseworlds comics from DC suffer from this problem. Most commonly, they will rehash the origin of Batman with minor variations, but there will almost always be a Joker, a Catwoman, etc, etc, regardless of how illogical they might be in this setting.
* Elseworlds crossover, the minor villain Nora Fries is played by Cassandra Jean Amell, Stephen Amell's wife.
* Elseworlds'' ends with every named character in the Batman world, except Dr. Jeremiah Arkham and, apparently, a female expert in the supernatural, killed off.
* Elseworlds episode set in ancient China, where this discussion occurs about "Master Perry".
* Elseworld's Finest: Supergirl & Batgirl, a flashback showed how Kara lost her planet... and then her hometown.
* Elseworld's Finest: Supergirl & Batgirl and Bruce Wayne, and after discovering his true colors, Kara turned on Luthor at once.
* Elseworld's Finest: Supergirl & Batgirl and Bruce Wayne have this kind of relationship. The Wayne family took her in after she was orphaned, and although she changes clothes around Bruce, there doesn't seem to be sexual tension between them.
* Elseworld's Finest: Supergirl & Batgirl, and she knows Batgirl deduced hers. And Batgirl knows Supergirl knows this.
* Elseworld's Finest: Supergirl & Batgirl are just friends, and the rumors claiming otherwise are only that: rumors.
* Elseworld's Finest: Supergirl & Batgirl are proud of calling him their friend and benefactor. When the truth comes out, Supergirl fears that no one would believe her due to the power of his reputation.
* Elseworld's Finest: Supergirl & Batgirl asks Hamilton who he is, Joker threatens him in a... not quite veiled way.
* Elseworld's Finest: Supergirl & Batgirl backs — and manipulates — the Society.
* Elseworld's Finest: Supergirl & Batgirl into a battery for clean energy machines.
* Elseworld's Finest: Supergirl & Batgirl, Joe Chill shoots Commissioner Gordon and his wife instead of the Wayne family. Before he can run away, though, Barbara Gordon grabs her father's gun and makes him stand still until the cops arrive. This tragedy leads to Barbara becoming a vigilante.
* Elseworld's Finest: Supergirl & Batgirl, joins a super-team and makes friends with Barbara, just like in the mainstream universe.
* Elseworld's Finest: Supergirl & Batgirl: Kara fights The Joker, who had pumped a Kryptonite-based serum into his blood to increase his muscle mass. Supergirl had to resist the K-poisoning until Joker dropped his guard, and then she mustered her strength and decked him.
* Elseworld's Finest: Supergirl & Batgirl manages to befriend her as they work together, and for the end of the story Barbara looks happier and less cold.
* Elseworld's Finest: Supergirl & Batgirl's costumes played it straight (Kara wore skirt and boots; Barbara wore high-heeled boots and her cowl let her long hair flow) but her adult selves' costumes avert it.
* Elseworld's Finest: Supergirl & Batgirl showed up and diverted his attention. Then Supergirl wrenched herself from his grip and knocked him out.
* Elseworld's Finest: Supergirl & Batgirl steals it from him and takes it to a lead-lined vault, saying "I see it as insurance... which I hope I never need to use."

* Elseworld's Finest: Supergirl & Batgirl, Supergirl and Batgirl -Barbara Gordon- figured out each other's identities.
* Elseworld's Finest: Supergirl & Batgirl, Supergirl and the whole Justice Society were Lex Luthor's pawns, who was using them to increase his power, popularity and fortune.
* Elseworld's Finest: Supergirl & Batgirl Supergirl breaks through several ceilings when she goes after Luthor.
* Elseworld's Finest: Supergirl & Batgirl, Supergirl feels weak and sick without knowing why… until Lex Luthor reveals what Kryptonite is and does to Kryptonians.
* Elseworld's Finest: Supergirl & Batgirl, Supergirl's eyes glow red when she decides that she is going to kill Lex Luthor.
* Elseworld's Finest: Supergirl & Batgirl, the latter points to a TV set and says his words are being broadcast everywhere right now.
* Elseworld's Finest: Supergirl & Batgirl, the Man of Steel and his family always manage to wreck his plans.
* Elseworld's Finest: Supergirl & Batgirl tries to warn her against being impulsive:
* Elseworld's Finest: Supergirl & Batgirl will be seduced by his muscular physique. It turns out that she still despises him.
* Elseworlds full of women, children, and the elderly, saying "In this country there's no such THING as 'non-combatants'!"
* Elseworlds has an 1890s version of Batman fighting a villain called the Phantom who is terrorising the ballet. The Phantom is Harvey Dent, once a proud and accomplished dancer, who was horribly scarred on stage when his costume caught fire from one of the stage lights. He is now obsessed with up and coming ballerina Laura Avian and will do anything to make her happy. Even commit murder.
* Elseworlds hero (his power comes from a belt with a fragment of a white dwarf sun.)
* Elseworlds is an avatar for author Doug Moench. He rants about how the heroes "deserved" to lose their powers, even himself (despite technically not having powers at all since his abilities are natural functions of his race), then raves about the coolness of Batman.
* Elseworlds is Superman's Worthy Opponent, impressive for a man with no superpowers. Their rivalry is much more personal than the international politics they are embroiled in, and though they are constantly seeking to destroy one another, Superman, at one pivotal moment, refers to Lex as "old friend". Lex, the irony lost on him, at one point muses that he and Superman could have been close allies had Superman been raised in America.
* Elseworlds, it was revealed that the yellow vulnerability was just a hoax made up by the Guardians to keep the Green Lanterns from getting too cocky. Alan Scott's wood weakness, however, was psychosomatic and imposed by himself; during his early adventures, while fighting some ruffians, one snuck up behind him and hit him with a wooden club. While the truth was that he just didn't pay attention and thus allowed the foe to get in a cheap shot, he instead convinced himself that he had a weakness to the wood and thus couldn't defend himself. Guess he had a bit of an ego going...
* Elseworlds power ring, allowing Scott Free the ability to manifest himself as a green energy construct.
* Elseworlds, shows a world where Kal-El arrived on Earth before 1920 and became a hero during World War II. His presence led to the Nazis escalating their weapons programs to the point where they beat the Allies in the A-Bomb race, and nuked Metropolis, resulting in an uneasy truce between the US and Germany. It also had the nasty side-effect that the Nazis were able to quickly hide the Holocaust from the world - Superman learns of it in the 60's, and by then thanks to complex peace treaties, there's nothing Superman can do about it.
* Elseworlds's powerless son Joel Kent becomes this sort of officer and is shot by his own men in Vietnam.
* Elseworlds stories that have Bruce Wayne becoming a different hero (or a

different hero becoming Batman) will generally have the other hero's
* Elseworlds taking the bullet for JFK, an act that causes him to be paralyzed from the neck down. This, of course, ends his career as the Scarlet Speedster.
* Elseworlds to fight and defeat Jimmy, Kal-El subsequently becoming Superman and moving in with the Kents (who had been offering superpowered individuals shelter).
* Elseworld story called "Batman/Etrigan: A Tragedy", Bruce Wayne is (unknowingly) the host of Etrigan the Demon, who emerges every night to violently battle criminals in Gotham. However, Etrigan is only as restrained as he is because of Bruce's virtue, and in reality, Bruce has been trapped with Etrigan for over a thousand years, pretending to be his own descendant unknown to himself because his servant Alfred (in reality Merlin the wizard), has kept watch over him and constantly changed his identity for all this time out of guilt of dooming him to an eternity as a prison for Etrigan. Bruce attempts to exorcise Etrigan, but the results are disastrous, resulting in the deaths of Catwoman, Killer Croc, Commissioner Gordon and several police officers, as well as Bruce's fiancee Glenda. Bruce consigns himself to repeating the cycle once more as Etrigan's jailer.
* Elseworlds Victor Zsasz, Abattoir, and Cornelius Stirk. While naturally, the aforementioned trio didn't get action figures, it was still a toyline marketed to kids and included mentioning the events like Bane giving the Riddler Venom and making three figures based on Azrael's time as Batman.
* Elseworlds) walk the plank as part of their plan to trap Leatherwing (Batman).
* Elseworld, Ted Kord has State Secretary Felix Faust open up the Smithsonian to break out a crude nuke.
* Elseworld, "Worlds Without End", featured an alternate reality where the Joes were defeated years ago and COBRA now rules the United States. That reality's Destro concealed a weapon called the Parasite Matrix that captures and crushes hostile aircraft in a web of energy in the top of the Washington Monument.
* El Shaddai: Ascension of the Metatron, a few minutes in Heaven is literally years in earth time. Explains why the angels are so old-fashioned.
* El Shaddai: Ascension of the Metatron, a human who wields the weapons of God to punish and purify the Watchers, a group of angels bent on corrupting mankind.
* El Shaddai: Ascension of the Metatron in the middle of an Action-Platformer game. Then it goes back to normal for the whole game.
* El Shaddai: Ascension of the Metatron only says two sentences in the entire game, which are "No problem. Everything's fine.". He repeats those sentences whenever he recovers from a deadly attack, but he never says anything else, leaving most of the talking to Lucifel.
* El Shaddoll Construct is the most powerful Shaddoll, and the orchestrator of
* Elsie and Artie are a succubus and an incubus, respectively, and as different as night and day. Elsie, who has some control over her
* Elsie and Artie are the children of Jane Price, a human, and Ted Harrington, an incubus.
* Elsie, a three-hundred-year-old demon from Hell, is absolutely obsessed with firetrucks. No reason is given, she just thinks they're cool.
* Elsie Dinsmore series, Elsie's aunt Enna, who is younger than her, is very coddled and spoiled. She actively throws tantrums when she doesn't get her way, bullies Elsie every day, constantly steals Elsie's things even when she's not entitled to them just so she can have them herself, and always has her parents scold anyone who dares call her out on her behavior. In fact, she's so spoiled that she continues to act this way even as an adult, after marrying and having children of her own. It doesn't help that her parents are jackasses who condone her behavior because they themselves hate Elsie and her father, Horace.
* Elsie Inglis and her friends were British women who volunteered for medical duty in WWI. A Russian observer said: "No wonder England is a great country if all the women are like that!"
* Elsie the Cow for Borden (And Elmer the Bull, the mascot of Elmer's Glue, which is manufactured by a different part of the same conglomerate).
* Elsie the Cow was a popular mascot for Borden-brand dairy products in the 20th century. In at least one of her incarnations, she was speaking, living in a house,

and wearing clothes, and her son was riding a bicycle.
* Elsinore which casts the player as Ophelia, who's in a time loop trying to change the events of the play.
* El Spanish "-o": Pretending to speak a language by adding stereotypical linguistic markers to words in your own.
* Elspeth often had to be forcibly conscripted, otherwise she wouldn't do it out of fear. A better example is Gideon Jura, who has been suffering from this since he was a young troublemaker. Between the RTR block and the BFZ block, he spent all his time planeswalking between Zendikar and Ravnica, trying his hardest to save everyone: from small villages under Eldrazi attack to random citizens of Ravnica being bombed by a pair of goblins. At one time he spends three days awake and fighting without rest until his body collapsed at the last minute.
* Elspeth Tirel, who actually bears the title of Knight-Errant. Elspeth's defining trait is that she doesn't want to planeswalk; she just wants to find paradise and stay there. Of course,
* El Sulfato Atómico, the title agents have to recover a sulfate that makes insects grow to gigantic size.
* Elsweyr is a massive desert with some tropical jungles at the borders, home to the
* Elsword, a Nasod (a race of robots) found him and offered him a chance to live in servitude as its exchange. He was then healed and given a robotic arm for his missing left, that gives him periodical insanity and urges to hurt people. For a long time after that he's used as the Nasod's human weapon and leads a new group called the Black Crows, until our heroes beat him into submission and free him from his mind control device. He's thoroughly regretful for what he had done while under the influence and grateful for the heroes to free him, so he joined them to atone for his sins.
* Elsword, Field Boss Bater (a stronger variant of Zombie Glitters) has an attack where he pukes out poisonous gas at you that will hurt continuously.
* Elsword. He's not a one-level wonder boss and his theft of the El Shard actually kicks the whole plot into motion. The heroes encounter him three times before he's finally dispatched and other, more dangerous recurring villains take his place.
* Elsword, its spiritual successor, plays this straight. There are currently eight different characters and each character has up to 3 different classes that all play differently.
* Elsword this is prevalent among the characters. It isn't uncommon to see two or even all three versions of one character being paired together in fanworks.
* El Sword to do a hovering dash by placing them around his feet. He can also use them to dash in midair.
* El Tigre can be seen in a crowd scene towards the beginning of the film.
* El Tigre gets into. She does have her heroic moments, though, and helps him win in whatever he attempts, good or evil.
* El Tigre had Frida defeat a skeleton by pointing out there was nothing holding it up, causing it to collapse.
* El Tigre had to battle Sartana of the Dead's grandson; Django of The Dead. El Tigre managed to get Django to drop into a lava pit in the final battle, but came back using the lava around his hands and arms to blast himself back onto the platform and use said lava to retaliate. Until he accidentally touched his own guitar with his lava hands and destroyed himself.
* El Tigre. In one episode, after her goggles fall off and break, Frida shrieks, "Those are prescription!" However, she rarely, if ever, wears them over her eyes.
* El Tigre. In one episode, when his father asks what he's up to, Manny replies "Nothing! Uh, helping the poor!", which satisfies his dad until he actually talks to "the poor," who haven't seen Manny today.
* El Tigre, Manny and Frida start one of these. They subsequently sent to detention.
* El Tigre Manny keeps trying to impress a bunch of reoccurring girls. He usually fails.
* El Tigre offer with a jetpack for incentive. (Which Manny really, really wants)

As Cuervo flies off, Manny tries to console himself by talking about this trope.
* El Tigre. One of the sessions is the fall-catch trust-builder, but it fails when the faller, El Oso, is MUCH bigger than the catcher, El Cucharone, and squashes him flat. ("Hey, I trusted you, man!")
* El Tigre, only for him to set the chain on fire, leaving Manny no other option than to cut it off. Good thing he has a spare at home...
* El Tigre, Puma Loco (in his younger days) ran away with a woman named Dora, leaving Lady Gobbler at the altar. The real kicker was, he and Lady Gobbler were both supervillains, and Dora was the chief of police at the time. Decades later, and Lady Gobbler still holds a grudge.
* El Tigre. Rather than finding his weakness in a book, she just grabbed the biggest book she could find and threw it at Mal Verde... where it bounces off harmlessly.
* El Tigre: Series creator Jorge Gutiérrez based the series' fundamental conflict of Manny having to choose between following in the footsteps of his superhero father and supervillain grandfather on his own childhood in Mexico City as the son of an artist and the grandson of a military man. Also, Manny and Frida's personalities are based on those of himself and his wife Sandra.
* El Tigre: The Adventures of Manny Rivera, and the episode ends as the clash begins.
* El Tigre: The Adventures of Manny Rivera: A played with example. Rodolfo, laying eyes on Maria as Plata Peligrosa for the first time in a while sees her with Holy Backlight and sparkles surrounding her. He has never stopped loving Maria, but this is her heroic crime-fighting alter-ego.
* El Tigre: The Adventures of Manny Rivera: Black Cuervo's mother and grandmother (Voltura and Lady Gobbler) both had failed relationships with El Tigre's father and grandfather (White Pantera and Puma Loco) in the past, with the women still somewhat pining after them.
* El Tigre: The Adventures of Manny Rivera can transform into a flying suit of armor, which he uses to commit various robberies with his spare time.
* El Tigre: The Adventures of Manny Rivera: El Mal Verde's mountain lair is littered with the bones of his victims. The closer you get to his cave, the more skulls there are compared to the rest of the bones.
* El Tigre: The Adventures of Manny Rivera episode "The Good, the Bad, and the Tigre":
* El Tigre: The Adventures of Manny Rivera giant with a taste for human flesh, who has heroes and villains alike terrified of his inevitable rampages. However, his awful dental hygiene ends up being his downfall. Manny finds the artifacts of the superheroes who died fighting him inbetween his teeth, and uses them to rattle him from inside, while Django later reveals that El Mal Verde's cavities are weakpoints that cause him immense pain.
* El Tigre: The Adventures of Manny Rivera; his inability to decide whether to become a hero or a villain is even seen in the opening sequence. However, when push comes to shove, he'll do what's best for his family.
* El Tigre: The Adventures of Manny Rivera in Japan before its superhero the Seventh Samurai turned it into one of the most crime-free towns in the world by defeating the Ninja Monster Clan that ruled it.
* El Tigre: The Adventures of Manny Rivera: In one episode, Manny adopts a baby chupacabra as a pet.
* El Tigre: The Adventures of Manny Rivera: In the alternate ending of "The Good, The Bad, and El Tigre", after having helped Sartana take over the world, Manny double-crosses her and Jango by sending them to the moon. Afterwards, he frees Frida and 'promise' to release his dad and grandpappy after they've had some more time with their conquest status. Which after sixty years they end up completely forgetting to do.
* El Tigre: The Adventures of Manny Rivera is a short, balding, old man with yellow teeth, while Mrs. Rodriguez is a lovely young woman. She also gets way more milage out of the "bachelor charity auctions" he sets up, something he's aware of but can't seem to do anything about.

* El Tigre: The Adventures of Manny Rivera, Manny slams face first at high speed into a clock. When Frida tells him what a good job he's done, but there's still one problem, he touches his back and asks, "...my shattered spine?"
* El Tigre: The Adventures of Manny Rivera: None of the Rivera men bother keeping a secret identity. Everyone in Miracle City, heroes, villains, and civilians alike, know that Manny is El Tigre, Rodolfo is White Pantera, and Grandpapi is Puma Loco. It sometimes poses a problem, as their enemies know where to look for them, but they're usually wily enough to get away with it.
* El Tigre: The Adventures of Manny Rivera plays with this. In the "The End" screen, the Narrator questions "Or...does it?" adding a question mark, then clarifying "Yes, it does", thus removing the question mark.
* El Tigre: The Adventures of Manny Rivera prevents this from permanently defeating her.
* El Tigre: The Adventures of Manny Rivera puts his family in first place than his criminal schemes most of the time, and is often seen helping his grandson Manny and his son White Pantera in beating up the other criminals of Miracle City.
* El Tigre: The Adventures of Manny Rivera: The Aves women are a family of this trope, all with a Rivera man as the ex they’re insane over, fueling their vendetta towards the family.
* El Tigre: The Adventures of Manny Rivera. Their teacher doesn't buy it.
* El Tigre: The Adventures of Manny Rivera: The primary weapons granted by El Tigre's mystic belt are retractable metal claws capable of cutting building-sized robots into scrap.
* El Tigre: The Adventures of Manny Rivera: Trying to get out of doing chores, Manny tricked wannabe hero Albino Burrito into doing them thinking it was hero training. Then all he learned during the chores was indeed useful to defeat a rampaging robot built by Puma Loco.
* El Tigre: The Adventures of Manny Rivera was a villain with the power to manipulate spoons. Mocked for his supposedly useless power, he became a super villain. However, with counseling from Manny's mother Maria, El Cucharon becomes reformed and uses his spoon-based powers to save the day.
* El Tigre: The Adventures of Manny Rivera, "We got you a present, for you to have."
* El Tigre: The Adventures of Manny Rivera, when Manny's soccer team is underperforming he decides to use his Tigre powers to give them a boost up.
* El Tigre: The Riveras. In this family, being a super hero/villain is literally in the genes. Nearly every Rivera male known has been one.
* El Tigre, though he also does it when she is aware of it. He's got it bad.
* El Tigre: White Pantera and Puma Loco turn into monsters after eating fake Guacamole De Los Angeles and we only see their shadows deforming. It's a couple shots later when Manny and Frida return when we see what they've turned into.
* Elton also performed a record-breaking sixty-plus shows in his career in New York City's Madison Square Garden, and an honorary jersey was hung up with Elton's name on it in honor of the feat. The sixtieth concert, deliberately held on Elton's 60th birthday (March 25, 2007) was filmed and recorded for his
* Elton John – Though his father was an RAF officer, he doesn't quite qualify as a barracks rat because he was mostly raised by his maternal grandparents.
* Elton John (39 years), even becoming the godmother of his adoptive kids.
* Elton John, an album filled with dark, introspective, despairing songs about failed relationships and dark character studies, with bits of bitter irony scattered around. Oddly enough, it would later be cited as one of Elton's favorite albums that he made.
* Elton John and his lyricist Bernie Taupin have written many songs about, set in or namechecking New York City, including "Mona Lisas And Mad Hatters" (and "Mona Lisas And Mad Hatters Part II", written in 1988), "Wouldn't Have You Any Other Way (NYC)", "Ticking", "Levon", "You're So Static", and of course, "Empty Garden".
* Elton John) and resigned after failing to qualify for the 1994 World Cup. Following this, he went back to club management and achieved more success during a second spell as manager of Watford.

* Elton John, as it has a very nasal, high-pitched quality to it. Dudgeon assured them that that was how Elton chose to sing it (he was known to experiment with his vocals at the time).
* Elton John, a solid, critically and commercially successful effort which reunited Elton with the classic lineup of his "Elton John Band" (Davey Johnstone: guitar; Dee Murray: bass; Nigel Olsson: drums) and saw Bernie Taupin back as full-time lyricist. Two tracks from the album, "I'm Still Standing" and "I Guess That's Why They Call It the Blues", were Top 10 hits and had popular music videos.
* Elton John, at least by the time he started wearing silly glasses and costumes, had a very extroverted onstage persona, the antithesis of his shy, awkward private personality. Elton also claimed his "Elton John" image was/is the opposite of everything his strict biological father wanted him to be: conservatively-clothed, with a sedate job like a banker or lawyer. Unfortunately, at the heart of his substance abuse problems (cocaine in particular) was a desire to open up more and be more sociable.
* Elton John (best known as a musician, but is a longtime shareholder in English football (soccer) club Watford, serving twice as club chairman)
* Elton John collects his B-sides from 1968 through 1975 along with a few soundtrack recordings and other rarities.
* Elton John cover. It is a lot more piano based than her other songs, which are basically electro-pop with folk elements.
* Elton John, did not do as well critically or commercially as the first one, though it did get some favorable reviews.
* Elton John. Elton saw the performance and was spooked by how dead on it was.
* Elton John features Elton standing full frontal, even with his name on the back of his sweater.
* Elton John Furnish-John. It's unknown if anyone was suggesting that the name be the first one.
* Elton John had good eyesight, but started wearing glasses in homage to his childhood hero Buddy Holly. After more than 40 years, his eyesight has deteriorated to the point that he really needs those glasses.
* Elton John has been going bald since at least the mid-seventies, and has employed all manner of methods to conceal as much. Some of his rugs have looked as real as a three-dollar bill, while others have been shockingly successful.
* Elton John impersonator, much to Geldof's outrage. Basically it's this expanded out to a thirty-minute show.
* Elton John in hospital, whose death prompted him to start the Elton John AIDS Foundation. So the company made an animated video instead.
* Elton John, is intended to be his swan song before he retires to spend more time with his family.
* Elton John. It was released in September 2013, and peaked at #4 on the Billboard 200.
* Elton John, lyricist Bernie Taupin, his backing band of Davey Johnstone (guitar), the late Dee Murray (bass), Nigel Olsson (drums) and sometimes Ray Cooper (percussion), with production by the late Gus Dudgeon and Paul Buckmaster or Del Newman conducting orchestral parts, was arguably collectively responsible for the classic Elton John sound of 1972-1975, and has partially if not fully been involved with Elton ever since. Davey and Nigel have stayed as part of Elton's backing band since 2001, while Bernie has stayed (with few exceptions) as Elton's full-time lyricist since 1983.
* Elton John, often they were led by equal levels of backlash as his profile increased.
* Elton John once said Robert Palmer's video for "Addicted to Love" was a gender-flip of Elton's song "Bennie and the Jets", as Bennie was a girl singer and the Jets were her all-male, homogenous-looking backing band.
* Elton John, prior to his hair weave operation in 1992, was known for dying his hair in different colors, preferably a bright orange. He has said that his premature baldness had partly to do with having an accident with the dye.
* Elton John, prolific gay English singer/songwriter of pop and soul who is also an

LGBT activist and humanitarian.
* Elton John's 1986 "Tour De Force" concert tour promoting Leather Jackets, one in which Elton and his band would be accompanied for part of the set list by a symphony orchestra, Elton would suffer increasing vocal problems due to frequent marijuana and alcohol abuse, bulimic binging and purging and drug-fueled vocal oversinging and misuse, culminating in the recording of the concert film and live album Live in Australia, where he very clearly is struggling throughout the concert from vocal strain and laryngitis. Doctors would soon discover non-cancerous, though career-threatening, nodules in his throat. Surgery done in 1987 would prove successful, but would vocally put Elton out of commission for several months. When he returned by late 1987 at a Prince's Trust concert special, his tenor vocal range would be lowered to a baritone.
* Elton John "Sasson (Says So Much)". Worse yet, the video for the song and the commercial were all but identical except for length and that one line.
* Elton John's ballad, "Don't Let The Sun Go Down On Me", contains the phrase.
* Elton John's depicts prostitutes "getting paid for being laid" by sailors on leave, whom never even care or think of their conquests once they go back to sea.
* Elton John's "Elton's Song", well ahead of his own coming out and indeed the song's time overall.
* Elton John's eyebrows seems to move so oddly whenever he sings. (He and David Furnish even brought it up in the commentary for "Tantrums and Tiaras".) Even he doesn't know why this happens, but he does know that it drives him crazy.
* Elton John's frequent duet partner Kiki Dee, in his music video for "Wrap Her Up" (1985).
* Elton John's "Indian Sunset". The Iroquois had no dealings with the Sioux, and lived in longhouses, as opposed to tipis. The word "Squaw" was not used as a term for women among them. Geronimo died in the hospital as a prisoner, and was not killed while surrendering.
* Elton John's "Levon", to the extent that anyone can make sense of the lyrics, is apparently one of these stories; Levon's father, Alvin Tostig, is a poor man with high expectations for his son, Levon himself has apparently made a fortune selling party supplies (especially cartoon balloons), and his son Jesus has ambitions far beyond the party store that Levon can't quite accept.
* Elton John - "Slow Down Georgie (She's Poison)" and "Don't Trust That Woman".
* Elton John's "Nikita" depicts a romance between the singer and a female East German border guard, which ends up being unrealised because the singer is turned away at the checkpoint.
* Elton John song "Sad Songs (Say So Much)" is about...well, sad songs
* Elton John's "Ticking" has an initially unassuming protagonist going on to kill 14 people in a mass shooting before being gunned down by police.
* Elton John's "Your Sister Can't Twist (But She Can Rock 'n' Roll)," in which he brags about having had sex with a friend's sixteen-year-old sister.
* Elton John (the #4 "Can You Feel The Love Tonight" and the #18 "Circle of Life").
* Elton John the song was about Bernie having difficulty in relating to upper-crust city life (and in particular, Elton's pre-fame pickle-heiress girlfriend immortalized in "Someone Saved My Life Tonight") and Bernie's desire to revert to the simplicity of small-town life.
* Elton John tours of 1986 (just before he gave up on the crazy costumes altogether).
* Elton John tribute "Candle in the Wind 1997"; in America, it was "Candle" whose name usually appeared first during its reign atop the Hot 100.
* Elton John video listed before this, including reused character designs and early 90's digital editing techniques. Elton himself (or rather, his animated counterpart from his video for "Club") appears as well. Hey, at least he fares better than Michael Jackson...
* Elton John, which he preformed at her funeral. The version about Diana is far more famous than the original about Marylin Monroe.
* Elton performed a free concert on the Great Lawn of New York's Central Park in 1980, playing to a record-breaking 450,000 people. The show was later broadcast on

* El Topo are played by real amputees and people with actual deformities. Of particular note is a legless man who rides on the shoulders of his armless companion.
* El Toro quits lucha libre, and is recruited by Ramirez and his associates in the Mexican magical community to fight
* El Toxico, El Toxico fires a shot into the wound, causing its head to explode.
* El Toxico is set in a world where insects have grown to the size of people, and have destroyed society attacking them.
* El Toxico: The title character has one. It's visible when he isn't wearing a mask or bandannd over his face.
* El Toxico: When battling a giant ant, El Toxico cracks open its exoskeleton with a hammer.
* El Tyrano Magnifico, lucha lawyer of the firm of Magnifico, Gomez, and El Terror.
* : Elune is the ancient patron goddess of the Night Elves, but she finds it absolutely hilarious that Harry and Luna used to use her likeness (and Tyrande's, Jaina's, Alexstrasza's, and more) for kinky sex games. Any time the topic comes up, Luna, who's one of Elune's priestesses, comments that the goddess is laughing again.
* Elune, the moon goddess of the night elves, has been referred to as the only true goddess in the Warcraft universe. The tauren worship her as one of the eyes of their deity, the Earthmother, but don't consider Elune a distinct entity. However, despite elaborations on the cosmology of the Warcraft universe, Elune's true nature has not been revealed. She was responsible for creating the night elves from dark trolls, has performed the occasional miracle, and has an artifact related to the titans, but she has never been seen in person and her relation to the other cosmic beings is unknown.
* Eluréd and Elurín were abandoned in the forest. Maedhros tried to find them but couldn't. No one knows what happened to them, but since they were only about six years old
* Elva, however, was cursed with the ability to sense the pain of everyone around her. Her 'range' so to speak, is several dozen miles, and the effects of it nearly drive her insane. And she's been enduring this since she was a baby (which wasn't that long ago, as she matured rapidly).
* Elven armies which have healthy doses of both male and female units.
* Elvenbane series as well, along with mammalian shape shifting superintendent "dragons".
* Elvenquest, frequently ends up unintentionally saving the protagonists from the consequences of their own mistakes.
* ElvenQuest In series 3, episode 4, Lord Darkness, Kreach and Penthesilea have been locked up in a dungeon and are playing the game. Problem is, the only thing they can see is manacles. And Lord Darkness manages to zone out on that one.
* Elvenquest suggestible. The perils of your chosen one being a dog turned into a human.
* ElvenQuest whenever he temporarily forgets that he's evil incarnate, but is always this trope.
* ElvenQuest who openly champions the Forces of Evil against the Forces of Good.
* elven tropes and stereotypes are much more functional and successful than their parent people.
* Elven wannabes/Elf posers find elves 'glamorous' and want to become elves, some
* Elven Ways has the demonically-infused warhammer, Rakka. Wielded by that world's equivalent of a Tolkien High Man warlord, Rakka can cause a massive shockwave in its first strike, though subsequent attacks grow weaker as the demon inside gets tired.
* Elven Ways series, House Andreion is the ruling house of the Vaelinar a.k.a elves. They were not the original ruling house. The previous ruling house had its king die in battle without issue, and his second in command took over. This new king had a daughter that he married off, but displeased that his grandson lacked the scrying powers typical of House Andreion, the king got his daughter pregnant himself. The resulting daughter/grand-daughter had the scrying ability and was

declared the true heir over her older half-brother.
* Elven Ways series, the dwarf-like Dwellers are a stand-in for both Tolkien's dwarves and hobbits. They are the first race of the particular world and while they have some affinity for underground, their earthly link is more towards forests and fields. They have a Dwarf's usual inhuman toughness, but they have the Hobbits love for home, comfort and good food.
* Elveon, a third person fantasy game by 10Tacle Studios, was to be released on PC, PS3 and Xbox 360 on Unreal Engine 3. Development may have moved to Unreal Engine 4, or the project may be cancelled.
* elves actually have them beat in terms of subraces, although the majority of subraces are so overwhelmingly alike that an outsider would be hard-pressed to tell the difference, such as the traditional hill dwarf/mountain dwarf split.
* Elves and half-elves. (Not all of the latter have pointed ears, somewhat oddly.)
* elves and the dwarfs" to the dwarfs, who do not take kindly to use of the more common elven term, "the War of the Beard".
* Elves are another species related to humans, and also natural steppers. They seem to see the Long Earth as a massive hunting ground, taking joy in hunting and killing anything they come across using stone tools and stepping. They don't fight as a cohesive unit, instead engaging their victims in a series of duels.
* Elves are called "keebs" or "dandelion eaters" as a slur. Dwarves likewise get called "halfers."
* Elves are extremely long-lived but only have enough population to fill a single
* Elves are referred to as 'welkins', which, despite showing up mostly in fantasy boardgames and books in the story where this trope may be in effect, is the commonly understood term (e.g. Jean refers to Harry's ex-girlfriend as 'welkin-like'.)
* Elves are similarly stuck in their own dimension(s), although there are weak points where travel is possible - lots of them in the Ramtop mountains.
* Elves are telepathic, but they can form an even closer bond where they undergo "Recognition" of each others soul and body's capability to mate and a need to mate. This leads to the affected pair mating like bunnies, so possibly the body is involved as well as the soul. This can also happen even if the couple don't like each other, or one is already in a relationship, which can lead to awkwardness. Or more often, threesomes.
* Elves as a whole also bear a more obvious resemblance to Native Americans, as they share the same narrative of being the original inhabitants of their land who were colonized and subjugated by imperialistic invaders and forcibly corralled into crowded and impoverished "alienages" (reservations), their population small and much of their original history now since lost. Much like the many different Native American societies before American colonization, the original Elvhen were an advanced civilization with a polytheistic religion of various gods mostly tied to different forces of nature. Although some revelations late in the third game do dilute the parallels a little bit (the elves, although a severely oppressed class in modern Thedas, met their most crippling downfall through the actions of
* Elves can live for thousands of years, but produce so few children that they are slowly declining and dying out. Warhammer's Dwarfs live for hundreds of years, and seem to breed at far below replacement levels as well. Meanwhile short-lived humans breed at human-normal rates and the rat-like Skaven, the vast majority of whom never live past twenty, breed in huge numbers like the swarms of vermin they are.
* Elves, dark elf society is virtually lawless, except that it's prohibited to kill a female dark elf before she's produced at least two offspring. Backstabbing and feuding would probably wipe out their population if not for this rule.
* Elves do not die of age either - the elves living in the Golden Bloom are still the same racist pricks who slaughtered the former inhabitants some centuries ago (which is good for them, since they have been cursed
* Elves dress fancily, sing elaborate songs, write poetic literature in flowing script, and strive (or, in some cases, don't
* elves from another universe — by the time they hit thirty, they'll have eaten some three to four hundred slaves, depending on how old they were when they

were vampirized and how often they see combat.
* Elves. Graceful people who often live in forests but can just as easily be seen in cities as well. They have great knowledge of nature and its remedies.
* Elves has killer elf demon connected to Nazi war criminals going on a spree during Christmas.
* Elves. High Dexterity, meaning they move faster and dodge more easily, is countered by reduced Constitution, which renders them far less resilient than a human of the same class and level.
* Elves in general are fastest beings in Middle Earth since they don’t have any perceptible weight e.g Legolas can run (or more like fly) up
* elves means nothing if the elf does not lay claim to his freedom within a year and a day.
* elves next to, much less rebel against, something so perfect as an elf. The Auditors also fight like this when incorporeal, making people think that fighting them is pointless because there's nothing really there to fight.
* elves nonetheless have traits similar to this. Elves are immortal and magical creatures and though they're mostly good guys it's outright stated that they are haughty, arrogant, twist the truth around and are constantly plotting.
* Elves of Alfheim campaign. Elven romantic relationships are not expected to be "for life" and it is rare that an elven couple doesn't drift apart anyway after at most a century. Elves with human spouses don't like when they die, of course, but don't see this trope as a big problem.
* Elves often fit this role in those world where they're portrayed less as another mortal race and more as amoral, reclusive wardens of the forests.
* Elves refer to humans as "d'hoine". While it is the word in Elder Speech that literally means "human", it is almost solely used in derogatory manner.
* Elves take epithet names that are often in this form, but are disappointed that Jamie Bowman, a quarter-elf raised in human society, does not have any archery skill.
* Elves that inspired Tolkien, the elves clearly aren't lawful good either. There are next to no evil elves with it being noted only one ever sided with Morgoth, which was fueled by his creepy lust for his cousin.
* Elves, they are brick-built, albeit with custom head pieces allowing for more expression.
* Elves. They base their entire worldview and value system on physical beauty, and how beautiful you are determines your place in society and which of their four social classes you become part of. Faultless elves make up the bottom, "commoner" tier, followed by Immaculate dignitaries and functionaries, Exquisite hunt masters and nobles, and finally the rare Perfects, who rule elven civilization and to whom only Exquisites are allowed to speak. Other races and disfigured eleven are labelled Eyeblights and can be slaughtered with impunity.
* Elves, trolls and preservers come to be thought of this way by the humans of the medieval and futuristic eras.
* Elves vastly prefer to live above-ground, but oddly enough a few groups also built/excavated underground fortress-cities.
* Elves vs. Dwarves came up. They pointed out that there are many different depictions of elves, but dwarves tend to all be the same.
* Elves vs. Dwarves — Elves live in harmony with nature; dwarves seek to tame and utilize its resources.
* Elves' weakness to iron, in that Elves seem to have some sort of sixth sense based on magnetism and contact with iron (especially magnetic iron) basically amounts to sensory deprivation.
* Elves were formerly slaves and are still heavily discriminated against. The trope is basically inverted, since Elves are treated as the "low men" and humans as the "high men" of the setting. Playing an elf gives you numerous dialogue options on the lines of "Screw You, Human!"
* Elves will focus on magic and spirituality and evince disdain for material things, or to be
* El Viaje Misterioso de Nuestro Homer:" Homer meets his spirit guide, and later

remembers his words.
* El Viaje Misterioso De Nuestro Jomer insisted on animating this sequence in-house instead of normally outsourcing it to Korea to ensure it came out exactly how he wanted.
* El Viaje Misterioso De Nuestro Jomer — due to the effects of eating Guatemalan insanity peppers and candle wax — provides many opportunities for surreal animated sequences. It starts off as a nightmare, but after a while Homer gets more used to it and it becomes a dream.
* El Viaje Misterioso de Nuestro Jomer (The Mysterious Voyage of Homer)", Marge (a nonsmoker) claims she "just felt like filling the house with the rich, satisfying smell of tobacco." She's trying to overwhelm the smell of the chili cook-off so Homer won't go to it. Later we get this exchange:
* "El Viaje Misterioso de Nuestro Jomer (The Mysterious Voyage of Homer)", where this trope is parodied. Homer's visit to the spirit world is actually a hallucination induced by excesive ingestion of chili peppers, and he recognizes the objects around as the real inspiration of those he met in the spirit world.
* ""El Viaje Misterioso de Nuestro Jomer, when Homer fears that Marge may not be his soulmate, he is reassured when she manages to track him down using everything she knows about him:
* El Viento outfit across America in the 1920s. Annet is also a dark-skinned South American, but no prejudice shows up, including any against her (alleged) interracial relationship with the white Earnest Evans.
* Elvin Bishop is in the Rock and Roll Hall of Fame as a member of the Paul Butterfield Blues Band, but as a solo artist, he is known almost entirely for his 1976 hit "Fooled Around and Fell in Love", which reached #3 on the Hot 100. While Bishop wrote the lyrics and played lead guitar on the recording, he believed his gritty voice wasn't a good match for the song. Instead, the lead vocals were handled by future Jefferson Starship singer Mickey Thomas.
* Elvira 2: The Jaws of Cerberus It's Game Over for you, unless you cast the Courage spell before entering the room.
* Elvira 2 - The Jaws of Cerberus, there are three places where Elvira may be hidden. No matter in what order you reach them, the first two Elviras will be fake and transform into monsters.
* Elvira and the Party Monsters features "Gravestone Pizza", likely a refernce to Tombstone Pizza.
* Elvira and the Party Monsters goes a step further and features newly-recorded footage of her introducing each mode, a first in any pinball game.
* Elvira and the Party Monsters, if you score poorly on the first two balls, the Extra Ball light will be activated at the start of the third ball.
* Elvira and the Party Monsters is centered around one of these, in the form of a barbecue party.
* Elvira and the Party Monsters, the player can make Elvira and Dracula pop out of their coffins.
* Elvira: A wizard can turn you into a frog, which is one of the few goreless "deaths".
* Elvira II: The Jaws of Cerburus when you defeat a witch. (One of her eyes survives, and it can be used as an ingredient for a spell.)
* Elvira, Mistress of the Dark, a school faculty makes the decision to expel any student caught associating with Elvira.
* Elvira, Mistress of the Dark, but one of the most memorable is after the titular character has hit her head on a movie marquee:
* Elvira, Mistress of the Dark dabbles in this for the motion simulator ride "Elvira's Superstition". It starts with Elvira announcing plans to create a "scream park" containing ghoulish treats and rides, before visitors experience a simulation of her favorite ride in the park — The House of Superstition.
* Elvira, Mistress of the Dark does, it's a wonder her boobs never fell out of her dress. That's because she's a master (mistress?) of suspense.
* Elvira, Mistress of the Dark: Elvira checks into a motel and meets the cranky old motel owner. The owner's granddaughter then comes downstairs, only to be confronted

by her grandmother and told that she will not wear makeup. Later in the scene, Elvira reassures the girl that she used to have the same problem with the nuns at the orphanage. Of course, she was only 8.
* Elvira, Mistress of the Dark, her mother is shown dropping the infant Elvira off at a convent to protect her from the convoluted magical politics in their family.
* Elvira, Mistress of the Dark lets it down! You wouldn't expect such a small beehive to have so much hair in it.
* Elvira, Mistress of the Dark. SOMEONE had to be able to tell witch-burning is unconstitutional.
* Elvira often did this intentionally in her routines. (Which was the whole point, and played for laughs.)
* Elvira's Haunted Hills has a literal example: A bumpy carriage ride results in a guy being catapulted into Elvira's chest!
* Elviras Haunted Hills shows Elvira herself beneath a swinging blade, though oddly positioned to be severed lengthwise, not crosswise. Mustn't harm the boobs, after all.
* Elviras Haunted Hills, the title character is a guest in a castle, and stops a servant to taste the contents of the tureen they are carrying. She comments that the cook went a little hard on the Tabasco sauce, before being informed that it's her host's chamber pot.
* Elvira's House of Horrors awards 250,000 points for making it into the top two lanes, while plunging a bit harder lets you enter the titular mansion's Back Door for 1 million points (and also immediately starts a mode).
* Elvira's House of Horrors before selling it, and you must help her return them to their original films.
* Elvira's House of Horrors centers on various old B-movie characters somehow coming out of their films and haunting Elvira's home; the player's goal is to send them back.
* Elvira's House of Horrors had low-resolution screenshots of the overall playfield leaked prior to its official announcement, which Stern quickly began taking down.
* Elvira's House of Horrors. Its stated ability to open any door translates into gameplay as unlocking various bonus modes (relating to the titular house).
* Elvira's House of Horrors" wheel, which is activated by losing the ball to the left outlane (when it's lit, of course). The roulette has six potential rewards, one of which is a ball saver; thus, by timing it right, the player can instantly send their ball back into play.
* Elvira's Movie Macabre Lisa, the French exchange student and love interest of the hero, is given this treatment.
* Elvira: The first game on three to five disks depending on the system. Same thing with the sequel.
* "Elvis Ain't Dead" by Scouting For Girls uses the trope in more of a symbolic way: "Elvis isn't dead 'cause I heard him on the radio!"
* Elvis as a couple. Unfortunately, this has led to the comic's cancellation on account of their separation in real life (which also became a story arc).
* Elvis Christmas Album want to record the song, and told his background singers to mess up the take so it wouldn't be released. This lead to the soprano "woo eee wooo" lines in the background that the song became especially known for.
* Elvis Costello, being celebrated as one of the people who brought American New Wave music to the mainstream.
* Elvis Costello. But his audacity was celebrated; he returned to the show in 1987, and he later took part in the show's 25th anniversary celebration by recreating his song switch.
* Elvis Costello by putting Costello's upbeat single "Radio Radio" immediately afterwards.
* Elvis Costello has said that his song "Oliver's Army" was based on the premise that 'they always get a working class boy to do the killing'.
* Elvis Costello in six days. He joked that "the record was made so quickly that I didn't even tell myself about it for a couple weeks."
* Elvis Costello is also like this, preferring to be called his birth name (Declan

McManus) by family or in a non-performance context.
* Elvis Costello is considered one of his best, but all of its singles flopped.
* Elvis Costello) is from the perspective of a man who no longer feels anything for his girlfriend—mentioning several times how, every time they talk on the phone, all he wants to do is hang up.
* Elvis Costello on the 25th anniversary special so they could all do the song together.
* Elvis Costello panicked when his glasses came off in the episode "How I Spent My Strummer Vacation", not because of impaired vision, but because of...
* Elvis Costello's "Are You Straight or Are You Blind" was inspired by a dream he had of a doll being pulled apart. ("She's the kind of doll that you'd like to pull to pieces.")
* Elvis Costello's "Beyond Belief" is very clearly being narrated by someone on the verge of a drunken stupor: "So in this almost empty gin palace / In a two-way looking glass, you see your Alice." The singer himself once got into serious trouble because of remarks he made while inebriated. The lyrics to "Man out of Time" are also noticeably booze-sodden: "You drink yourself insensitive and hate yourself in the morning.
* Elvis Costello's biggest hits, but he's said he's not that big a fan of the song, admitting he deliberately wrote it to be very poppy.
* Elvis Costello's "Mystery Dance" is a 50s-type rock and roll number about a pair of virgins who want to have sex but don't know how to satisfy each other.
* Elvis Costello's "Tokyo Storm Warning" mentions a KKK group "stranded at the bar", but being out of their element they're pretty harmless.
* Elvis Costello's "(What's So Funny 'Bout) Peace, Love, and Understanding?" was written and first performed by Costello's producer, Nick Lowe, while part of the band Brinsley Schwarz.
* Elvis Costello. This was a collection of songs based on letters written to Juliet (who's considered to be a help to the lovelorn). The album was done as a collaboration with the Brodsky String Quartet who had much more collaboration into the writing process than was usual on an Elvis Costello album.
* Elvis Costello to onetime British fascist leader Oswald Mosley and makes this suggestion.
* Elvises trying to say "Elves". Gentleman Johnny Marcone is more than slightly bemused and confused after hearing this particular tangent.
* Elvis Found Alive is that Elvis's death was faked so he could become an agent for the government.
* Elvish. However, the fall of Eregion and a general decrease in the ties between all the races in the following millennia would once sunder the relationship between the two races, to the point where it would not be until near the end of the Third Age that an Elf (Legolas) and a Dwarf (Gimli) could once again call each other friend.
* Elvis in his white glitter suit during his Las Vegas period. Obligatory to that image are the phrases: "Thank you, thank you very much" and the phrase: "Elvis has left the building".
* Elvis is alive and well as the ruler of a "secret underground rock 'n roll beach kingdom" in
* Elvis is described as a "terraphile", which would explain why he speaks English, how he chose his name and why he wears a vest with an American flag pattern.
* Elvis is elected President on the United States in an alternate timeline.
* "Elvis Isn't Dead" by Scouting For Girls. 'Cos they heard him on the radio.
* Elvis Lives didn't actually die in 1977, claiming that the King of Rock and Roll actually faked his death and is just hiding out somewhere!
* Elvis Lives didn't actually die of a heart attack in 1977, he just faked his death and is hiding out somewhere.
* Elvis of the records he released, always credited him by his full name.
* Elvis Presley, and he resented the fact that he was more popular than Domino just because he was white.
* Elvis Presley and other styles of African-American music over the race barrier

and into the mainstream.
* Elvis Presley) are covers — for example, "Blue Suede Shoes" was originally by Carl Perkins.
* Elvis Presley. At first, the girl being described is an angel, but Elvis sees through it.
* Elvis Presley covers), funk (If You Talk In Your Sleep), blues and many other genres. Many, many of Elvis' first singles would have Country on one side and R&B on the other, partially as a way to get white folks to listen to 'black' music.
* Elvis Presley drifts into "don't want you back" with hilarious results).
* Elvis Presley Each sandwich has 8000 calories, so it's little surprise how Elvis's health went.
* Elvis Presley Enterprises not only has his name trademarked, but they also hold a trademark over his likeness. In other words, even if you don't have the clearances to use Elvis' music catalog in your work, you would still have to clear the use of Elvis or a look-alike as a distinct character.
* Elvis Presley famously died in the bathroom. Commonly it's said he died on the toilet. Actually he had a heart attack while on the toilet, exacerbated by heavy drug use, pitched forward, and died with his ass in the air on the bathroom floor and was discovered in this position, which is even worse.
* Elvis Presley' "Goodbye Earl", was a known recluse. He never attended awards shows, even when he won, and rarely gave interviews.
* Elvis Presley had to meet him by their being invited to Graceland in 1965.
* Elvis Presley has been shamelessly Flanderized after his death by Elvis impersonators. In his youth Elvis actually was slim with boyish good looks and a pleasant smooth tenor voice with only a little shaking in it. If he was anything like most of his impersonators he would not be nearly as popular as he was in the late 1950s.
* Elvis Presley has debunked that claim, with its source turning out to be an acquintance of Berlin interviewed several years after the fact.
* Elvis Presley, implies this, when the baby born at the beginning of the song dies as an angry young man while another baby is born, implied to be doomed to the same fate.
* Elvis Presley it about? The writers (and by their account Elvis himself) knew this was a gay line and thought it would be funny to put it in and see what happened. They said they put in lots of stuff like that because they knew Elvis wouldn't have a problem with it.
* Elvis Presley like chicken fried steak, biscuits and gravy, and peanut butter and banana sandwiches, which sometimes included bacon.
* Elvis Presley magazine called it at the time), the country, and the rhythm and blues charts. Incidentally, the song's designation as a double-A single didn't come until 1960.
* Elvis Presley of sorts. And then, there were Moral Guardians who also hated his sound in general … and the fact that he swiveled his hips during his performances.
* Elvis Presley. One colleague said, "I'm straight as an arrow and I got to tell you, you stop, whether you're male or female, to look at him. He was that good looking."
* Elvis Presley owns a copyright on the name; his general appearance and the name "the King" fall under fair use. This was also the reason why none of Presley's songs appeared on the radio.
* Elvis Presley producer Chips Moman got blackballed for daring to go against Parker's wishes. Parker even meddled in Elvis' personal life if he thought it was affecting their financial bottom line (though he was conspicuously silent about the drug abuse that ultimate killed Elvis).
* Elvis Presley received a polio vaccination on television, causing the percentage of people getting vaccinated to skyrocket.
* Elvis Presley, released in 2002 (25 years after the King died). This remix was a #1 hit in much of Europe.

* Elvis Presley rolling his hips had as many parents and preachers up and howling and sending for the exorcism unit as ragtime did. After all, not too many kids have hips like Elvis's, but anyone who could play "Chopsticks" or whistle "The Star-Spangled Banner" could syncopate (everybody owned pianos back then).
* Elvis Presley's 1959 cover was a big pop hit in the US and UK. And on top of that, there's another cover by Baillie & the Boys in 1990 that got almost as high on the country charts as did Hank Snow's version.
* Elvis Presley's cover: "He said that the Elvis version was like Romeo at the bottom of the Post Office Tower singing up to Juliet. And the other versions, he thought, were travesties: bludgeoning, histrionic, and lacking in grace."
* Elvis Presley's greasy quiff has been elongated to such absurd lengths in caricatures that people may actually be surprised to learn it was actually not five feet long in reality.
* Elvis Presley, share a birthday — January 8th (1935 and 1947, respectively). Bowie has joked about his birthday getting stuck in the shadow of Presley's.
* Elvis Presley's "If You Talk in Your Sleep" takes a somewhat different approach to the trope of sleep-talking revealing infidelity, as the narrator of the song, who is having an affair with a married woman, warns his lover not to talk in her sleep and make her husband suspicious.
* Elvis Presley song, "Elvis is Everywhere," which sounds like an over-the-top Baptist sermon that replaces each instance of "Jesus" with "Elvis" before claiming Elvis is the source behind many conspiracy theories (the pyramids, Stonehenge, the Bermuda Triangle, etc.)
* Elvis Presley song "Return to Sender" (1961) has a lyric in which the singer gets the letter returned to him stamped "no such number/no such zone". The "zone" is a reference to postal zones, a way of routing letters in large cities that was introduced in 1943 and retired in the 1960s in favor of modern-day ZIP codes.
* Elvis Presley spent his life wracked with guilt over his stillborn twin brother Jesse. He confided to his friend Larry Gellar about it, wondering if maybe he'd absorbed more nutrients when they were in their mother's womb and led to his brother starving to death. Elvis's mother tried to comfort her son and told him they would all be reunited in heaven.
* Elvis Presley's song "Kissing Cousins" from the movie of the same name.
* Elvis Presley's "Trouble" ("If you're looking for truffles, you've come to the wrong place") and Peggy Lee's "I'm A Woman" ("Because we're British, B.R.I.T.I.S.H./So don't push it, mate").
* Elvis Presley. The next morning she was at the table... sitting on a pillow.
* Elvis Presley: The song is about a baby being born in the Chicago ghetto, then growing up in poverty and turning to crime to survive, before breaking away, and dying, as another baby is born, implying that if we ignore the issue of poverty, he will suffer the same fate of the young man who just died.
* Elvis Presley try to shoot someone in a blind rage. There's at least one recorded instance where this habit kept him from killing a man in a public restroom.
* Elvis Presley - was actually a blond. No, seriously. A family member even had to blacken his roots with mascara before his funeral.
* Elvis Presley was just a generic mummy in the original stage musical, with the mummy's servant Dr. Abdul Nasser reinterpreted as Elvis' fictional manager Hathaway.
* Elvis Presley was "the real King of Rock & Roll" and that he himself only got the title because he was white.
* Elvis Presley was uncomfortable with the nickname "The King" for this reason ("Jesus Christ is the King. I’m just an entertainer.")
* Elvis Presley, who ended up on the wrong side of the US segregation laws because of his black grandmother, and is mentioned as being an invaluable asset to Mr. King because he is one of the few members of his movement who can pass for white.
* Elvis Presley wife, as Blue Suede would end up courting both male and female partners after becoming an Alicorn god.
* Elvis Presley with advancing the feminist movement because his concerts were

places that female fans could go crazy and it was totally okay.
* Elvis Presley would cover the King, this was one of only two verses they sang.
* Elvis's "Can't Help Falling In Love With You" received a very popular cover by
* Elvis Shrugged, Elvis develops a new style of music, which he calls "Elvisia".
* Elvis Shrugged, reveals that the Elvis who everyone thought had died in 1977 was a clone created by Col. Tom Parker and that the real Elvis is living in "Blue Hawaii," having convinced many musicians to disappear from the scene.
* Elvis would have turned 85 in January 2020, which is well beyond the average life expectancy of an American male born in 1935, especially one with his health problems. So even if Elvis
* Elwood J. Blues. It takes a lot of gusto to turn a car around at the end of an unfinished bridge like Elwood did. He can even speed through the dark of the night and outrun dozens of police cars with his sunglasses on.
* Elwood's voice in the House of Blues Radio Hour. He does sound maybe a bit higher-pitched than he did in the movies.
* Elyas Machera to Perrin Aybara. He even has the "hermit" characteristic, seeing as how he freaking lives and speaks with wolves. He mentors Aybara in coming to terms with being a Wolfbrother and in using his abilities.
* Elyesa Bazna) was the Valet to the British Ambassador. And naturally valets would never give their master's secrets to the Germans...
* Elyon blasts off one of Ludmoore's hands as he's in the middle of teleporting to flee his attacked manor.
* Elysia, and can sustain itself on photosynthesis long enough for its body to regenerate in a few weeks.
* Elysion has Akihiko, Junpei, and Aigis break into the Kirijo Estate at the same time as the Investigation team. Bonus points to Souji and Yosuke for storming said castle armed with only two knives and a golf club while everyone else already had their Personas by that point
* ELYSION: "Made of Lies" is a song about a relationship bordering on breakup due to trust issues.
* Elysium, a few wealthy people live in luxury on a space station, while everyone else lives in poverty on Earth. While those on Elysium are less moustache-twirlingly evil than most of those with villainous lairs, the film certainly portrays them as the bad guys for refusing to help despite having the technology and resources to do so.
* Elysium: After his accident, Max says that he has so much radiation in his body that he is probably irradiating people in close proximity. Carlyle makes a similar claim when he worries about having to replace the sheets in the factory medbay, due to Max's skin falling off (which doesn't happen from radiation poisoning, either in reality nor in the movie itself). Both are wrong because radiation can only be emitted by radioactive material; human tissue does not qualify. There are excuses for both, though; Max was trying to intimidate someone and may not even know better, and Carlyle is just a jackass.
* Elysium, a gangster hands Max an AK-47. Max asks whether it is a family heirloom, being that it is the mid 22nd century, and AK-47's have likely been out of production for a hundred years. The gangster replies that it has been upgraded with air-burst munitions and a simple point-and-shoot interface.
* Elysium: Aside from being able to rip off the heads from droids and throw people around like dolls, the Exosuits increase the user's physical performance dramatically. They move more quickly then the average combatant. Earlier, we have Max running away from the botched heist, on foot, at high sustained speeds. Considering the amount of distance that was put between him and Kruger, he had to be moving at least 35 mph.
* Elysium. But the encryption software kills whoever holds the item after transfer, and once it's modified at the end, Max dies.
* Elysium, citizens of the titular space station (and people from Earth trying to get in) have these burned into their skin, which allow them to use their Med Bay units to heal any disease. They only work if someone has a bar code.
* Elysium. He is hit by radiation in a factory accident and is expected to die

within five days. Only treatment he receives from his company is some free pills, which would not prolong his life, but allow him to stay sound till death. It turns out to be just enough to get him into an adventure.
* Elysium: In the far future, Rich People live in the titular space station, while the poor lives in an overpopulated Earth.
* Elysium is a man-made installation orbiting Earth, where the privileged of humanity live apart from the destitute masses.
* Elysium: It doesn't need to be said that in 2013, wealth disparity and societal division in spite of constantly emerging technologies that have the potential to improve everyone's lives is a hotly debated issue.
* Elysium: Manufactured by Armadyne, these security bots take care of neutralizing any and all threats that arrive down on Earth and in Elysium. Max holds a grudge against these security robots, especially since they end up breaking his left arm when he was resisting their attempts to find out what was in the bag he was carrying.
* Elysium Max agrees to die so that information in his head can save the rest of the people.
* Elysium, Max and Kruger are fighting in what appears to be a factory with random cherry trees dancing everywhere. Fittingly, Kruger uses throwing stars and a katana.
* Elysium: Max DaCosta has a completely shaved head. Justified, since he just got out of prison.
* Elysium Max gives some back to his "parole officer" after it (a robot) extends his parole for sassing some robot officers.
* Elysium. Max has been exposed to lethal levels of radiation because of his employer's negligence, and his girlfriend's daughter is dying of cancer. He agrees to commit a dangerous robbery in order to pay for his ticket to the titular space station, where magical machines that can heal anything are freely available.
* Elysium, Max wonders why he's being given an antique AK to use and is promptly shown the futuristic explosive rounds that allow it to remain viable.
* Elysium (Neutral Good) is the opposite number to Hades, but still flat.
* Elysium of poverty and squalor kept oppressed with robot police and cyber-enhanced thugs.
* Elysium, on top of a man with a live grenade being in close proximity. Worse, it's a song of a married man and woman going about their life after spending a night together.
* Elysium shots of an AKM slow-motion exploding a robot, the two varieties of Elysian assault rifle fire at a minigun-like buzz, along with one of the gang members' chainsaw-gripped machine gun and a door-mounted gauss heavy machine gun.
* Elysium stores program code in his brain that will reboot Elysium's system. It also comes with a defense mechanism that kills anyone who attempts to execute the code without authorization.
* Elysium that is Earth (with its immense levels of overpopulated poor) to rot.
* Elysium: The Elysium station rotates to provide this. The station notably has its inner rim open to space, since the air is held in by its gravity as well.
* Elysium the ground beneath him with no apparent difficulty. Even with super-strength, we're talking about hard-packed earth.
* Elysium, the main villain is Kruger, a cyborg for hire who carries a katana.
* Elysium: The plot to open up Elysium to everybody on Earth is only possible because of Delacourt's desire to overthrow the current government, requiring a virus that can reboot the system. Then Max gets a hold of it...
* Elysium, there are a few glorious instances of people exploding (as well as one droid turned into scrap metal in a similar fashion). The main villain is dispatched by being thrown off a gantry with a live grenade attached to him; he's blasted into several large chunks.
* Elysium, the titular space station is always in the sky above Los Angeles when needed and clearly visible. Geosynchronous orbit is 35,786 kilometers above the Earth's surface, almost three times Earth's diameter, also only technically possible at the equator but the distance between that and L.A. is trivial compared

to geosync orbit.
* Elysium, though she's a crafty enough operator that she has no problem invoking emotion to make a point. But the slightly-robotic way she does it (and everything else, for that matter) indicates that she probably doesn't actually feel it, but is simply just that bigoted.
* Elysium trying to enter Elysium. This is also her rationale for trying to take over Elysium.
* Elysium, which makes everything from security robots to the all-cure machines known as the Med-Pod 300s.
* Elysium: While more subdued than space opera style explosions, the missiles that explode in space can still be heard.
* Elysium. You know it's time to run whenever you see him or his squadmates enter the picture.
* Elyssa Davalos appears as a (presumably) Baltic love interest of MacGyver in the two-part S3 opener. Less than a month later, she appears again as Nikki Carpenter and appears in four further episodes.
* Elza, after she slips a disc trying to pick up a heavy box without using strength magic.
* Elzam von Branstein, a genius pilot always hits, never misses and whose theme overrides all;
* Elzar, the four-armed Neptunian cooking show host, makes something called "Human Broth" during the 3007 economic depression to feed impoverished citizens. (It doesn't take a genius to figure out what it was made of, and both alien
* EM-50 "Urban Assault Vehicle" (disguised as a late 70s GMC motorhome) in
* Ema also has this reaction when her sister admits to forging evidence, although it later turns out that she was blackmailed into doing so by Gant, who had arranged evidence to make it seem as though Ema accidentally killed Neil Marshall.
* e-Magic in some markets. Notably tho, they filled the niche in markets where Konami won't export the official Jubeat machines.
* Ema imitates Kristoph Gavin, and the appropriate sprite appears for a moment.
* Emanation is able to set his own history and time to zero, preventing any change from occurring on him. He has to constantly maintain this however since if he stops, his time will start to move again and thus allow for change to occur. But while it is active, the only thing that can hurt him is if someone else has also Emanated and the strength of their law is either equal or superior to his.
* Emanations" when Harry Kim objects to an order from Chakotay. Contrary to what usually happens with this trope, respect is shown afterwards, with Harry thanking Chakotay for letting him voice his opinion.
* Emancipated Child: A child legally disowns themselves from their own parents.
* Emancipated Child: A minor who is no longer under the legal custody of their parents or guardians.
* Emancipated Child be granted custody of younger siblings at the same time, unless circumstances are well and truly bizarre.
* Emancipation", Carter speaks to a man on a Mongol-influenced planet and is immediately sentenced to death. Fortunately, she has just saved a man's life, though, so she is spared.
* E-Man. She defeated the villains by force-feeding them so many Tweakies that they could barely move.
* E-Man was a millionaire who was having homeless people kidnapped to use as power sources to run his mansion off of, as it was set during the height of the energy crisis back in the 70s.
* Emasculated Cuckold: A man whose wife cheats on him and is unmanly or insecure about his manliness as a result.
* Emasculated Cuckold Ares. In order to regain his honor, Hephaestus gets his revenge by creating an inescable net that he uses to catch them in bed together and humiliate him.
* Emasculated Cuckold: Having an unfaithful wife is a blow to a man's power, masculinity, and status.
* Ema Skye constantly eats from a bottomless bag of chocolate Snackoos in

* Ema Skye turns up sporting some pretty cool-looking red-tinted shades that she'll
* Ema Skye uses the phrase directly in the 4th game, regarding Phoenix's loss of his badge.
* Ema Skye was this in her first appearance in the first game, being very enthusiastic about everything (though especially scientific things). She's less so in her reappearance in
* Ema Skye, who, throughout the games, both averts and plays straight this trope, with her
* Embarrassed by a Child: A child blurts out information people knew, but didn't want to admit, or admit publicly
* embarrassed by their constant, over the top encouragement to the point of being rude to other parents. Scootaloo makes her see this is unfair and she would've LOVED to have people who care enough about her to encourage her all the time. Scootaloo's family was not mentioned until the final season, in which her parents were depicted as living far enough away from Ponyville to prevent them regularly visiting her.
* embarrassing, are supportive of their daughter and try their best to be understanding when she reveals to them that she has superpowers.
* Embarrassing Browser History: Started with the move away from text-based Internet browsers in the early- to mid-1990s.
* Embarrassing Cover Up: A cover story so embarrassing/disgusting no one wants to know any details.
* Embarrassing Cover Up: Turning away eavesdroppers and people trying to stop you by using an embarrassing excuse.
* Embarrassing Cover Up: Where the cover story goes into territory that makes the questioner regret asking.
* Embarrassing Damp Sheets, a wet dream, or leaking menstrual blood in one's sleep.
* embarrassing, goof-prone father. He's also got an inferiority complex about Qrow's edgy coolness factor, and therefore is obsessed with trying to prove he's worthy and cool.
* Embarrassing Hobby: A character has a hobby that, for whatever reason, they don't want to admit to.
* Embarrassing Initials, or H.U.G. Small wonder he changed his name to U.S. Grant once in military school.
* Embarrassing Initials: Someone's initials spell out something that embarrasses the person with the initials.
* Embarrassingly Painful Sunburn when he makes the mistake of sunbathing under twin suns without sunscreen.
* Embarrassing Nickname: A character is embarrassed by their nickname.
* Embarrassing Nickname. Probably flips the switch from embarrassing to affectionate in Episode 13:
* Embarrassing Nickname: Someone is given a nickname which they find embarrassing.
* Embarrassing Nickname to prove it). She hasn't known Kanon quite as long, but they still consider each other childhood friends.
* Embarrassing Old Photo: Someone has a humiliating photo of themselves when they were younger.
* Embarrassing Old Photo: Someone has an embarrassing photograph of when they were younger.
* Embarrassing Password: Someone uses a password that reveals an embarrassing secret about them.
* Embarrassing Pyjamas: Someone is embarrassed by or teased for their pyjamas.
* Embarrassing Relative Teacher: A relative becomes staff at a child's school, and humiliates them.
* Embarrassing Ringtone: A character uses an embarrassing song as their ringtone.
* embarrassing situations Chiri, she demands that he follows through by marrying her.
* Embarrassing Slide: A slide show somehow has an embarrassing photograph of the presenter included with the other images.

* Embarrassing Slide: A slideshow somehow has an embarrassing picture of the presenter included among the other slides.
* Embarrassing sports" have fans who commit the mistake of branding themselves with the team's logo and a year of a possible title that never comes.
* Embarrassing Tattoo, nor would they serve minors without a parent present and in many locales it’s also flat out illegal to tattoo a minor regardless of parental permission (except for medical tattoos).
* Embarrassing Tattoo: Someone has a tattoo that's undignified, whether due to the location of the tattoo or what the tattoo depicts.
* Embarrassing Tattoo. The thing was, a few episodes prior "The Platinum Rule" actually showed the beginning of that story and Ted's first attempt to take Stella on a date. So it can be assumed the episodes in between also happened during this time.
* Embassy, a terrorist tries to kill the Australian ambassador by putting a grenade (minus pin, with the lever held down with tape) in the fuel tank of his official car. When the petrol dissolves the glue on the tape, the safety lever flies free and sets off the grenade. It's effective for random terrorism but not assassination, as shown when the car explodes while it's parked on the embassy grounds, not while the ambassador is in it.
* Embassy Suites hotel chain life," followed by a shot of Garfield sitting at a table holding a knife and fork and thinking, "I resemble that remark."
* Embassytown are bisexual, and either polyamorous or accepting as a matter of course that people will have several different monogamous relationships over their lifetimes.
* Embassytown have a cycle that's skimmed over, but there is an initial aquatic phase of life, where the young Hosts are referred to a "elvers", a terrestrial phase where young play and fight, middle age and sapience, and their final phase, lumbering and nonsentient. They evolved to reach that phase and wander mindlessly after younger Hosts who at the time would eat them, but modern civilized Hosts, with no need of that, abhor the idea and treat elders kindly until they drop.
* Embassytown have two mouths, and speak different streams of language out of both at once—every word consists of two sounds overlapping. On top of this, if the words do not have a conscious intent behind them, the Ariekei perceive them as meaningless noise, so they are unable to understand computer-generated speech or recordings. The only way humans can successfully communicate with them is via pairs of psychically linked clones, each speaking one of the two layers of dialogue at the same time.
* Embassytown identical twins show up who nevertheless seem to be able to communicate, the result begins to drive the aliens mad.
* Embassytown where, given the number of planets colonized, time is mostly given in Kilohours. When the narrator does talk about years, they turn out to be about 3.5 earth years long.
* Embedded has a Cold War ongoing between the NATO-style United Status and the Warsaw Pact-style Central Bloc. It's mostly identical to the original Cold War, except that the two powers are more opposed politically instead of ideologically. Also, thanks to the vast room available on the hundreds of colony worlds, the two factions aren't brought into conflict very much.
* Ember also apparently likes girls, while her canon counterpart was dating Skulker.
* Ember For The Sun: A pregnant Neanderthal woman is unfrozen. Instead of thawing her, the scientist frees the embryo and implants it into a modern woman. In an interesting use of the trope, the surrogate mother then gives birth to Ember Ozette, a born and raised modern-day Neanderthal.
* Ember herself is considered to be very attractive both as a human and as a ghost and her own alignment shifts from bad to neutral to good
* Ember is a banshee, which is an agent of the Fates (who have numerous identities in different cultures) in this universe.
* Ember McLain got power from the adulation of fans she never got in life.
* Ember McLain reveals she has a thing for Danny Phantom, taking advantage of when

she brainwashes him by ordering him to kiss her.
* Embers... and arguably, this is one of the major reasons this story was written. A full chapter was dedicated to what the four elemental nations each mean when they say "truce", each of which was different, and had different cultural reasons behind it.
* Embers and horribly painful deaths in the works for anyone unlucky enough to survive the various genocidal wars they've stirred up over the millennia.
* Embers as a result of there now no longer being any characters considered worth rooting for.
* Embers has decided to set up a colony in a supervolcano that only he can prevent from erupting. (It has killed the last two Avatars who tried to stop it, and will take out the Northern Air Temple, various actual Fire-Lord-Approved Fire Nation colonies, and half the Earth Kingdom if it blows.)
* Embers his father (whom he never met), the Fire Nation, and everything associated with it.
* Embers In The Dusk. A blademaster slicing through Warp effects and cutting down anything smaller than an Emperor Titan on a crit, a commander sending out a force that turns out to be whatever is needed against the foes encountered once they are, a warrior you can never hit with a crit...
* Embers In The Dusk. A twenty-thousand-years old superpowered genetic experiment who literally claimed that archetype to become stronger. The omakes where she behaves accordingly are... quite the reading.
* Embers In The Dusk describes the various types of Avernus-made booze. It includes a wine which, under certain conditions, make one's arms melt off. Some people do it deliberately, because the resulting liquid can be processed into an even better wine, a black market good fetching more that enough to buy replacement limbs.
* Embers In The Dusk forum posts as of January 2020. In April, the second part was started.
* Embers In The Dusk, fought between the Necrons under the Silent King and the main Tyranid hive fleet. We don't see much of it due to it taking place outside the galaxy, but the Necrons made use of their most destructive superweapons that they don't dare use inside the galaxy for fear of wrecking the place, against a foe a few dozen times vaster than the galaxy at its height.
* Embers In The Dusk has the so called Negaverse Omakes, samples of what a quest would have looked like in the current situation when ran by another faction. It started with the POV of a nearby Chaos polity which broke its teeth trying to take the heroes out and was now facing a lethal counterattack.
* Embers In The Dusk is, it would have been a serious opponent for the entire Old Imperium.
* Embers In The Dusk, Justicar Alarion's existence as a Grey Knight. While his squad visits Avernus to check for Chaotic corruption, they come across a young orphan, Markus Haanoc, who exorcises a daemon from his sister, displaying strong psychic abilities and somehow being able to recite the Grey Knights' litany. Alarion has him sent to Titan as a potential recruit. A few centuries earlier, the Grey Knights at Titan find a ship with a burnt out Navigator and a young boy in stasis. The boy withstands the trials, and is eventually renamed Alarion.
* Embers In The Dusk, one of the technologies brought from the Roskilde expedition (and the only one immediately usable) is one-shot torpedo launchers which can be attached to any ship for a massive alpha strike.
* Embers In The Dusk, Seamus Lin, the Last Saint of the Emperor, spent as much time as possible in orphanages, and even his tomb had been placed in a psyker city to allow children a relatively safe haven where they can have a relative reprieve from the risks of Chaos.
* Embers In The Dusk sidestory has a captured Jotunheim rebel who only joined the rebellion because the old Governor's regime sent his wife to a concentration camp, and the new one didn't return her home. The Avernite questioning him explains that his wife died in the camp, but gave birth to the rebel's daughter a month before that. While the rebel will be shot in any case, it is up to him to determine whether the child will be growing up in the overcrowded and understaffed (thanks to

the rebellion) facilities of Jotunheim, or the comparable paradise of an Avernus orphanage.
* Embers In The Dusk. Since they only get their position after proving they're competent, and almost all psykers have some kind of quirk, Primaris Psykers tend to have various oddities that get tolerated because their usefulness is more than enough to compensate for it. For example, Tamia can be ditzy or absent-minded, while Aria is a bit OCD. Perfectly normal individuals like Xavier are the exception.
* Embers In The Dusk the Black Irons are primarily composed of soldiers with death wishes. Their commander, Lieutenant-General Viktor Mineyev, stands out in particular. Despite all the crazy shit he has been throwing himself into, he has yet to die. He did have to get large chunks of his body replaced with cybernetics though.
* Embers In The Dusk, while Rotbart never grows insignificant by any measure with his commanding skills, Ridcully, with his near-godlike divination, eventually becomes a far more significant figure on a galactic scale.
* Embers In The Dusk with Saar Handerson, a particularly tall Astartes, who isn't actually in charge, but is often used as bait for Ork Warbosses who believe he must be.
* Embers shows many cultural clashes between the Earth Kingdom, Water Tribes, Fire Nation, and Air Nomads. For one example the peaceful Air Nomads were so good and kind due to being brainwashed, and would exile those who disagreed from the temples. Chapter 28 offers this gem:
* Embers, Zuko is the embodiment of this. Actually a lot of a characters run into this problem in this story simply because of how the world is set up.
* Ember, the new Dragon Lord, eventually treats us to two superhero landings in episode "Triple Threat".
* Emberverse and the survivors reverting to agrarian communities. Although a few can be heard pining for modern conveniences (most commonly deodorant and birth control), more often than not you'll hear them say how much happier they are and that this was the way humans were meant to live. Of course, it must be pointed out that those who survived tended to be Renn Faire patrons, ranchers, history professors, survivalists, and the Society for Creative Anachronism. There's also the fact that pining miserably for the lost world is not good for one's mental health.
* Emberverse applies, considering that Great Britain survives with its monarchy intact.
* Emberverse are beards for one another in the neo-medieval (and extremely homophobic) Portland Protective Association. She even refers to him as "my dear beard" in a letter. Thanks to a turkey baster, they have several children together. Meanwhile, Delia is in a monogamous relationship with Lady Tiphaine d'Ath.
* Emberverse books, with Rudi Mackenzie and his band trekking across America while the Church Universal and Triumphant is trying to conquer or subjugate everything west of the Rockies.
* Emberverse, characters do take equipment literally from a museum, or, rather, a living history exhibit, which justifies why it's been kept in working order.
* Emberverse features The United States of Boise, founded by U.S. Army Martin Thurston, which is the only major faction trying to preserve the old system of government. Thurston considers Boise to the the "provisional Capitol" of the country, but none of his neighbors acknowledge Boise's authority and, to their credit, Thurston and his government don't try to force it on them.
* Emberverse has several of these. Most of the cannibal bands that arose after the end of the world keep live prisoners in them as well (best way to keep the meat fresh).
* Emberverse. He is ruthless, imaginative, and a powerful warrior; she is cool, brilliant and manipulative. Together they form and control the Portland Protective Association, a medieval recreation/protection racket that seizes control of a huge chunk of the Pacific Northwest after the Change destroys most modern technology.
* Emberverse, Norman Arminger recruits motorcycle gang members into his army to act

as enforcers, and become part of his aristocracy, while establishing the Portland Protective Association.
* Emberverse novels when Norman Arminger tried to have a proper old fashioned "Dungeon" and realized that the terrible hygiene brought about by old straw and rats had this nasty habit of spreading disease outside the dungeon, and so now uses bare concrete rooms with large drains for easy cleanup after.
* Emberverse, Queen Hallgerda manipulated her husband Mad King Charles, placed her stepsons Princes William and Harry in harm's way in the hope that they would be killed, and finally murdered Charles when he refused to disinherit Wills and Harry in favor of her own children by him. She also murdered or imprisoned anyone she perceived as a threat to her power.
* Emberverse Sandra Arminger remains one of the few atheists. She admits that the evidence in favor of religion and magic in her universe makes this an illogical position, and says that she has attempted to pray. Her prayers have been ineffective, however, because in her heart she does not believe.
* Emberverse-series, Mike and Signe visit a local inn/trading post. They ask if a number of rugs are for sale and the proprietor answers that the only things in his trading post that aren't for sale are his employees, their personal weapons and the land the trading post is on.
* Emberverse: The Dúnedain Rangers have a quasi-religious reverence for the works of J.R.R. Tolkien. Just how serious they take this reverence varies from individual to individual. The older members, with the extreme exception of Astrid, tend to take it less seriously while the younger members consider them actual histories and swear by the Valar. Given that they pal around with a bunch of Wiccans who consider any god or god figure from classical religion or mythology to be aspects of the same multifaceted divinity or divinities and have a fairly laissez-faire attitude toward worship, it's reasonably justified.
* Emberverse, the "magic" is our modern high-energy technology. Following an unexplained event known as the Change, electricity, gunpowder, explosives, internal combustion, and steam power either cease to function or become so inefficient that no work can be performed. This leads to a swift and disastrous collapse of civilization, as most social structures become no longer able to keep themselves running or six billion people fed, and forces the survivors to rebuild in a world eternally stuck at a medieval level of technology.
* Emberverse, Tiphaine d'Ath, who as a leading knight of the Portland Protective Association favors short hair and masculine-style clothing, is partnered with the exceedingly feminine style-setter and noted beauty Delia.
* Emberverse-wannabe Norman Arminger ignores pointed warnings from his subordinates and, instead of picking off the various factions opposing him one at a time, launches a massive three-pronged attack that instantly unites everyone against him and ends in general retreat.
* "Embiggen" has entered the lexicon as a synonym for "enlarge", mostly on the Internet, after the same scene from
* "Embiggen" is occasionally seen, such as below an image linked to the full file: "Click to embiggen".
* Embittered by the defeat at Stalingrad - the needless suffering, Hitler's inept standards of leadership and a sense of grievance at being abandoned - Field Marshal Friedrich Wilhelm Ernst Paulus changed sides and willingly worked for the Russians after going into captivity under the National Committee for a Free Germany. His motivations were revenge against Hitler, and a more ethically defensible desire to get the war ended as soon as possible.
* Emblem 3, Midnight Red, and IM5 are looking to achieve success, but it's unlikely that any boy band — or Bieber-esque solo singer, for that matter — will overtake One Direction any time soon.
* Embodiment but is single-minded enough to bargain for pocket change as long as it's the person's last penny.
* Embodiment of Scarlet Devil due to her loyalty and ferocity. Unusual here in that Sakuya is a human.
* Embodiment of Scarlet Devil has "only ever seen humans in the form of a drink"

and is suspicious of Reimu's claim to be one — granted those last two are vampires, so they're likely just talking about blood... There are scattered examples in other games too.
* Embodiment of Scarlet Devil is the battle butler for the undead princess Yuyuko, although Youmu is Yuyuko's gardener, rather than her butler.
* Embodiment of Scarlet Devil) — Flandre's formerly simplistic non-spell patterns turn into nigh-unavoidable death traps, and her final card is nightmarishly fast.
* Embodiment of Scarlet Devil, prevents the last stage from being played on Easy difficulty and sends you to the bad ending. If you play on Normal or higher, you can still reach the last stage even if you continue (and can continue on the last stage), but you still get the bad ending.
* Embodiment of Vice: A character with a negative quality assigned to them as a trait
* Embodiment of Vice: Exemplifies a certain moral deficiency to such an extent as to become a symbol of it.
* Embodiment of Virtue: A character is driven by the desire to achieve perfection in a certain moral virtue.
* embodying something didn't dare provoke. Oddly, for their power, none of them took a terribly active role.
* Embraced by the Dutch law firm that adopted the vultures in Artis, the zoo of Amsterdam.
* Embraced, however, in typical dwarven fashion by the game's community, who regularly refer to it as "Dwarf TheRapist".
* Embrace of the Serpent. Whether he actually did attain any enlightenment is still uncertain.
* Embrace of the Vampire, the title character finds a woman who has the soul of a woman he loved centuries earlier and tries to turn her into a vampire. He also fails.
* Embrace, the 13-year-old protagonist has two simultaneous homosexual love affairs: one with his best friend, a boy the same age, the other with his 30-something choirmaster.
* embrace the terms, and created his gang of outcasts specifically because he thought that society had given them no other option besides being evil.
* "Embracing the Future" by BT and "Neo (The One)" by Slyder also have orca/whale song type sounds.
* embracing warfare at its most hellish) from birth in atonement for the planet having a rebellion take place on it centuries ago.
* Embric of Wulfhammer's Castle and thus has many female/female options, there is still one ending where the Duchess can end up with Embric.
* Embric of Wulfhammer's Castle , but this is easy to miss and most of the time it's just creepy, creepy subtext.
* Embric of Wulfhammer's Castle even has the Duchess becoming the centrepiece of one of these rituals.
* Embric of Wulfhammer's Castle , even willing to milk a cow as part of relieving the fears of the peasants. Her uncle, meanwhile, Bad King Greyghast the Terrible, well, managed to get himself called Bad King Greyghast the Terrible. And Duke Theremin is basically a bit of an entitled snot.
* Embric of Wulfhammer's Castle persona, while another ending has her get most of the ladies in a Duchess-centric orgy.
* Embric of Wulfhammer's Castle . There is a very humorous optional scene during one side quest to explore a supposedly-cursed inn. Should you bring Louni as your bodyguard, there is a brief exchange between her and the Duchess regarding how Louni's lifestyle (as an adventurer *cough*) has made her something of an expert on the innards of closets.
* embroidered. It goes from rather simple patterns for junior officers to the ornate tapestries just short of the flak vest for admirals. You see, the Empire really dug that ceremony thing.
* Embry. Even though Embry liked blondes before, the imprint forces him to see this

as beautiful.
* Embryo allows Sylvia to whip Liza as payback for capturing her and mind-controlling her traumatized, unstable self.
* Embryo has a certain form of immortality that causes him to respawn anywhere he wishes as long as his Ragna-Mail, Hysterica, is intact. He uses this to his advantage by offing himself when Tusk has his hand grappled by killing himself, and also to troll Ange when the latter tries in vain to off him before he attempts to force himself on her.
* Embryon has the "Flipsave", a small flipper next to the right outlane. When activated, the player can use a well-timed button press to knock a drained ball through a gate and back to the playfield.
* Embryon wears a red and blue jumpsuit with a tight-fitting silver helmet.
* E = MC Hammer: Incorrect or nonsensical equations that look like real math.
* E = MC Hammer: Nonsensical equations; plain old gibberish resembling math.
* Em City is a cell block-wide version of this, with perks like bright lights, pods with see-through doors, and civilian clothing instead of fatigues. Of course, this comes at the price of almost constant surveillance.
* EM Drive who report having built a functional prototype, and also being examined by NASA to determine whether it's legit. It remains to be seen whether the effect has commercial applications, but if a sufficiently powerful device is developed using the principle, implications could be staggering. Allegedly it would make it possible to travel from Earth to Mars in a matter of weeks and even making it feasible to do a fly-by of Alpha Centauri and return to Earth without the astronauts spending most of their lifetimes on the trip. More recent experiments by German scientists seem to suggest a more mundane explanation: the test chamber wasn't properly shielding the drive against Earth's magnetic field. The only way to be sure is to build a properly-shielded chamber and try again.
* EM Embalming, this is implied. (Please note that until very recently, embalming the dead was an almost unknown practice in Japan, where it's customary for bodies to be cremated, so many Japanese would see something quite creepy about the practice of preserving corpses.)
* emerald ash borer species of insect - several species of parasitic wasps to be specific.
* Emerald City", after Tip turns into a girl, Jack finds it hard to stop staring at her cleavage. A waitress advises Tip to cover them up.
* Emerald City and the language became what is was during the show's run.
* Emerald City, as the clash between the Wizard's technology and the Witches' magic moves towards an inevitable confrontation.
* Emerald City At a tavern, he doesn't understand why people keep staring at him, before the waitress tells him to cover up his breasts unless he's advertising himself.
* Emerald City by Tip when she's asked to choose between going with Glinda and going with West.
* Emerald City Confidential, calls Petra out after the match for using parlor tricks rather than just magic to win.
* Emerald City Confidential, magic is banned for everyone except those who are licensed users working for Queen Ozma.
* Emerald City Confidential monologues occasionally when narrating background information or when considering characters' motives.
* Emerald City Confidential Petra is tracking down, when he is chained up in the Phanfasm prison.
* Emerald City Confidential, Petra, the resident private detective, is hired by Trot to investigate a ship explosion at the city docks. Though the authorities are convinced that the ship's captain caused the explosion, Trot is convinced that he is innocent and asks Petra to find who the real perpetrator is.
* Emerald City Confidential, seen through the eyes of Raymond Chandler."
* Emerald City Confidential, the knowledge pills at the university allow students to acquire knowledge on virtually any topic automatically, from elocution lessons to public records.

* Emerald City Confidential though once Dee offers more money for Petra to get involved in obtaining illegal magical items. Petra refuses.
* Emerald City Confidential tone, Emerald City is filled with criminals, corrupt authority figures, and cynical city dwellers.
* Emerald City Confidential uses poppy dust to quickly sedate and capture her.
* Emerald City decalogy, Corine, who was a powerful player in the first half, is depowerde and turned into a mouse , until she is rescued in the final book.
* Emerald City disappointing ending to a series that began so very promising.
* Emerald City episode "Mistress - New - Mistress" that West had Anna's mother work for her in the brothel she ran, following it up with the fact that she slept with her a few times.
* Emerald City, Jane sends Dorothy back to Kansas against her will, but later Lucas comes to take her back to Oz because Jane has been taken prisoner by the Beast Forever.
* Emerald City much of the architecture of the eponymous city is lifted directly from Barcelona. Anyone casually familiar with the city will notice Gaudi's work, most notably scenes taking place inside Park Güell.
* Emerald City the car flipped a couple times. There's a little trickle of blood, but that's all.
* Emerald City, the Ozians have languages of their own, but some of them also speak English, which also seems to be the official language spoken in the Wizard's domain. This is how the dog gets its name. "Toto" is the Tribes' word for "dog", and Dorothy decides it's as good a name as any, since she hasn't had a chance to find out the dog's real name from the cop.
* Emerald City, the Wizard forces a local rebel to denounce magic by threatening his pregnant daughter with death.
* Emerald City, while some characters explicitly refer to what the Wizard does as science and technology, some keep referring to it as magic, different from the magic of witches.
* Emerald: Crystal, looking back at the photographs from the battle, recalls Archie's last words when she confronted him about the origins of his suit of armor. She asks him who gave it to him, but he can only get out the beginning of the word before dying, as his last word is: "Galac..."
* Emerald Dragon added in some story details and extra sections that weren't in the PC version. These changed mostly carried over to the SNES version.
* Emerald Dragon is partially kicked off by one of these. When Tamryn decides to return to the land of humans at the game's start, the dragon Atrushan rips off one of his horns to give to her, telling her to use it as a flute and sound it if she's in danger. Him hearing the sound of it years later causes him to come to human world to find Tamryn, starting the plot.
* Emerald Eyes, was the first in a series of telepaths created by Project Superman by gene manipulation. Played straight because at the time he was created, the scientists admitted that the technology to create him didn't work yet, and only the inexplicable (at least to the scientists working on him) radiation at the moment of his conception, made the fetus viable. Averted because the source of the radiation was the time traveller Named Storyteller deliberately showing up at that moment to perform the gene manipulation that the scientists were incapable of performing, in order to make sure that Carl (his distant ancestor) existed at all.
* Emerald Hill Zone the drill at you, in case you weren't paying attention. Also, the boss of the Mystic Cave Zone in the same game.
* Emerald is Cinder's underling and a stealthy thief and assassin who isn't above using
* emerald jewel wasp goes the extra mile. It poisons a cockroach with a neurotoxin that turns it into an honest-to-god zombie roach and leads it by its own antennae to a secure location and hides it there, where it is slowly eaten alive by the larva inside it.
* Emerald Prince and has to impersonate the prince, but then finds himself in the middle of a murder investigation.
* Emerald Prince is like this. The people there have powerful magic, but in order

to use it, they must learn to calm their emotions, and in doing so, they learn that there is really no point to violence. If they were attacked, they could defend with magic, but the countries around them are like this as well. That doesn't mean that there aren't interpersonal conflicts and disagreements. They are just mature enough to settle them with words, not weapons.
* Emerald Prince. They are shown positively and have a range of personality traits, since the story takes place there.
* Emeralds are meant to represent love, peace, and luck, something which the character Emerald
* Emerald summon an illusion of a defenseless Ruby on the floor begging for mercy, before she burns it with her Fall Maiden powers in a manner more concentrated than when she was testing her powers on some Grimm.
* Emerald Sustrai has a knack for masking a cold personality under a polite façade. She acts very sweet to the old shop owner while trying to find the location of someone she's looking to murder in cold blood, stealing his wallet in the process. During the tournament, she is very friendly and cheerful in conversation with the show's eponymous heroines, but when they part ways, Emerald immediately begins telling her partner Mercury about how much she despises them;
* Emerald Sustrai has this happen twice. The first one's cause is unknown and hovers between 15 and 20 feet long, while the second debuts with hair at least 56 feet long (the second one is the spell's creator) and with a backstory for it. This second one chose to keep it after meeting not only the first one, but also her mate Jayden Omega (who himself had 15+-foot hair).
* Emerald's weapons, Thief's Respite, are two green revolvers capable of becoming sickles and chain scythes.
* Emerald the elders who have the orbs that are said to control Kyogre and Groudon don't ever specifically call those two or even Rayquaza by name, only claiming them to be super-ancient Pokemon, which is putting it lightly.
* Emerald Twilight present. There is also a somewhat vocal minority of Green Lantern fans that later (primarily following Hal Jordan's resurrection) started to agree with DC's reasoning for making the story (Hal was boring and needed to be replaced). There readers view Hal Jordan's time as Parallax as the only time his character had something going for him.
* Emerald Twilight, the final fight between Hal and Sinestro ends with the two just slugging it out with their fists.
* Emerald Weapon and Ruby Weapon, meaning you can only use physical attacks;
* emerged from stasis. In the meantime, the world recovered and became a lush paradise. Predictably, it did not stay this way.
* Emergence are so tough that ordinary bullets at most sting them. The military is advised to resort to anti-tank weapons if they go berserk.
* Emergence because with her short hair, she can pass for a boy at a distance with the help of baggy clothes.
* Emergence, by David R. Palmer, the character referred to by the narrator as "Teacher" or "Master" (depending on context. Name is given as Soo Kim McDivott) plays this role for the narrator and several other characters.
* Emergence, Candy's first venture outside her shelter features a pack of former pet dogs (now feral) trying to attack her. She kills three of her attackers, which apparently convinces the remaining three to be somewhere else quickly.
* Emergence, Candy Smith-Foster (an eleven-year-old girl) kills an enemy agent by pretending to cry, then snapping his neck when he hugs her. (She is a black belt with the ability to access greater-than-normal strength, and they're in free-fall in an orbiting spacecraft at the time.)
* Emergence, hominems are immune to any infectious disease that humans can contract. However, they are not immune to food poisoning, as one hominem learns while also learning he's actually a hominem (he'd always thought he was human).
* Emergence. It's theorized by characters that the flu somehow mutated genes in women whose grandchildren would wind up as "hominems" (as the subspecies is referred to). One hominem character who's too old for that theory to apply thinks that said virus might have caused this mutation in more isolated cases before the

epidemic. Hominems are stronger and faster than humans, with total immunity to human disease and much quicker reflexes. They also have much more acute senses, including seeing in the infrared range (the narrator, herself a hominem, comments that finding out her vision extends into infrared explains a lot about why human acquaintances couldn't see in conditions that weren't a problem for her). They're theorized to have a longer lifespan than humans, all depicted hominems exceed human intelligence, and they breed true (a mating between h. sapiens and h. post hominem always produces a hominem offspring).
* Emergence: Jo and her ex-husband Alex have a very friendly relationship, so much that it makes you wonder why they got divorced.
* Emergence (RWBY), and ties in another fic by the same author in which an amnesiac Summer Rose played this role.
* Emergence, to prepare to retrieve Yang in Syria, Joe takes Sam and Ruby to a military obstacle course and firing range. While Ruby clears the course with ease, Sam has a really tough time, especially since the course gets peppered with non-lethal but painful rounds to simulate an actual battle. He does a bit better on the firing range.
* Emergence who calls himself "Adam" turns out to be this, among other skills unlikely for the son of wealth and privilege. Granted that he's a mutant super-genius, it's still odd, and protagonist/narrator Candy (also an eleven-year-old mutant super-genius) comments on it, that Adam chose to include world-class cooking among his skills. Susceptible readers may gain five pounds just from the description given of the "work of sheerest culinary artistry" he prepares for Candy in the course of one day.
* Emergence will always be a hominem. There are humans who are aware of this and really don't like it. Unfortunately, they have access to some really nasty ways to try to wipe out the hominem population.
* Emergence, Yang beats Darryl in arm wrestling. He gets so pissed that he attacks her. He didn't know she's a superpowered warrior, and she would have killed him if she hadn't been drunk and if their friends hadn't separated them.
* Emergence: Yang is so strong compared to ordinary humans that her punches tear through people and make them explode.
* Emergence, Yang Xiao Long wakes up in the middle of the Syrian war zone. She grabs an ISIS terrorist and demands to know where she is and what is going on. The man refuses to stop cursing her and calling her a whore, even when she breaks his ribs.
* Emergency 4 features pseudo-Palestinian activists abducting a plane and forcing it to land on the airport of a pseudo-Arabian country, only for the player to storm it with German special forces. Then there are also deluxe missions involving an earthquake in pseudo-Afghanistan, a level 7 nuclear accident in pseudo-Ukraine, and a humanitarian escort operation in pseudo-Sierra Leone.
* Emergency + 4 (voiced by their live-action actors Kevin Tighe and Randolph Mantooth) get extra help in the form of a four-kid ambulance crew, accompanied by a dog, a monkey, and a mynah bird.
* Emergency Action Notification (EAN) is a nationwide activation of the Emergency Alert System which would serve this purpose. It can only be initiated by either the President or the Vice President.
* Emergency Alert System in the US. According to That Other Wiki, "in addition to alerting the public of local weather emergencies such as tornadoes and flash floods, the official EAS is designed to enable the President of the United States to speak to the United States within 10 minutes".
* Emergency Alert System in the US. Once, the system in Montana was hijacked by a prankster saying that the bodies of the dead were rising from their graves and attacking. The officials naturally weren't amused.
* Emergency Alert System that the dead were rising from their graves. Ultimately, this was blamed on hackers and the stations' still using the default passwords on their EAS equipment.
* Emergency!, and wrestles with this type of guilt until he finds out the jerk lied to him to torment him more.

* Emergency! an LA County firefighter at the time of filming (he retired in 1996), because the fire department wanted the engine on the show to be operated by a certified driver rather than risk an actor damaging it. They thought Marco's name just sounded like a firefighter's.
* Emergency! as a foreign diplomat tries to torture him into revealing where his daughter has gone. As is common in these fics, John has a negative reaction to the high dose and is only saved because Roy and the cavalry arrive to free him.
* Emergency! as the previously promised football game tickets she promised them and they were eagerly anticipating were switched out for opera show ones by her on the assumption that they would prefer them.
* Emergency Authority: A public official is given more power than they normally have in order to deal with an emergency situation, which often ends badly.
* Emergency!", a woman with a history of such claims does this to John Gage. They are seen fighting, but it is realized he was trying to push her away as she nearly raped him in a sense. her previous victims resigned, went to jail or committed suicide, but she gets so obsessed with John that she kidnaps him and he later finds the courage to testify so she'll go to jail.
* Emergency Broadcast: An official government warning of an impending threat, broadcast to the population.
* emergency broadcast. Even if they weren't bitten in the process, chances are still likely they'd be infected anyway.
* Emergency Broadcast - means of providing serious warnings to the public
* Emergency Broadcast Network's "Comply" states: "The CIA is ordering the White House to conduct broadcast TV radiation LSD experiments on Americans."
* emergency broadcasts used to get home defense in a higher state of alert when it was only supposed to be used if a German invasion were actually underway, led to the ringing of church bells all over the country as Britain's armed forces manned their stations to repel the Germans.
* Emergency!, but he still had a lot of screen time. Kevin Tighe directed several episodes, writing another, and Michael Norell wrote 4.
* Emergency!. Captain Hochrader was a character of,the week, and Gage and Desoto become captains in one of the films. Various other captains pop up when other stations are assisting on fires, and they are identified by the white stripe on the helmet.
* Emergency Cargo Dump encounters a very rough storm, and one of the measures the crew takes to try to survive is to dump the cargo overboard.
* Emergency Cargo Dump: Throwing cargo out to avoid crashing, or to outrace the bad guys.
* Emergency! cartoon spinoff ''Emergency+4", despite the live-action show normally not having a firepole.
* Emergency Couple, Chang-min and Jin Hee have to do this to a patient with esophageal cancer after they get stuck in an elevator.
* Emergency! destroys or endangers the Cologne Cathedral, Tower Bridge, the Eiffel Tower, Brandenburg Gate, the Matterhorn, Red Square, the Kremlin, and the Acropolis of Athens.
* Emergency! didn't have one. (The one appearing on-screen was actually Station 127 in Carson.) In 1994, the County fire station at Universal City — site of Universal Studios Hollywood — was changed from 60 to 51 in honor of the show.
* Emergency! emphasis on realism. However, the producer did manage to get a more dramatic style to it with a different version that created a rising tonal sound as it charged up for a shock.
* Emergency! episode "Cook's Tour," Johnny removes a boy's handcuffs using a "stetso-hydraulic activator," aka pliers.
* Emergency! episode had the surgery done in a outdoor area because the guy had a live mortar embedded in him and the ride to the hospital could have made it explode. Another episode narrowly averted it, with Roy managing to save the patient’s leg and extract him from a work site collapse just before Brackett arrived to amputate the leg.
* Emergency! example, had a trained doctor doing one in the emergency room on a guy

whose trachea had collapsed. He had to have one to keep him alive until surgery could fix it.
* Emergency Exit believes the chickens are evil and eventually fights a giant chicken.
* Emergency Exit despite the fact he was unaware of the plan while it was in progress.
* Emergency Exit: In terms of power, Nefarious stands head and shoulders above the apartment kids. His defining features are huge size, a 'crown' of horns, ... and giant purple wings.
* Emergency Exit setting is "an Earth not quite like our own" according to the narrator.
* Emergency Exit the main cast was assigned to collect "artifacts" in order to save someone's world from destruction, but it turns out to be a flat out lie and now nobody seems to know what they are for. It is shown that each artifact has a minor power, but implied that they do something far more spectacular when put together (hence an alternative collective name for them, "The Puzzle").
* Emergency Exit, the main characters have a portal which transports them to random dimensions. Frequently used to start crossovers by having them transport to that comic's dimension.
* Emergency! firefighter who played him. Historically, stokers kept fires burning in places like metal foundries and steamships. Mike, however, put them out.
* emergency food supply. She knows this, and always fears for her life when her rescuer/master gets those "hungry eyes".
* Emergency! from 1972-79. Furthermore, he was trained in the profession for verisimilitude up to the point where he could have taken the professional certification exam if he wanted to. He still speaks at firefighting and EMS conferences promoting safety in the fire service.
* Emergency!, Gage and DeSoto were not yet allowed to set up IVs or do many other normal tasks. Then Dixie ends up one of the casualties, and there's no one else to give her treatment ....
* Emergency! gets teased for being this by Fireman Chet Kelly who doesn't seem to do any better with women.
* emergency government appointed by the Roman Senate when things got out of hand enough that they viewed themselves as in some incapable to deal with it. After Sulla then Ceasar made themselves perpetual dictators, it started the current connotation.
* Emergency! had a couple. John Gage didn't make it in one case, and was injured in the explosion.
* Emergency! had a variation with the fire chief coming. This usually means the station is going to be inspected, and Captain Stanley drove the crew nuts with his paranoia and wanting everything in tip-top shape before the chief got there.
* Emergency! had one who was training to become a paramedic. Unfortunately, he kept trying to fall back on the combat medicine he'd learned in the army, and kept arguing with Gage and DeSoto over how to treat the patients and wanting to start treatment before the doctor could advise what to do. He really learned a hard lesson when the guys treated a man whom the medic kept insisting was an acid tripper, and then the hospital relayed he was actually a diabetic, and the medic's course of action (there's nothing you can do but transport and let it wear off) would have killed him.
* Emergency! had the distinctive Quick Call system where each station has its own series of tones to indicate it is being called up and a klaxon that sounds to confirm the Station 51 is being deployed. The dispatcher would then, along with destination info, specify "Squad" for the medics or "Engine" for the fire engine, or "Station" for both. Once, a very tired John Gage mixed them up when awakened and climbed on the engine rear by mistake, with DeSoto yelling behind him "IT'S NOT FOR US!"
* Emergency! had two bank robbers call in the paramedics when one of their hostages had a heart attack. Probably to prevent these charges from being filed.
* Emergency! has a more believable variant with the paramedics responding to a call

about a woman who fell into a forgotten well barely covered by soil. When the paramedics take a careful look, they see the woman waist deep in really thick mud at the bottom and sinking into it. Fortunately, the crew of Station 51 is able to quickly set up some ladders and ropes to pull her out.
* Emergency! has an episode where the paramedic truck breaks down and the Paramedics decide to fix it themselves, much to the annoyance of the regular mechanic who doesn't appreciate them doing his job. Sure enough, the truck keeps breaking down which forces them to abort dispatches. The mechanic eventually solves the problem and the Station Captain bluntly tells the paramedics to leave future mechanical problems to him.
* Emergency! has Mike Stoker kidnapped by a guy who was injured in a fire and blames the department for not rescuing him in time. By the time Mike is finally rescued, he's been beaten, burnt and cut up pretty badly.
* Emergency! has this happen occasionally in some episode... sometimes following an explosion.
* Emergency!. He isn't happy with his ancestor because although the book was written as fiction, Mike feels it made people too aware of vampires. He ends up having to stop a female vampire from turning Johnny, and does so by blasting her with water from the Ward LaFrance's tank, which he had blessed earlier in the day, turning it into a high powered blast of holy water.
* Emergency!. He keeps rigging things like water bombs in cabinets and saying it’s “The Phantom” doing it. To his credit, though, he does warn Johnny off a rigged cabinet after a child dies during a rescue when he sees how down Johnny is.
* Emergency!. He's held captive for 18 months and appears to have been strung up in handcuffs and "punished" this way quite often. By the time he snaps, kills the scumbag, and is found wandering, his back is covered in scars. One of his flashbacks describes a cat o'nine tails-type whip. And as if that weren't horrific enough, he mentions to Roy that sometimes his captor would rape him as well while he hung there.
* Emergency! He's so reviled he nearly throws up upon finding it (though smelling a dead body a few rooms down doesn't help).
* Emergency Impersonation: A character who recently died or has been incapacitated is needed for something, so some other character has to impersonate and fill in for them.
* Emergency Impersonation, when the latter refused to fight. Unlike in later impersonation stories, Achilles is the protagonist while Patroclus is a side character.
* Emergency!, in one of the last episodes, two different conversations cut on two words:
* Emergency! In "The Promotion", Roy and Dixie discuss 'Rule Number One': Don't get emotionally involved with the patients. The ep showed how hard it can be to keep to this rule, given what first responders see in their work.
* Emergency! involved a car driving through the front wall of a restaurant.
* Emergency!, John calls Roy 'Pally' (a form of 'Pal'), and Roy calls Johnny 'Junior' on occasion.
* Emergency!, Johnny and Roy got called to a woman's house. She put on a new girdle that was so tight she could barely breathe and spoke in little more than a whisper. John cut the girdle off her and it smacked him in the face.
* Emergency!, just do what paramedics would really do in that situation.
* Emergency medical responders have the basic rule "Life over limb." While this doesn't usually involve amputation, it does mean that given the choice between risk of death by not moving them because they have an unsecured spinal injury as opposed to moving them out of the immediate life-threatening situation and risking spinal damage, well, they might end up in a wheelchair but they'll be alive to do so.
* Emergency! Movie "The Most Deadly Passage" aka "Seattle Medic One", but without any luck that time.
* Emergency Multifaith Prayer: When their life is in danger, someone starts pleading with multiple deities of different religions to save them.

* Emergency! nature of the show. Most of the struggles were against accidents, injuries and natural forces. Only a few eps had true antagonists.
* emergency), or in the case of transplant surgeons, the organ has to be transplanted while still viable.
* Emergency Presidential Address: An emergency has become so dire that the leader of the nation makes a televised address to the citizens.
* Emergency!, provoking a fight. Captain Stanley threatens suspension but makes it clear he won't tolerate any more of it. That guy becomes nicer later, but then one of Roy's neighbors says in front of Roy's son that John stayed because he liked it and called him a gay slur. Roy has to explain the word, but even the boy is smart enough to realize the guy's a jerk and John doesn't deserve it.
* Emergency!, Randy Mantooth and Kevin Tighe, went through the paramedic training of the Los Angeles County Fire Department at the time in order to accurately portray their roles. Had they not skipped the final exam, they would've been fully-certified paramedics.
* Emergency Refuelling: A character is forced to stop their vehicle in order to refuel the gas tank.
* Emergency! responded to a small fire in a house's toilet, and got a horrible surprise when their hoses actually fed the flames! While using dry foam and tarps to combat the fires, the Fire Chief and the paramedics traced the hydrant lines back to a street worksite, where natural gas monkeys were using municipal water lines to flush a gas line.
* Emergency Room by Caroline B. Cooney, the police bring an extremely drunk homeless woman into the Emergency Room and the nurse greets her with, "Hi, Norma." Then she turns to Diana (a new hospital volunteer) and explains that the police bring Norma in about once a week and that Diana will soon be able to recognize the regulars too.
* Emergency!: Roy Desoto is one, but never had any problems from it. And there was an episode with a vet who seemed to be having a PTSD episode, thinking he was back in the war. But the doctors aren't immediately sure it's psychiatric, and the tests and exams show he actually had a brain tumor causing it. He was doing better after surgery.
* emergency scenario wherein your car is in the path of an oncoming train
* Emergency! series are notable because anything that poses a contamination risk—including chemical, biological, and radiological contaminants—can be visible as a green cloud.
* Emergency! series, Chet Kelly changes his mind after falling for Sandi, a pretty nurse trainee.
* Emergency! series, contaminants are of the (effectively identical) chemical, biological, and radiological sorts. Contaminated people—alive, injured, or dead, and sometimes including your own emergency personnel—must be decontaminated in a special fire apparatus.
* Emergency! series: Doctors have these, and use them on patients on the brink of death. There is a very narrow window in which they can be used successfully, however; if a doctor is not on-site, the patient will probably die.
* Emergency! series of PC games, as you are the one who has to clean up the mess.
* Emergency service operators are trained to advise callers over the phone, keeping them calm if possible, and directing them to avoid hazards, apply first aid, etc.
* Emergency Skin" follows a man who goes to Earth to get skin cells for de-aging and skin replacement procedures, and is surprised by "Tellus'" diversity and acceptance.
* Emergency Stash: How our hero manages to get money, IDs, and weapons while on the run.
* Emergency! supporting stars. Making things interesting, series creator/producer Jack Webb was London's ex-husband. Also, Randolph Mantooth's brother appeared as a guest actor and a firefighter in the background a few times.
* Emergency! talking about her philandering husband and inferiority complex towards her mother, while the psychologist accuses her of being hostile towards various

people. Throughout the episode, the psychologist moves his chair closer and closer to her couch, and her position on it becomes more alluring. The last segment ends with the two of them about to start an affair. Johnny becomes hooked on the show despite thinking it's garbage, and after Roy and Lopez get injured, they become fans of the show.
* Emergency Temporal Shift: A character evades danger via time travel.
* Emergency!" that his girlfriend had his child while he was being held captive and gave her to Roy and Joanne. They begin raising her as theirs, and when John is found alive and brought home, Roy has such a hard time figuring out how to tell John that he figures it out himself when he sees his mementos and pictures in the baby's room.
* Emergency!. The crew arrives before his captors can burn him but has to remove his clothes and douse his skin to wash off the stuff so he won’t have irritation from it while he’s taken to the hospital.
* Emergency!: The producers had to abide by a "no blood" rule to get the series greenlighted, so even injuries where you'd expect some level of blood had very little to none.
* Emergency!", there's a variation on this, not a challenge of the suitor per se, but of the engagement itself. Dr.Brackett, Johnny, and Chet are cat shifters, and after Chet is infected, he is told he must take a mate because of the People's dangerously intense sex drive. Chet had already been flirting with Brackett's sister and they pledge themselves. But, Brackett doesn't like the idea of Chet, a 'brought in', marrying her because they are members of an old, well-respected family. Brackett demands the Right of Combat and ends up battling her champion, Johnny, to first pin. Johnny wins and Kel must accept the pairing.
* Emergency!: The show is popularly thought to have been the best advertisement about the merits of the paramedic program ever, and lots of cities and counties started setting up their own in the 1970s. While the series' influence on public policy might never be confirmed, the series definitely inspired many people to become paramedics and/or firefighters.
* Emergency!. To the point where he has a major panic attack in the locker room when Roy, who's a bit angry at him about something, quickly pulls his belt off as he's changing. Roy has to reassure John he isn't going to hit him with it.
* Emergency Transformation: When saving the world, time is of essence.
* Emergency Ward Ten Dr. Mahler was, for the time, an extremely strong central role for a black actress. But British audience reactions to her having a relationship with a white co-star were hostile and she was written out of the show.
* Emergency Weapon, and rogues might want to grab a club to break that skeleton's bones. Even if a character lacks proficiency, having any backup weapon is better than relying upon their fists alone, unless they are a monk, have an inborn unarmed attack, picked up the Tavern Brawler feat, or took on the Unarmed Fighting Style.
* Emergency Weapon start showing up with assault rifles and better body armour.
* Emergency Weapon: The weapon you can resort to when you used up all of your precious ammo (usually a knife).
* Emergency! where units other than Engine/Squad 51 appear, the other firefighters are actually firefighters. Similarly, Engine 51's driver Mike Stoker was played by Los Angeles County firefighter Mike Stoker, the captain in the first season was an LACoFD captain, and the uncredited dispatcher was really a county dispatcher.
* Emergency! with LACFD Station 51 being a one storey building, but occasionally the paramedics pull duty in older multi-floor stations which have firepoles.
* Emergency!, you may have noticed that although the uniforms may be similar or identical, you'll be hard pressed to find two hats the same. In that time period, nurses wore the hats they wore for their respective schools.
* Emergent Human: A character is new to sentience, sapience, or being human, and has to adapt to it.
* Emerging for the real life National Institute for Infectious Diseases located in Kanto, Japan.
* Emerging from the Shadows: Someone's face or body is completely masked in shadow until they dramatically reveal themselves.

* Emerging manga, it is clear to the reader that he is almost exactly twice her height.
* Emeric, an ageing Templar and one of the few in Kirkwall still concerned about actually protecting people. Hawke meets him while he's investigating a spate of 'disappearances' he believes are linked.
* Emerican Johnson (a.k.a. NonCompete), who makes videos discussing anarchism, voice acted in
* Emerich Juettner got away with counterfeiting for a decade (from 1937 to 1947) despite the poor quality of his fakes (printed on ordinary paper, with badly reproduced graphics and Washington's name misspelled) because he printed only modest amounts of fake money, because he never used the fakes at the same place twice (out of an odd personal sense of honor), and because people rarely pay much attention to one-dollar bills. (Even when people did notice, they often preferred to keep the bogus bill as a souvenir rather than report it.) His odd pattern of passing bills (much different from the M.O. of most counterfeiters) baffled the U.S. Secret Service for years. He finally got caught when there was a fire in his apartment and his equipment got tossed into the street by the firemen; he was sentenced to a year and a day of jail (of which he served four months) and, ironically, was fined $1.
* Emer Prevost's version of this when movies are inconsistent is "Fuck you, that's why".
* Emerson, Chuck and Ned disguise themselves as "Vatican investigators" to look into the murder of a nun in the
* Emerson, Lake & Palmer. Even a good chunk of their fanbase seems to agree that the quality of their work after their peak period took a nosedive.
* Emerson, Lake & Palmer. It was reputedly a reference to a blow job.
* Emerson, Lake & Palmer remixed the album he couldn't recreate the effect digitally, so it can only be heard on the original mix.)
* Emerson, Lake & Palmer sampled the song in his single "Power", stating that it made the song sound fresh to modern audiences. In the last few years of his life, he always opened his solo shows with a version of "Schizoid Man" that incorporated almost two minutes of West's song.
* Emerson Lake & Palmer's "Karn Evil 9" ends with the AI surviving the war meant to destroy it, and declaring, "I'm perfect, are you?"
* Emerson, Lake & Palmer's "Karn Evil 9: First Impression Parts 1 and 2" depicts modern life as a funhouse museum of the strange and grotesque.
* Emerson, Lake & Palmer's "Lucky Man". ELP's first album did not have enough material to meet contract obligations, and thus Greg Lake decided to record a song he had written when he was twelve. It is very atypical of the band in that it focused mainly on acoustic guitar and singing instead of keyboards and instrumentals. A song meant to be a filler turned out to be a successful hit, reaching number 48 in the Billboard Hot 100. As a result, Lake would write and play acoustic guitar ballads on later albums, such as "From The Beginning", "Still... You Turn Me On" and "C'est La Vie", some of which were Black Sheep Hits in their own right.
* Emerson, Lake & Palmer to entirely new audiences who otherwise would probably never have heard them. Each of their albums contains at least one example of this trope. Keith Emerson's previous band, The Nice, also did this a lot.
* Emerson, Lake and Palmer, making the band itself an example of this trope.
* Emery Schaub, a.k.a. Butterball, could be counted as one. Much like Frog-Man, he's fat, clumsy, untrained (not for lack of trying; Taskmaster does try, but declares him hopeless), and has no idea what he's doing (
* Emet-Selch/Hades, your Warrior still returns to the light, needing to embrace both it and darkness to win. I am shadow, I am the light, indeed.
* EMF invasion struck the public consciousness and killed all other forms of alternative rock in the mainstream for a couple years, undermining further success. They are more commonly regarded as a one-hit wonder than a two-hit wonder.
* E. M. Forster could not be published until after his death due to its gay subject matter.

* E. M. Forster" features an underground city. There the inhabitants have forgotten what the surface world is like to the point of believing it is a lifeless, barren world. Believing their artificial environment is the only solace from a dead world, the protagonist of the story ends up finding otherwise with disastrous results.
* E. M. Forster wrote a science fiction short story called "The Machine Stops" (1909) about a future civilization that has grown dependent upon automation. (When the titular machine deteriorates and dies, so does the civilization.)
* EMI America Records there prompted them to finally issue those albums stateside.
* Emi and Takeshi who've known each other ever since they started competing in piano competitions as children.
* Emigrate compares a toxic relationship to an addiction, expressing a desire to “drain you from my veins.”
* Emil and the Detectives is arrested for stealing a few bills off a kid, a further search reveals him to carry the cash from a recent bank robbery.
* Emil asks about the possibility of having a bath, well within hearing range of anyone inside the building.
* Emil Blonsky sports these after he transforms into the Abomination in
* Emile-A239 is another Spartan-III example whose life is defined by the pleasure he takes killing Covenant. His superiors specifically mention that it's best for everyone that he be fielded solely against Covenant targets; his brutality is ill-suited against human Insurrectionists who could very well garner sympathy from the public if his methods were showcased.
* Emile Danko of Volume 4. Especially in the online comics and mini-series, where he's shown pushing his men to the brink and also sending them into potentially hazardous situations blind with poor intel. Plus it's implied that he's fed two of his men to Sylar so Sylar could assume their identities, as well as setting things up so that one of the personnel would end up killed by Tracey Strauss in an escape orchestrated by him to prevent an implied shutdown of the division by the government.
* Emile Zola novels explain he saw his work as a "social experiment" with him only writing down what the characters would do in that situation.
* Emil fits this pretty well. He's generally pretty detached and awkward, but he does care about his team and sometimes shows it. (Such as the end of "Kent" when he gently tells Tess that maybe she is a better person than she thinks she is.)
* Emil has trouble hitting a middle ground between overthinking things and letting the self-centered
* Emilia and Karuna both replace their Clanche Customs with customized Impulse Gundams, the Impulse Arc and Impulse Lancier.
* Emilia Clarke have an uncanny similarity. It's partially the wigs though. The white hair masks the differences in complexion between them that would normally be more apparent. The difference in height between them is also more dramatic in real life than it appears on camera. Still, even without the wigs they could pass for siblings.
* Emilia Clarke than Kyle, yet the camera position doesn't change so she's glaring from the bottom of the screen.
* Emilia Clarke that she put this voice on to avoid being recognised in public once - pretending to be "Callie from the valley".
* Emilia Clarke - where she had previously just worn wigs to play Daenerys.
* Emilia Clarke wore a wig for the first seven seasons to play Daenerys, she dyed her hair platinum blonde for the final season.
* Emilia Galotti by Gotthold Ephraim Lessing, the main character demands her father kill her in the end, and he stabs her. While she lies dying, she argues her father is not to blame because she wanted to be killed, so that he will not be regarded as a murderer afterwards, but he replies by taking the blame on himself and denying that her death was suicide, because if it was suicide, she could not get a proper Christian burial. Technically it might not be deemed suicide, though it's probably suicide by proxy. She is wrong that this wouldn't be considered murder, at least legally, as well.
* Emiliana Torrini's biggest hit "Jungle Drum" is a textbook example of this.

Being very upbeat and rather poppy it was a big hit in Europe. And also completely different from her usual rather quiet, dark and bittersweet songs. Torrini herself was rather surprised at the success of the song since it
* Emilie Autumn, about a faerie falling in love with a human and the resulting mess.
* Emilie Autumn album (Bad situations in the past). Just her crumpets and her plague rats/muffins now....also falls into "Love is A distraction" excuse. She makes all her music on her own and sets up her own tours. Does not have the time, does not want the time.
* Emilie Autumn, American singer-songwriter and violinist, is asexual.
* Emilie Autumn chic is heavily based on her belief that psychiatric institutions have not progressed that much with patient care: specifically, she alleges that abuse is rampant but never gets brought up because "[she's] the crazy girl and he's the doctor with a million dollar education."
* Emilie Autumn has some sort of creepy porcelain doll/french aristocrat look going on.
* Emilie Autumn. Hell, their catch phrase is "Fight like a girl!" As a phrase of empowerment, that is.
* Emilie Autumn inmate, uses an English accent in much of her music and poetry readings. She does a good job with it, although there are times when it's clear that a rhyme was written with an American accent in mind.
* Emilie Autumn insists her legal name is "Emilie Autumn Liddel", despite fans buying merchandise and receiving them from "Emily Fritzges". On her website, the words "Emily" and "Fritzges" are filtered out and discussion of this name is grounds for a banning.
* Emilie Autumn is known for having pinkish-red hair, although the exact shade tends to change with each dye; her hair is naturally blonde.
* Emilie Autumn is part Emilie's autobiography, part the fictional story of Emily with an y, told through letters.
* Emilie Autumn, like the Jane Brooks Project or Ravensong, are probably never going to see the light of day.
* Emilie Autumn: Muffins or Plague Rats. The Asylum Army gets used occasionally, as well.
* Emilie Autumn says that the song "Liar" could also be called "What The Fucking Dog Did." See the quotes page for her explanation of this trope.
* Emilie Autumn's Bloody Crumpets likes to see herself as this. Then again, seeing as how the Crumpets are supposed to be a group of asylum inmates, "sane" is relative.
* Emilie Autumn's "Ghost" is about a woman who is in a courtly romance with a ghost, and ponders the full effects and consequences of their relationship.
* Emilie Autumn's "How Strange" says, "I'm not living in an ordinary world."
* Emilie Autumn's "I Know Where You Sleep" evoke this. In the context set up by previous songs on the album, it conjures up a chorus of dead little girls taunting the man who killed them.
* Emilie Autumn's "Marry Me": The girl/singer, sold by her father, is stuck in a horrifically unhappy marriage to an old man she doesn't love and whom she finds repulsive (he has rotten teeth and bad breath). She tries to fight in a passive-aggressive way against her lot in life: she spends money on dresses and accessories and hair, she drinks wine, she parties and has affairs. She feels victorious that she'll never bear her husband's children — they'll be her lover's instead. She is still a deeply unhappy woman because she is not free. It's implied her husband is king because she thinks she'll be beheaded for her infidelity.
* Emilie Autumn's "Miss Lucy Had Some Leeches" is a morbid parody of the children's rhyme "Miss Susie Had a Steamboat" about an asylum in the 1840s, complete with clapping.
* Emilie Autumn's real name is not nor has it ever been Emily Fritzges, despite fans receiving packages from her with that exact name on them.
* Emilie Autumn's story included in the re-release of her first album, Enchant, is about one of the fair folk falling in love with a human. And the resulting mess.

Autumn labeled it as "fantasy rock", which dealt with "dreams and stories and ghosts and faeries who'll bite your head off if you dare to touch them".
* Emilie Autumn", the title track of her most popular album. The song ends right before she can finish the chorus, probably to symbolize the unpredictable nature of the narrator (the eponymous Opheliac):
* Emilie de Ravin initially just wore a wig to play Belle in Season 1. When she was bumped up to series regular in Season 2, she dyed her hair brown. Notably, in the season premiere, which picks up directly from the finale, her hair is a couple of shades darker. When she became pregnant in Season 5, she reverted to her natural blonde and just wore wigs again.
* Emilie de Ravin's pregnancy becomes a plot point in Season 5 when Belle and Rumple fear for the safety of their child. Belle gets put under a Sleeping Curse to allow them to make the passage of time vague so she could start appearing with the bump.
* Emilie Simon's "Ice Girl" uses a music box-like sound to both invoke the sound of ice and a creepy fairytale sound.
* Emil I Lonneberga, Emil has to take his best friend, who has gotten blood poisoning, to the doctor through a blizzard.
* Emilio Estevez and his daughter also have a brief appearance in an episode of
* Emilio Estevez. When asked about this, he said "I've never been a guy that went out there to get publicity on myself. I never saw the value in it."
* Emilio Salgari wrote the nineteenth century version into one of his
* Emil Karpo (a Russian cop) in Stuart A. Kaminsky's Russian mysteries did that once—as well as the usual thread, he put a single hair of his across a doorway or something, which let him know the KGB had searched his room.
* Emil Krebs (1867–1930), German diplomat, is considered the greatest polyglot of all time. He was fluent in more than 60 languages not counting the regional dialects and dead languages and used 33 of them on a daily basis. He was so proficient in most of them that native speakers were often asking for help in linguistic matters, which is no small feat, given he spent a large part of his adult life in China. According to his contemporaries, he needed roughly 2-3 months to achieve relative fluency in a new language.
* Emil of Lonneberga frequently gets sent to the tool shed as punishment for pranks. His little sister Ida eventually gets jealous, and decides that she wants to go to the tool shed, too. However, most of her attempted pranks backfire into nice actions, and when she eventually manages to commit one, it (of course) gets blamed on her older brother.
* Emi looks like a younger and shorter version of her mother, Meiko. Hisao ends up lampshading it in Emi's route.
* Emil Sitka was a valued member of Columbia's short subject department stock players (who supported
* Emil Strago is definitely not an Australian, but his actor, Jonny Pasvolsky, is.
* Emily and Aiden, too, at the beginning of season two. It happens after Emily finds out that
* Emily and Nolan have one in the season two finale after Emily finds
* Emily, another bump in the Ross/Rachel road. They have a season-long courtship. Everyone, except the jealous Rachel, really likes her and they plan their wedding in England. After being humiliated when Ross says Rachel's name during their wedding vows and making the somewhat reasonable demand to not see Rachel anymore if he wants the marriage to work, suddenly everyone acts as if they never liked her and she was being unfair.
* Emily Axford and Brian K. Murphy developed an office romance and eventually married.
* Emily Bauer is mostly known for being the voice of Dawn and not much else.
* Emily become closer after singing a duet version of Pink's "So What".
* Emily begins to date and then agree to marry the son her own age of the family who killed her father in order to get close to them and enact her revenge.
* Emily Blunt had the idea that Emily would frequently be seen running around in the background of certain scenes, giving the impression that she was always on the

go.
* Emily Blunt. He (as the director) had approached another actress to play her but she liked the script so much that she asked him to cast her instead.
* Emily Blunt, so there were many scenes where her lower section is hidden. Amazingly, Blunt's face doesn't look as full as most pregnant women's faces are, so it was hard to tell if she was at all.
* Emily Blunt was actually submitted in the supporting categories during awards season because the film had more of an ensemble than any clear lead.
* Emily borrows Thomas' "Cinders and ashes!" in "Tickled Pink" when she sees James' pink undercoat.
* Emily Brent, a strictly Christian woman, kicked her young maid Beatrice out of the house when she discovered that the girl had become pregnant; the desperate Beatrice drowned herself.
* Emily Brent was once again replaced by an actress named Ilona Morgan.
* Emily Brent was replaced with an entirely new character, an actress named Ilona Bergen.
* Emily Browning. The pigtails help convey her innocence. In the brothel world at least, she is a virgin.
* Emily Browning. The process ended up frying her hair and she had to cut it short the moment filming wrapped.
* Emily Browning - though mostly justifiable in that she's clearly scared or baffled through the major part of the film.
* Emily can show some remorse for treating Matt badly in their relationship after Matt calls her out on her behavior and can then potentially
* Emily can't stop herself from pulling the thread in her S4 episode of
* Emily Carroll, gay comics artist and writer best known for her horror comics.
* Emily Carroll, has a particular fondness for this trope. Some specific example include:
* Emily Climbs, but she has reason to suspect her best friend of the deed.
* Emily Crachit (Miss Piggy) does this to Scrooge (Michael Caine) when he's talking to Bob (Kermit the Frog) in
* Emily Dickinson, but she still had an active social life and close friends. It was even said she sent down baskets of treats for young children with a rope.
* Emily Dickinson poem goes over SB's head, Gary recites one more his speed:
* Emily Dickinson wasn't even published before her death. If she had been well enough to destroy her own work before she died (instead of trusting a friend to do so) we never would have seen a word of it.
* Emily doesn't even know what that funny third pedal on Ash's car is in an early
* Emily Eyefinger is a series of children's books about a girl who is born with an eye on the end of her finger.
* Emily H The Viking Princess features a sword that can cut another sword.
* Emily H The Viking Princess: Implied in regards to the titular character's genetic magical powers, which is referred to as "ethnobotany".
* Emily H The Viking Princess is up for discussion. He is allowed to go unscathed on the dangerous treasure island for being a "good sole" and eventually joins the heroes, but he commits some morally questionable actions which include molesting an unconscious Emily in his very first scene.
* Emily H The Viking Princess Viking-era Scandinavia adventure to rescue her missing father.
* Emily in Paris. Emily, who is a young American woman, goes to Paris and finds her attitude/views clash with that of French people's on many things. For instance, she finds an ad which consists solely of a nude woman walking over a bridge problematic at best-the French simply don't get what the issue is. She's pretty surprised by how casual Antoine and Silvie are about having an affair, of which his wife also knows (Silvie's even her close friend). When her colleagues are told about her firm's "corporate commandments", which include avoiding workplace romances, Luc heatedly accuses her of seeking to "kill their French soul". In addition, they also find a lot of her ideas for marketing overly crass and unconventional for their tastes. Nonetheless, some like Camille and Gabriel are still charmed by her.

* Emily in Paris is bubbly, kind, and beautiful with pale blonde hair.
* Emily in Paris: While having lunch with Mindy, Emily accidentally orders a condom with her croissant thanks to her awful French.
* Emily is a dead-bride that plays the piano in Bone-jangle's tavern.
* Emily is another. When another character asks her to not tell anyone about a gift Emily had made for her, Emily says "I'm really good at keeping secrets.For instance, the government said I couldn't make any more because the algorithms I used were too similar to the ones they use when they make ..." At which point she slaps her hand across her own mouth.
* Emily is a schoolgirl but her age is not revealed in the books, though the cartoon has her turning seven in one episode (while
* Emily Janes. The most information the public can get is through her official website, but there's not a whole not of information on there either.
* Emily Kaldwin. Depending on how violent Corvo himself is throughout the game, they get even more disturbing.
* Emily, Lauren's friend, is being abused by her boyfriend Daniel. This sparks the plot, as Lauren tries to stand up for her. Emily still doesn't leave him though, and blames herself for making him mad.
* Emily Litella will always do an editorial complaining about something she misheard, and Chevy Chase or Jane Curtain will end up correcting her, with the usual response: "That's very different. Nevermind." In one sketch, in an attempt to do something a little different, the scene ends with Curtain complaining about how Emily always gets things wrong, to which Emily remarks "bitch".
* Emily managed to keep hidden from her mother for years the fact she had dropped out of college. She even went so far as to claim a storm kept her mom from attending graduation and sent a photo of herself in a rented cap and gown.
* Emily mentions her imaginary plans for her daughter Lorelai's wedding — imaginary because she knows Lorelai won't ever let her plan her wedding. It was going to be a Russian royal winter theme, with snow-white roses, trees decorated with white lights and candles, with snow everywhere. Lorelai would arrive in a silver sleigh pulled by white horses. Given how much Lorelai loves winter and first snow, Emily absolutely
* Emily Monroe Is Not The Chosen One. She is therefore constantly attacked by supervillains who want to test themselves against the most powerful hero in the city. Since Emily's own power is less than a joke (she can change her hair and eye color, and that's it), she is forced to use the environment to fight back and neutralize dangerous superhumans.
* Emily of New Moon, by Lucy Maud Montgomery, the titular Emily is punished this way on occasion by her Aunt Elizabeth.
* Emily of New Moon has yellow hair and yellow (actually technically very, very light brown — "almost amber") eyes.
* Emily of New Moon, Terry's mother loves her son to the point of hating anything that she feels he might love more, even going so far as to poison his dog.
* Emily of New Moon, there is a Murray cousin who died young. This trope is invoked, almost by name, and the young boy is described as being more handsome and more virtuous than anyone. Ever. So naturally, he had to die.
* Emily Rodda, Mary-Anne Dickinson (Jennifer Rowe) — Later reprints of her books that had been published under the Dickinson name used the Rodda name instead.
* Emily Saves the World", after the giant globe Emily tries to deliver to the Sodor Animal Park falls off her flatbed and starts rolling around Sodor, it chases Thomas, Annie, and Clarabel. They manage to escape it by switching lines.
* Emily Sevensheep of the quickest possible instance of the trope: from crash to proposal in less than 5 seconds!
* Emily singles out a player who doesn't wear a cup. In reality, rugby laws are very strict on protective clothing - wearing cups are not permitted. The same goes for Ross's knee pads.
* Emily's New Coaches", Emily saves Oliver from a similar fate when he stalls on a diamond crossing.
* Emily's Reasons Why Not's post-football-season Monday night lineup in 2006, and

failed miserably, getting cancelled after its only airing in January despite heavy promotion during the fall of 2005. It was said ABC bought the series without seeing a script. It was cancelled so quickly that magazines that came out the next week were stuck running feature stories promoting a show that was no longer on the air because their press deadlines came before the airing of the one episode.
* Emily's Runaway Imagination. This leads to "Plince" becoming Prince's nickname.
* Emily's the most athletic of the four, swimming being her main sport, and while she may not be as smart as Spencer, it's mentioned that she gets good grades.
* Emily, the Beating Heart Bride, is described as a "living shadow", though in truth, she is made of inky darkness but always three-dimensional.
* Emily the Strange is a 13 year old goth girl who can build bizarre contraptions, such as a "time-out machine" or a computer thing called the "Oddisee".
* Emily the Strange: Stranger and Stranger, Emily does this with the Black Jackal spider. Even so, the bite still partially paralyzes her.
* Emily the Strange: Stranger and Stranger: Emily was very capable. She even explains it to another character.
* Emily the Strange: Stranger and Stranger. To determine which Emily is the right one, a game of Emily Jeopardy was created to determine who was the real Emily. The two Emilys came up with questions for the other.
* Emily The Strange The Lost Days, after Raven successfully completes a physical feat, thus winning a complex card game, Raven calls upon birds to poop on Attikol, Umlaut, and many others of the traveling show employees.
* Emily The Strange The Lost Days Emily/Earwig loves her nightmares. It gives her an adrenaline high.
* Emily The Strange The Lost Days: Lists in the main character's journals always go to 13—except when Molly writes one list.
* Emily the Strange when she outsmarts Venus Fang Fang's backyard alarm system.
* Emily Thorne (formerly Amanda Clarke) is this to her father, David Clarke, on
* Emily to Emily in season 4 also suggests that she's had a lot of beards, when she says she "screwed guys to make [her feelings for Emily] go away."
* "Emily" trilogy than Anne of Green Gables. Its description makes writing feel on par with a religious experience. It gets Emily into trouble when she refuses to change traits that give her characters superficial resemblances to her real life family and neighbours.
* Emily VanCamp for that as the digital files of the two are shown briefly.
* Emily Wants To Play disappears into a puff of smoke after you stare at her long enough. Likewise, Emily and the dolls vanish in the same way after you have successfully found and tagged them when playing Hide-and-seek with them at 12 AM.
* Emily Wants To Play has Chester, one of Emily's "friends", a dummy that appears in random rooms in the house. If you spot him, you have to leave the room as soon as possible or he'll kill you.
* Emily Wants To Play, the first thing you have to do is to run to the next room before he catches you.
* Emily was almost played by Ciara Hanna, they even had the contract ready, but she backed out before signing. She would return to play Gia in
* Emily was the reverse - an American in the book but played by the British
* Eminem actually has several of these, most of which were directed at his ex-wife, Kim.
* Eminem also reiterated the UL about Lauryn Hill that she once said she'd rather have her children starve than for white people to buy her album (and/or she can't stand white people). This comes up twice on The Slim Shady LP.
* Eminem alter ego Slim Shady "could be working at Burger King, spitting on your onion rings."
* Eminem") and the misinterpretation of the song's lyrics about drowning and not lending a hand.
* Eminem appeared while wearing denim salopettes and a hockey mask, and wielding a chainsaw.
* Eminem as he was growing up was because he was the only white kid in an all-black neighborhood.

* Eminem, as well, as the culture expects one to fight back when shot at.
* Eminem. As you would expect from Slim Shady, it has some pretty dark lyrics about drug use, satanism, cannibalism and the like.
* Eminem does this in the song "My Darling", where his separate identity (Slim Shady) is heard in a deep, demonic voice.
* Eminem during "White America", with him noting (and maybe mocking) his influence on society.
* Eminem frequently does a falsetto for female characters in his songs.
* Eminem generally raps as his alter ego Slim Shady, although he frequently blurs the line between the two personalities. In effect, there are three people in his music: Marshall Mathers, the quiet, slightly disturbed kid; Eminem, the self-assured, cocky rapper; and Slim Shady, the brutal, murderous gangster. Which one's in charge usually depends on his voice (the angrier he sounds, the further down the list he goes).
* Eminem has named his daughter as a particular hair trigger - during their feud, Benzino threatened Hailie's life in a song.
* Eminem has never been very comfortable with the spotlight and nowadays prefers to stay home in Detroit unless he feels the need to appear in public. When his song "Lose Yourself" was nominated and won an Academy Award, he was at home dead asleep.
* Eminem has several songs about this trope. Most infamously, his controversial murder ballad "Kim", but also "Crazy In Love", "Love You More" and "Love the Way You Lie"
* Eminem has the lyric "You wanna take advice from somebody who slapped Dee Barnes?" Em was worried that Dre would take offence to this. Dre laughed upon hearing it.
* Eminem have the word "fuck" in them are "Just Lose It" and "We Made You".
* Eminem, his mother who didn't care enough for him, people who bullied him for being white in a black neighborhood.
* Eminem in daily parlance, even being included in the Merriam-Webster dictionary. Some people claim the title for themselves with a less toxic connotation.
* Eminem is and what he looks like, as well as being able to name one of his hit songs, few people who aren't into rap music have actually taken the time to listen to a full album from him. Whenever you encounter people discussing his lyrics or rapping ability in-depth, it's almost always amongst people in the hip-hop fandom; if someone knows him for any reason other than his music, it's likely for being everywhere in the late 1990s and early 2000s due to the controversy his lyrical content stirred up.
* Eminem is seen taking one such bath in the video for his single "3 A.M."
* Eminem is widely considered one of the best rap - if not overall - albums ever.
* Eminem. It's only at the last minute that he realises he has no way to send the tape.
* Eminem. It's since given rise to the term "stan" to mean an overly-committed and toxic fan. Over time, the term "stan" as a means of pointing out obsessive and over-the-top fan behavior has become diluted due to "stan" being used as synonymous with fandom culture regardless of toxicity.
* Eminem loves this, as one would expect, and puts it to especially great use in "Berzerk":
* Eminem — responded to this claim by saying "I don't remember sending anybody."
* Eminem" mother Kim to the beach and dumping the body into the ocean.
* Eminem: "My English teacher wanted to have sex in junior high / the only problem was, my English teacher was a guy / I smacked him in his face with an eraser / chased him with a stapler / and stapled his nuts to a stack of papers".
* Eminem. One part of the song "Cleaning Out My Closet" is dedicated to blasting her for this.
* Eminem presented himself as having a split personality between Marshall Mathers, the serious, insightful rapper, and Slim Shady, the thuggish rapper with a dark sense of humor. He has occasionally revisited this concept later on, notably in the video for "Monster".

* Eminem rapper Proof, after he was shot. Their efforts were in vain; one of the last scenes of video shows Eminem attending Proof's funeral. On April 11, 2006, Proof was shot and killed in real life due to a barroom dispute.
* Eminem. Santa's doctor tells him he's risking heart failure. He doesn't give up milk and cookies but chooses low-fat versions and goes to a gym, advising everyone to do so for their health and to be more attractive.
* Eminem's "Cleaning Out My Closet" where he refers to his altercation with a guy who was having an affair with his wife:
* Eminem's Fox Theatre and saying "This is the Motor City. And this is what we do." Of course, it must be noted that the spot was more about Detroit's (both the city and the US auto industry) comeback from economic catastrophe than it was about the car itself... which may well have appealed to Eminem.
* Eminem's hit "Love the Way You Lie". The relationship is "mutually destructive".
* Eminem's "Just Lose It", he tells a male chorus to grab their left nuts to make their right ones jealous. This is their response.
* Eminem's lines are usually stocked with these, and one of his most famous ones is how he managed to make a 4-bar rhyme scheme out of "orange juice" in "Brain Damage".
* Eminem song "Just Lose It" includes the lines: "And it's cool if you let one go/ Nobody's gonna know, who'd hear it?/ Give a little "poot poot", it's OK! [Music Stops - Fart Sound plays]/ Oops my CD just skipped/ And everyone just heard you let one rip"
* Eminem song "The Real Slim Shady" serves as the current page quote, he himself comes from a long line of white rappers with that particular look (tank top, shorts, backward baseball cap, etc.), a family tree that includes Vanilla Ice.
* Eminem's partial cover/sampling of the same title uses the chorus to surprisingly effective melancholy effect.
* Eminem's political rant disguised as an acceptance speech for Best Documentary Feature.)
* Eminem's "Stan" features an obsessive fan who takes Eminem's songs way, way, too seriously.
* Eminem's "Stan" might also count although it's not a love letter but just letters of an obsessive fan to his idol.
* Eminem's "Stan". On the Slim Shady LP's song "My Name Is" one of the most famous lines is "I just drank a fifth of Vodka you dare me to drive" so in Stan, Stan quotes this when he drives on a rainy night with his pregnant girlfriend in the trunk on a tape to Eminem "Hey Slim I just drank a fifth of Vodka you dare me to drive"
* Eminem's "Stan", the title character, furious that his idol Eminem still hasn't responded to any of his letters, is about to drive off a bridge with his pregnant girlfriend locked in the trunk of his car and drown them all, and is narrating these events into a tape recorder as a final letter to Eminem. The obvious flaw in his plan — namely, that he can't mail the tape to Eminem if he's dead — doesn't occur to him until just as he's going over the edge.
* Eminem's "Stan", the title character's suicide is portrayed rather seriously, except for his last words (spoken into a tape recorder before he drives off a bridge):
* Eminem's "Superman" certainly sounds like a love song until you listen to those words. "Crazy In Love" fits too.
* Eminem. The Academy would have done anything to avoid the controversy of having to actually give him the award in the midst of the protests. To Em's credit, he toned down the misogyny and homophobia later in his career, even coming out as supporting gay rights.
* Eminem. The first single off the album was the uplifting "Not Afraid".
* Eminem. The titular character kills himself and his pregnant girlfriend over not getting a timely response to his letters by Eminem. Only when Eminem is finally writing a letter in response does he realize that he saw a news report about someone killing themselves over not getting letters, and realizing it was Stan.
* Eminem. To illustrate, the song opens with Slim announcing that he’s going

to try drowning himself. He then adds, “You can try this at home. You can be just like me.”
* Eminem tones of these tracks, they often serve as the lead singles to his albums and, as a result, are some of his more popular and well-known songs:
* Eminem to some degree has this as well, as his style is actually very eloquent and verbose at times, despite whatever the topic may be.
* Eminem, to the point he was beaten into a coma and had to re-learn all his basic functions when he woke up.
* Eminem was put on probation for assaulting the man he claimed he saw kissing his wife Kim.
* Eminem. Whereas his brother and even Sally are portrayed normally, his mother is played by a garish drag queen and Eminem himself is in the audience and shouts, "Fuck you, Debbie!"
* Eminem. While he would be looked up to as an idol by pretty much everyone on this list and even wore an Africa pendant during high school, it should be noted that he came from an impoverished background and was engrossed in Detroit's hip-hop scene instead of simply imitating it. It helps that he stopped wearing baggy sweats and the like after he got sober.
* Eminem who leaves a trail of violence and wanton destruction wherever he goes.
* Eminem, whose real name is "Marshall Mathers" and the origin of the "Eminem" moniker.
* Eminem with a song about killing and raping his own mother that's played completely for laughs.
* Eminem would regularly trash the notion of himself as a positive role model. Later in life, he would go on to adopt three children, kick a drug habit that had its grip on him for longer than he'd been signed, and found a charity for disadvantaged youth.
* Eminent Domain fraud. Eminent Domain is the power by which governments can take land (while, theoretically, providing just compensation). Usually, this is to remove houses and buildings to make way for things like roads and utilities. The fraud kicks in when some companies claim to have eminent domain power when they don't, threatening to throw people out of their houses when they have no legal right to do so.
* Eminent Domain: Space opera themed (despite the title). Players seek to explore the stars and build their civilization through expansion, trade, research or force.
* Emi Nitta. While the allegations were proven to be un-true, it was said that this scandal took a hit on her career.
* Emira Blight acts this way towards both her younger twin brother Edric and their little sister Amity (when she and Edric aren't busy acting like
* Emirates Air Line (spelled that way to distinguish it from the Emirates Airline) has a red Tron Line on the rear of each car.
* Emirichu has a video where she explains her constant clumsiness and some examples of it. At one point in the video, she shows a drawing of herself slipping on a banana peel.
* Emir Sadettin Kopek is an even nastier example than the previously listed characters, first shown
* Emi Shinohara Cyrene and Jumeau before she took on the role of Makoto Kino/Sailor Jupiter.
* Emi's prosthetic legs are of the realistic type: inert, not entirely functional, obviously artificial, and require constant maintenance (she also has another pair of carbon-fiber running blades of the type used by paralympic athletes, which she uses for sports). Emi shows us exactly how a person with enough conviction can be more than awesome enough with just those, without needing any fancy bionics.
* Emissary from the Divine: Either a prophet from God or an angel or mortal picked for a certain role.
* Emissary from the Divine might have seen their pharaohs as a divine emissary, with a mission to rule.
* Emissary from, who embodies this trope by being a Level 7 Tuner Monster. Tuners, to say it simply, combine with one or more other monsters to form a Synchro Monster

whose level EQUALS that of the combined monsters EXACTLY. Meaning that to summon a Level 8 Synchro Monster... yeah. However, by summoning him with ONE Tribute instead of two and halving his ATK and DEF, you drop him down to Level 5, which is a lot more usable.
* Emissary of the Afterlife, which, despite being a Grim Reaper, has an effect which really has nothing to do with death.
* Emission Impossible", Peter stops at a window while driving Lois and her pregnant sister Carol, who is in labor.
* EMIYA Alter meets Ruby Rose when she bumps into him. While he just sees her as an ally, she gets a slight crush on him.
* EMIYA Alter's Noble Phantasm, Unlimited Lost Works, causes the swords of Unlimited Blade Works to erupt from inside the victim's body after they're shot by it. As a result, they're quickly ripped to shreds from the inside before exploding into a shower of blood and gore.
* Emiya, his older, more cynical, Servant-ified self from an alternate timeline, as well. There’s a reason why many a Fate/Grand Order.
* Emiya Shirou is that there was originally a sex scene planned at that point but it was dropped, not that what Ilya actually does to Shirou if he says “yes” is much better where it turns out she was tricking him into handing over his soul.
* EMLL decided to make Mil Máscaras, a character created specifically for movies, into a gimmick used by an actual luchador. This was also the origin of Huracán Ramirez.
* EMLL during a movie starring the latter. Black Man's greatest success in Lucha came off the heels of the Santo-Los Misioneros de la Muerte feud, where the resulting spike in tercias matches lead to Los Tres Fantasticos (Black Man, Kung Fu, Kato Kung Lee) to become the top draws in Mexico following Santo's retirement.
* EMLL founder Salvador Lutteroth did not participate in matches, he had fought in the Mexican revolution prior to becoming a promoter.
* EMLL in 1987. Two years later, Águilar would go on to shave the legendary Martha Villalobos while Rossy Moreno would continue to cement her legacy by shaving Vicky Carranza.
* EMLL is also the trope maker in regards to mini estrellas. "Midget wrestling" had been around for decades and teenagers(and preteens) getting in the ring before growths spurts was as old as pro wrestling itself but it wasn't until the 1990s when Antonio Peña came up with the idea to make divisions for people below certain heights
* EMLL is where the masked luchador culture, and to a lesser extent, the high risk moves associated with it, come from.
* EMLL legend Fishman and his sons, El Hijo De Fishman and Black Fish.
* EMLL luchador Bruno Victoria was sometimes known as "ninja". The promotion later saw "El Ninja" in 1991 and later still, his sons, El Hijo del Ninja and El Ninja Jr. 1991 was also when IWRG was graced by El Ídolo Oriental Takeda, another Mexican ninja.
* EMLL's 57th Anniversary on "Super Friday", Cien Caras at one point gained an obvious advantage over Rayo de Jalisco Jr. and continued to press his attack as pieces of trash from the audience bounced off of him.
* EMLL show. Despite this humiliating setback, Segura would continue to go after the masks of luchadors, though he would never get Rojo's and would go on to be shaved again by Golden Terror in the main event of La Arena 'Canada Dry' show in 1947.
* EMLL (The Lakeside Professor) Blue Panther, a doctor outside of the ring, opened his own acupuncture clinic.
* EMLL veteran Blue Panther runs an acupuncture clinic when not wrestling.
* Emma.: After they get engaged, Mr Martin waits for Harriet in the park at Hartfield. Harriet runs to him happily, he smiles a sweet smile and they share a gentle kiss. Then they hold hands and run together in the green grass. Set to a romantic song. Only slow-mo is missing.
* Emma and Josh share a love of puns; Emma is more compulsive about it, but Josh

clearly finds her puns funny and sometimes puns right back at her; Josh also gives his animals punny names. Emma and Josh are also both very fond of animals; Emma keeps multiple cats in her house, and other pets in her room; Josh makes pets out of many of his farm's livestock.
* Emma and Lily have this in spades. Lily first appears in a flashback as a special friend that Emma once had. Their scenes are shot, lit and scored in a way that made fans wonder if Lily was really
* Emma and Lyn learn their mother Vidalia married another woman, Eddie, which is quite a revelation to them. Although Vidalia's dead from the beginning, this relationship has repercussions throughout the series.
* Emma and Neal meet when Emma steals a car, not realizing that Neal is sleeping in the back seat. Ironically, Neal had stolen the car himself.
* Emma and Regina have been noted to have this, particularly from Season 4. One episode is devoted entirely to Emma attempting to rebuild her friendship with her. And Emma's devotion to Regina is startlingly like that of a lover,
* Emma Approved set in an office, a number of the novel's relationships become this:
* Emma Approved with Emma as a professional matchmaker and lifestyle guru.
* Emma as I shall be to see your Jemima." She was very fond of Emma, because when commencing that work, she said, "I am going to take a heroine whom no one but myself will much like."
* Emma attempts a forbidden Spell to enter his subconscious in a vain attempt to relieve him of the Curse, leaving out how she's likely to end up an Empty Shell if it failed. Rean immediatey cuts off the spell and snaps at her for being so reckless.
* Emma, a young French girl, is among the plane passengers turned into a vampire. According to Nora, she can't be more than eight.
* Emma becoming the Dark One, as well as the heroes' missing time from the six weeks they spent in Camelot (explored through flashbacks).
* Emma Bull, psychically gifted Orient discovers that laying hands on a murder victim's body enables him to dream their deaths.
* Emma Bull, where the rock band has Elvish lead guitar and bass players, and a faerie roadie.
* Emma, but then you realize that the game is set in (effectively) France, and that she could just as likely be of Southern European descent or something similar, and it just becomes a mystery. She does seem to be darker than Shauna, who has an Arabic name and brown skin.
* Emma by Jane Austen, Mrs. Elton tries to help and "elevate" Miss Fairfax, an orphaned young lady from a local impoverished family who is nevertheless very talented, accomplished and educated because she was adopted by kind friends of her late father. Mrs Elton feels very superior to everybody in the neighbourhood and fancies herself "Lady Patroness". Because Jane is socially of less consequence than her insufferable mentor, she has to be civil and accept the unwanted attention, especially when she forces on her a position as a governess.
* Emma calls Lori to tell her the riding school is closed due to burst pipes in the stable yard. While Emma makes a jocular reference to the yard resembling an ice skating rink, her husband Derek's repair efforts are successful (since he rehabs buildings for a living), even uneventfully so.
* Emma Caulfield) as Sharona's creative writing teacher. She hadn't "done it" yet, but she was about to.
* Emma Coolidge in Volume Five, a deaf woman who develops the power to
* Emma decides that they will publish Cathy's journal and the evidence collected as a fantasy novel.
* Emma do this behind her back when they break the news of their engagement to her father.
* Emma: Emma and Mr Knightley declare their feelings to each other in the Hartfield shrubbery. The following day, they "steal" half an hour to go over the same ground, literally and figuratively, to enjoy some time alone as a new couple. They tell others about their love and intention to get married after some time.

* Emma: Emma loves matchmaking, spending a good deal of the novel trying to set up the people around her with each other. Yet, the only time she's successful is when she sets up Miss Taylor and Mr. Weston. Every other one is a failure.
* Emma: Emma really resents Mrs. Elton. Her close friends know about her opinion and they quite agree because Mrs. Elton is really obnoxious. However, Emma doesn't want other people to know about it, so she might mention that Mrs. Elton is "very pleasant and very elegantly dressed."
* Emma, Emma thinks she's in love with Frank Churchill, but when she discovers her true feelings for another she realises she never really loved Frank. Meanwhile, she persuades Harriet that her first love wasn't good enough for her, so Harriet sets her sights on various unobtainable men before gratefully accepting her first love's proposal again.
* Emma, Emma Woodhouse actively meddles in Harriet and Robert Martin's relationship. He asks her to marry him, but Emma thinks Harriet should marry someone more genteel and persuades Harriet to refuse him (and in such a way that Harriet doesn't realize that she's being manipulated). Mr Knightley tells Emma off for this.
* Emma: Emma Woodhouse feels Attraction Before First Sight towards Mr Frank Churchill. He's the son of her close family friend, though they have never met each other. They are socially equal and close in age, and both are intelligent, charming, and handsome.
* Emma Emmerich admits that she simply wears glasses for show, and because her step-brother Hal wears glasses. And Hal, thanks to those
* Emma eventually ends up with Mr. Knightley, a longtime friend and neighbor of her family's.
* Emma explains Hearthbrook High School's club and clique structure to Gabe. She does this by making a rapid pencil-sketch. This is in-Universe, as Gabe compliments her for her art skills, and the JoJoJo's comment on the presentation.
* Emma, Frank puts his head on Emma's lap during their Boxhill picnic. It's a great sign of intimacy (and actually very inaccurate to the period; people wouldn't have behaved like that, not even as a joke, especially a lady and a gentleman who are not engaged, nor married — Frank wouldn't have done that and Emma wouldn't have let him). Probably done to emphasise how embarrassing Emma and Frank are at the picnic and how improper their flirting is.
* Emma Frost, a group of quintuplets (later brought down to triplets) with powers similar to her. Turns out that they're genetically her daughters as well.
* Emma Frost also walks around wearing lingerie and sexy dresses a lot. Granted she's a seductress who uses her telepathy to attack - and she can turn into diamond if she wants to defend herself.
* Emma Frost does not have telepathy, only the power to turn into diamond.
* Emma Frost Emma seems to have buried the hatchet with Jean and is seemly no longer attracted to Scott.
* Emma Frost has five cloned daughters, the Stepford Cuckoos. She can be protective to them, and she is quite saddened when two of them are dead (even if one of them, Esme, once betrayed and tried to kill her).
* Emma Frost in the building of Krakoa or the fight against Mother Mold.
* Emma Frost in the Ultimate Universe is a pacifist whose willingly to teach human students, in the 616 universe Emma is often a
* Emma Frost is an ally of the X-Men but occasionally sides with the villains depending on what she can get out of it.
* , Emma Frost learns that two of the teens that suddenly appeared at the X-Mansion are genetically her children with Scott. Emma calmly leaves the room for a moment then everyone hears her yelling.
* Emma Frost — but canonically, in the comics, Emma herself is a case of this, as she's a Boston native who puts on an English accent.
* Emma Frost of a father gets the teacher fired (and forbids him from ever seeing Emma again). They later meet again when Emma ends up attending a college where he is teaching. There the teacher, Emma, her telepathic roommate, and Emma's new best friend get involved in a love rectangle where the roommate telepathically

manipulates the best friend into accusing the teacher of sexual advances in order to remove the two people standing between her and Emma. In response to this revelation, Emma mind wipes her roommate, then uses her own psychic power to hijack her best friend's mind and make everyone think she's a lying, crazy stalker. Afterward, Emma confesses to the teacher what she did in order to protect him, in the name of being honest with the man she loves in hopes that he would not hold it against her in the event he wanted to begin a relationship with her at last. Unfortunately, finding out that Emma was a mutant AND had used her psychic powers to get her best friend labelled insane causes him to reject Emma, turning her into the cold-blooded villain she would become.
* Emma Frost on a villain who threatened her students by removing the only positive figure from their memory, effectively causing them nothing but emotional pain for the rest of their cold existence.
* Emma Frost seduces a Russian general by projecting a mental image of herself so he thinks she's having sex with him, when in fact she's sitting a distance away looking bored.
* Emma Frost's taste in men, for reference Emma has relationships with Sebastian Shaw and Namor both of whom are highly amoral and cruel.
* Emma Frost. That's not even going into her constantly reading people's minds to see how secretly anti-mutant they are.
* Emma Frost, the guy who's the usual tank for the team. Unfortunately by superhuman standards, she's a flyweight who can lift at most 2 tons in diamond mode and she loses her top tier mental powers when she's transformed. So in fights where she turns into diamond she'll go up against enemy heavy weights mostly to tank their hits and then turn her attentions to the enemies she can actually hurt.
* Emma Frost, the other resident psychic. Frost also uses her powers to neutralize a hostile group of reporters, male and female, by making them orgasm themselves into a faint.
* Emma Frost - though she hadn't been quite as evil for a while when it happened.
* Emma Frost. Until it turns out that others, most notably Magneto and Polaris, have survived as well.
* Emma Frost, when writers finally saw fit to bring back Cordelia and elevate Christian because there's no better time for an LGBT character with a tragic backstory to be featured. With this, Adrienne is now the only one of the Frost siblings who truly qualifies for this trope.
* Emma Frost who had been aged up from birth to their teens in order to infiltrate the X-Men. They're only a few years old chronologically.
* Emma Frost who only begrudgingly cares for her teammates. In the movie she uses her diamond powers to stop bullets hitting her fellow prisoners, showing a great deal of self sacrifice.
* Emma: Harriet Smith fondly remembers how Robert Martin went three miles round one day in order to bring her some walnuts, because she had said how fond she was of them.
* Emma: Harriet Smith throws her rather pathetic mementos of Mr Elton into a fire after having shown them to Emma, her friend she looks up to. They were not exactly a couple, but Harriet had been in love with him.
* Emma has Emma and Knightley as the Bickering (constantly criticizing each other, snarky, in denial about their feelings for each other) vs. Harriet and Martin as the Peaceful (both sweet people and are kept apart only by Emma's interference).
* Emma, her betrothed agrees to live in her house until Mr. Woodhouse passes away since they both know he couldn't bear living without her.)
* Emma in Regency times, it's more of a surprise that he actually waited until she was twenty-one to act on his feelings.
* Emma is called silly, unassuming, or a simpleton over the course of the novel. She's not a smart girl, but very kind, mild, and meek. Emma believes her good heart makes up for the lack of intelligence and that she would make an ideal wife for a gentleman. Mr Knightly is of the opinion that men of sense do not want silly wives.
* Emma is displeased when she finds out that her protegée Harriet considers marrying Mr Martin, a young farmer. She talks Harriet out of accepting his offer.

* Emma. is Emma's confusion when Mr. Knightley and Jane Fairfax perform a duet (Jane on piano and vocal melody, Knightley on violin and vocal harmony) immediately after Mrs. Weston tells Emma that Mr. Knightley may have feelings for Jane.
* Emma is extremely pretty and becomes popular in Highbury once Emma takes her under her wing, but she's silly, not at all clever, and unable to decide for herself about anything. Emma puts ideas in her head that she has a right to get married well because of her looks, and she falls in love quite easily.
* Emma is in love with Will Schuster. Later, Will finds out that he loves her too. But Emma's already dating this dentist who drives a sweet ride. Then Will tries to woo her by being cool like the dentist.
* Emma is revealed to be bisexual, hooking up with a woman quite early on. Her romances with Cruz and then Nico also form a large part of the plot.
* Emmalee Thompson plays Prue as a young child in three episodes. The resemblance between her and
* Emma—encourages Emma's fanciful speculation that there must be a secret love between Jane and the unseen Mr. Dixon (the new husband of Jane's best friend, who is like a sister to her). It doesn't help that Frank is choosing to allay suspicion of their engagement by flirting with Emma.
* Emma, Miss Bates' speeches always become this to both the readers and the characters.
* Emma: Mr Elton, a local vicar, to Emma Woodhouse. Emma is the most prominent lady in the community and a wealthy heiress of thirty thousand pounds. She seemed encouraging because she wanted him to marry her friend Harriet, but Emma never imagined he could be so bold and she's deeply insulted by his advances.
* Emma, Mr. Elton writes a love riddle for Harriet's collection and claims it was written by a friend, but he means it as a way of courting Emma, who thought it was meant for Harriet.
* Emma, Mr Weston shares his umbrella with Miss Taylor (future Mrs Weston) when it starts raining after the Sunday mass. In the novel, he met Emma and Miss Taylor when they were walking and he gallantly borrowed two umbrellas for them from Farmer Mitchell's because it was drizzling.
* Emma: Near the end of the book, Mrs Weston gives birth to a baby girl Anna.
* Emman of all people...however, gave a Loud House/Sailor Moon crossover concept a second chance twice....with the second one being his version of
* Emmanuelle: Bee actually dumps Emmanuelle while they're in bed together after sex.
* Emmanuelle — Most popular erotic film franchise of all time. 37 official films and various ripoffs by other studios since 1973.
* Emmanuelle portrays the titular character's mentor, Mario, as ostensibly straight. In the original novel, upon which the movie was based, Mario was bisexual, with a strong inclination towards other men.
* Emmanuel's mother wants to control every aspect of his life, most importantly his problems with his
* Emmanuel's power is super speed, which has been directly compared to
* Emmanuel's song "Bella Señora" (Beautiful Lady) is a subtler example, as the lyrics don't openly state that the man is one of these but has some verses about the "lady"'s skin not being "porcelain-like" like in the past.
* Emma Peel. (Although the small and "bird-like" Mrs Bradley of the books is a better example.)
* Emma Peel was the third of four people to costar with John Steed on
* Emma pressure except attend senate meetings, to argue with politicians who are clearly shown to be deaf to reason (even Serizawa seems to know these hearings are largely an exercise in futility).
* Emma previously switched to a black costume during her brief stint as a member of
* Emma, Robert Martin writes a letter with a marriage proposal to Harriet Smith. The actual letter is not a part of the novel, but it's a short but lovely letter, and even Emma admits it is very well-written, especially for a young farmer (of whom Emma snobbishly assumes that he cannot be educated).

* Emma Roberts and Jennifer Aniston have a 22 year age gap between them.
* Emma Roberts Madison Montgomery, and never looked back. These days, she's best known for horror movies and dark dramas, often in villainous roles.
* Emma's been stabbed and needs to be rescued? He runs across the walkway, sniping things from a hundred yards with his handgun without flinching.
* Emma's boyfriends become pushy over the secret and Emma pushes them away over it (or it causes a huge fight). She only reveals her secret to her second love interest in the last episode.
* Emma Sheen and being shown the colony gassing the Titans carried out before the series began, she realizes the Titans are massive assholes who only want to keep an iron grip on their power who only claim to be just defenders of peace.
* Emma. She is a sweet and innocent girl to be sure, but she's also incredibly dim, especially compared with the exceedingly clever Emma.
* Emma's relationship with Hook is this for pretty much all fans who don't ship
* Emmas's older sister Isabella (Mrs. John Knightley) is a sweet, beautiful and elegant woman, an affectionate mother, wife, sister and daughter, and a perfect hostess. She quite fulfills the role of "angel of the house" as she never disagrees with her husband. Her brother-in-law Mr. Knightley admits that compared to Emma, Isabella's not that interesting and knows that Emma is far more intelligent.
* Emma starts as a poor peasant girl, becomes a flower girl, a maid, and ends up becoming a gentleman's sweetheart. While her background technically prevents her from becoming a true lady in the society's eyes, her angel-like disposition, good education, eventual marriage (although with
* Emma Stone is one of the few prominent millennial celebrities who doesn't have any verified social media. She doesn't talk about her personal life much and usually brings her parents or brother to events with her. Her husband, television writer Dave McCrary, has a verified Instagram account and used it to announce they'd gotten engaged but he rarely posts himself. They allegedly got married in 2019 or 2020 but no official announcement has ever been made. She was clearly very pregnant later on in the year (and dropped out of a project at the last minute) and had a baby girl in March 2021 but she's never confirmed it.
* Emma Stone, she'd become firmly established as one of Hollywood's brightest young stars for serious films.
* Emma Swan has an easy explanation: she is officially found as a baby by the side of the road, so she enters the system as any abandoned baby would. The same can be inferred of Lily.
* Emma (the 2020 adaptation), she's turned into a shrew who constantly fusses at the slightest hint about her children's discomfort, makes a huge deal out of minor things and repeatedly makes her baby cry. She never once talks kindly to her husband and always snaps at him.
* Emma the fact that her ability is inconsistent, particularly when she's emotionally compromised, implying that Emma's claims of her "superpower" are somewhat exaggerated and/or really worked best during her bailbondperson job, when she was was confident and in control of the situation. She is significantly less in control of things once the magic is revealed, and she's the new kid on the block trying to figure everything out.
* Emma, the title character's reaction to Harriet's confession of love for Mr. Knightley makes her realize feelings she (though not the reader) was completely unconscious of until then:
* Emma, the titular character tries to match up various members of her circle of friends. It doesn't always go so well, and the trope is rather deconstructed.
* Emma Thompson and also starred as Elinor Dashwood. She won an Academy Award for Best Adapted Screenplay.
* Emma Thompson seems rather fond of doing this. At one point, she even said "You can't imagine what satisfaction can be gotten from throwing a pie into someone's face."
* Emma Thompson. She has Scottish ancestry on her mother's side and grew up there for a time, so she's quite good at it.
* Emma Thompson was 35, and looked like exactly what she was — a grown-up

woman in her thirties. Despite aging Elinor up to 27, Thompson still looked a bit too old for the part — but she nailed Elinor's character so perfectly and so thoroughly that absolutely nobody cared one whit. Every Elinor before or since has been compared to her, and even the well-received performance of Hattie Morahan in the 2008 miniseries has more or less been considered 'great, but not quite as great as Emma'.
* Emma tries this but finds herself unable to do so since Eddy and another group of women are praying or singing for Vida.
* Emma uses an Altergeist deck, which are spell-casters that are based on various female ghosts in mythologies, though rather monstrous looking.
* Emma Verde from Nijigasaki is a Italian speaking Swiss foreign exchange student.
* Emma was being prepared to get repackaged as Emmalina, a prissy model type character. The debut kept being delayed for weeks at a time because they felt she wasn't playing it right. Reportedly she didn't want the character, and eventually appeared in a segment where she announced she would be going back to her original Emma persona.
* , Emma was conceived by Adrien and Chloe after one drunken night while they were actually in the process of a divorce. Nathanael and Marinette, on the other hand, were trying for several years to have a child, but without success. Averted when Adrien and Marinette get married; they are both expecting to require fertility treatments in order to give Emma siblings, but a few months later, they get definite proof the problem wasn't about Mari.
* Emma Watson even does this when she's not acting, making it more of an actor tic, though she has managed to tone it down somewhat in the later films.
* Emma Watson in person first, she would have vetoed her casting as Hermione for being too pretty. But she first spoke to Emma on the phone, where the eleven-year-old girl spoke for a full sixty seconds without taking a breath, and knew she was perfect. Upon seeing how cute Emma was in person, she said "It's film so get over it".
* Emma Watson University and is rumored to have grades rivaling Hermione Granger's - the icing to the cake is that she considers her education more important than her acting career.
* Emma Watson. Watson practiced for such a scenario by threatening to report her schoolmates to the principal if they ever asked for her autograph.
* Emma Watson while she had short hair, but had to wear extensions for them.
* Emma, when John Knightley and his wife visit Hartfield, he and his brother John greet with a handshake and a simple "how d'ye do" which Austen notes as "the classic English mode" of almost entirely concealing brotherly affection that would have them drop everything the instant the other needed help.
* Emma: When they decide to marry, Emma is 22 and Mr. Knightley about 38, and the text suggests it's slightly unusual. Previously, when Mrs Weston observes that Mr. Knightley might marry Jane Fairfax (who is the same age as Emma), she says there is "a little disparity of age" between them.
* Emma Woodhouse is a lifestyle coach and head of the Emma Approved company, while Knightley is her business partner and friend who does all the "boring stuff". As in the novel, they get a
* Emmeline": In which the eponymous 19th century New England woman has an illegitimate son who is taken away from her just after birth. The son is given up for adoption and raised by a family in Ohio; Emmeline, meanwhile, saw the baby for such a short period of time, she is easily convinced by relatives that she had a daughter, not a son. Twenty years go by, and Matthew, a handsome young laborer, appears in Emmeline's hometown. They unwittingly fall in love and marry. Later, a member of Emmeline's extended family shows up to attend a funeral, and, while there, recognizes Matthew as the child Emmeline gave up long ago. After this earth-shattering reveal, Emmeline is abandoned by her son and made to be a pariah in her community, where she lives the rest of her life in miserable isolation and shame.
* Emmerdale, as Jackson mocks Aaron for thinking he's the only gay man in the world with a manly job or personal angst about his straight gayness.
* Emmerdale has gotten violent on several occasions when he thinks someone is

trying to take advantage of his little girl.
* Emmerdale. He was much less forgiving however when he discovered she was cheating on him again with a man he despised (who happened to be her cousin) and got his revenge by committing suicide, having just discovered he was terminally ill, and framing her for murder.
* Emmerdale: Liv Flaherty came out as asexual, spoke openly about it with both her family and friends, and one storyline focuses on her entering a romantic relationship and having to explain to the boy she's dating that she's asexual.
* Emmerdale Maisie Wylde and Ryan Lamb are caught in bed together, and are promptly informed (after many months of hiding this from them) that they are half siblings. Which disgusts both of them and wind up sending Maisie into rehab and getting their father shot.
* Emmerdale, Robert Sugden clings to his love interests for comfort in two particularly emotional moments.
* Emmerdale, Robert Sugden slept with both men and women but insisted he was straight up until he met and fell madly in love with Aaron Dingle. After fighting his feelings for about one and a half years, he eventually started a relationship with Aaron and eventually admitted his bisexuality, saying "I just want to be myself now, with you."
* Emmerdale: Robert Sugden thought he had everything he'd ever wanted in life: a gorgeous and spirited wife, life in a big house, and a fancy job with a high income and major perks. And then he fell madly in love with Aaron Dingle. In Robert's words, "falling in love with you was the worst mistake I ever made."
* Emmerdale's Robert Sugden and Aaron Dingle have a Headbutt of Love on the morning after their wedding before Aaron goes off to his sentencing for his GBH charge. They also take the opportunity to tell each other mutual "I love you's" while pressing their heads for extra emotional impact.
* Emmerdale we have an glaring example centering around Chas and Carl.
* Emmerdale wife Charity and drank poisoned wine in order to frame her for his murder.
* Emmeryn's executioner. In actual game play, ranged weapons can only hit up to two squares away from the unit at most.
* Emmet Bregman, the documentary-maker who visits the base in the two-part episode
* Emmet Otter's Jug-Band Christmas for the first test, while they weren't actually filming, and they kept trying over a hundred times to get it right, and it never fell the "right" way again. The puppeteers remained in character the whole time, resulting in some absolutely hilarious, laugh-until-you-pass-out outtakes. There's also:
* Emmett Clark in "Shootout of the Mountain Man" becomes a bounty hunter by accident when he kills a fleeing robber in self-defense. He initially strives towards standards of integrity trying to take prisoners alive or only going after
* Emmett Cullen) has quite a few gay fans. He has lampshaded this in interviews, but has said that he really loves his gay fanbase.
* Emmett Dalton, of the Dalton Gang. In 1892, he and four other gang members, including two of his brothers, attempted to rob two banks in Coffeyville, Kansas. All four of his comrades were killed in the ensuing shootout. Emmett sustained 23 gunshot wounds and continued to live until 1937.
* Emmett Till in 1955, and the disgrace of a murder trial that followed and ended in the acquittal of his murderers, was largely seen as the event that kickstarted the Civil Rights Movement, more than even Rosa Parks not giving up her seat just over a year later (which is generally used as the starting point of the movement at the grade school level as a kid-friendly substitute event due to the flat-out violent nature of the Till lynching).
* Emmett Till (posthumous example). He was beaten up, tortured (including
* Emmet, upon being told to act like a stool, barges into a saloon and loudly declares that the patrons should come sit on him.
* Emmitt Otterton and Manchas. Doug darted them, making them unable to communicate intelligibly before either of them could say much about the Night Howlers.
* eMMMbot punches SinisteRRR across the freaking town in the climax of

* Emmylou Harris' "Together Again" is so associated with her that many people forget that its writer, Buck Owens, had a #1 hit with it first.
* Emmymade channel features a cute and delightful female host who cooks and tastes bizarre things. Sometimes she tries out bizarre recipes that she finds online, and sometimes she just tastes already prepared strange foods, such as military rations, foreign candies, and strange tropical fruits. She gives everything a fair chance, even things that look like they'd be thoroughly disgusting.
* Emmy-winning writer Richard Curtis admitted that he wrote the episode "
* Emo) and Sweaty-Man (a portly man who sweats a lot when nervous, and yes that's his superpower).
* Emo]-core punk. Twenty years later, emerged under that name as an actual hardcore-punk-derived musical subculture.
* Emogame, at which the player character remarks that at least they know they suck. Then Scott elaborates, saying that they have held onto that shit and used it to build an attack helicopter, and now they must kill you because you know their secret. Your response is "God, this plot is getting worse and worse."
* Emogene) revel in their eternal life, provided by a mysterious serum Lorenzo Cabot obtained.
* Emohawk: Polymorph II", Lister's gorilla-like bride attempts to forcibly consummate the marriage (he married her to get a part for Starbug), prompting Lister to flee.
* Emo Jones, was so poorly received that everyone (especially Doug and Rob) forgot that it even existed. So yeah: Don't expect a second episode anytime soon.
* Emokid and Chemokid webcomic, don't have psychic powers or Mad Science at their disposal. They got their names because one of them cries all the time and the other has cancer.
* emo member of the group, almost never smiles, except for a few occasions (Usually when he gets his revenge on Strong Bad... or when he's had too much caffeine).
* Emo Music Breaking the Habit, with the recording part being lost between tellings, and Linkin Park was considered an emo band back then.
* Emo Music, with enough moments of self-awareness and humor to make it clear that they knew the sentiments contained within the album weren’t remotely healthy — something that many of the bands that followed in their footsteps seemed to lack.
* Emo Philips seems to really like coleslaw if his stand-up routines are anything to go by, sometimes with stories loosely relating to one another via the food. He also has a
* Emo Philips: When I was a kid my parents used to tell me, "Emo, don't go near the cellar door!" One day when they were away, I went up to the cellar door. And I pushed it and walked through and saw strange, wonderful things, things I had never seen before, like... trees. Grass. Flowers. The sun...
* Emo Phillips he'd live!'") or outright claiming he'd do a better job of parenting than his parents did and recounting an incident where he almost died from drinking bleach. Turns out his mother had "foolishly decanted it into the floor wax bottle".
* Emo Phillips, known for his high-pitched voice, oddly dark humor and bizarre sense of fashion and physicality.
* Emo Phillips's comedy is based heavily around this trope/paraprosdokians.
* Emo Phillips stand-up routine: "She sends me to the principal, and I get to his office and I sit down and he looks at me and says, 'Emo, Emo, Emo.' I said, 'I'm the one in the middle, you drunken slob.'"
* Emo Phillips tells a story of offering to rescue a drowning woman if she will have sex with him. So she thinks it over...
* Emo Phillips twisting straightforward observations into the contorted perspective of his character.
* Emo Phillips with a severed head - and just before your flashlight dies, its eyes open. But no, apparently, it's the public speaking thing."
* Emo Teen, and encourages him to embrace them. He politely but bluntly points out to her that these same powers are the reason he was homeless and alone when they met.

* Emo Teen bemoans this fate, and discusses it with Harynx in one scene.
* Emo Teen, nearly getting denied an audition for not being pretty enough. She went to a local Macy's department store and was given a makeover to audition, and eventually won the part of Veronica.
* Emo. This sparked a huge scandal, causing the number of teenage emos... to double, since now, everybody and their mother knew what emo was.
* emoticon(ﾉ⊙Д⊙)ﾉ 彡 ┻━┻ , (屮=益=)屮 彡 ┻━┻ , ‎ (╯°□°)╯︵ ┻━┻ , ┬──┬ ¯_(ツ)
* Emotional and psychological abuse has this as a staple. The abuser will resort to things like insults, dares, and taunts that prey on the victim's fears, insecurities, etc. As one might expect, this can cause the victim to have difficulties (or a complete inability altogether) to form healthy relationships because of the trauma. They might even latch on tighter to the abuser, especially with abusers who play the "I'm a saint for putting up with you" card.
* Emotional Bruiser: mighty warrior, devoted husband and father, and named by Helen as the only one who's nice to her but Priam.
* Emotional Bruiser: Tough, maybe brutish character who's surprisingly emotional.
* Emotional Entities and Rogal Zaar enter the picture after he appears.
* Emotional Entities in there as well, as while the entities have pretty much complete control, they also appear to take on at least some of the personality traits and goals of the people they are possessing.
* Emotional Intelligence: Why It Can Matter More Than IQ, there was a story about a mother and her son who were abducted by the mother's ex-boyfriend. The kidnapper made the child hide under a blanket while he beat the mother to death. Later, a psychologist asked the son to draw a picture. The result was a race car driver with a pair of humongous eyes, which were interpreted by the psychologist as symbolic of the boy's own wide eyes as he peeked at the killer.
* emotionally distant. Where Hammond is a loving grandfather, Dearing is introduced as the child protagonists' aunt, and she's too devoted to her job to consider having children. Notably, Claire shares Hammond's all-white wardrobe, and she's also asked to watch two children while their parents are going through a divorce. Lampshaded by Simon Masrani in one scene, when he gets sick of Claire spewing financial figures at him.
* Emotionally lobotomized a former member of their own collective, Ganthet, who had previously been expelled from the Guardian Council, went on to found the Blue Lantern Corps and ultimately returned as a serving Green Lantern.
* Emotionally Tongue-Tied: Has trouble uttering specific words or phrases, like "I love you" or "I'm sorry."
* Emotional Maturity Is Physical Maturity: Emotional maturity automatically equates to physical maturity.
* Emotional Maturity Is Physical Maturity: The more competent you are, the more physically adult you are.
* emotional meltdown. She's locked the door, and refuses to open it, so Kalten invokes "Elene magic" (breaking it).
* Emotional Regression: Reverting back to an immature emotional state.
* emotional stress. Using these powers, however, eats at her stamina like nothing else, and when she uses them too much, she falls into a sleep that cannot be externally disrupted no matter how inopportune the following situation.
* emotional turmoil. in the sky had something to do with it, or she has no internal conflict at all about being a psychotic sociopath...probably the third thing.
* Emotion Bomb: A magic spell or psychological weapon that can force people to feel certain emotions.
* Emotion Bomb goggles. They not only enhance his emotion-sensing sight, but also increase the power of his emotion blasts.
* Emotion Control that is focused on manipulating someone's emotional state.
* Emotion Eater: A being or creature which derives power from the emotional state of other people, usually by exploiting their negative emotions or draining their

positive emotions.
* Emotion Eaters, and are even more terrifying opponents than this description would make anyone think. Yet, even they are scared by a few things:
* Emotion Eaters than the other types of vampires (and at least can see the value in occasionally helping him to be the good guy).
* Emotion Eaters, when Dan discovers that he is a cubi, his half sister reveals that she knew all along that he probably was a cubi because he didn't suffer any health problems from living on a diet consisting mostly of ale.
* Emotion Eater who feeds on love. This freaks out the teller because she had been using an ordinary deck and The Lust came from a different version, and she was sure not to mix them up.
* "Emotion" is by Samantha Sang, but the Bee Gees wrote it, produced it, sang back-up, and eventually recorded their own version.
* emotionless cyborgs obsessed with the survival of their race, and the best way to do that is to forcibly convert humanity into them. That they are a direct threat to mankind means that they have also sought to destroy them, or sizable chunks, in the distant future when we manage to successfully fight back.
* Emotionless Girl although it's subtle enough that only Equius has noticed so far. Only time will tell how that will pan out.
* Emotionless Girl always speaks like this. The times when she doesn't is normally a time that you're REALLY screwed.
* Emotionless Girl at first, but it turns out that she's just sad and lonely, having to guard the time gate while watching her life go by. It makes sense that she is guarded because she is a Sailor Soldier first (installed at the gate as a very young child) and has to come up with a civilian identity later.
* Emotionless Girl (at least, certainly not when compared to Diaz), but it's frequently made pretty clear that most of Peralta's immaturity around the very strait-laced Santiago is intended to provoke this kind of reaction from her.
* Emotionless Girl: A woman expresses no enthusiasm vs. a woman expresses a lot of enthusiasm
* Emotionless Girl in Wildfire, to the point where Kelsey points this out.
* Emotionless Girl, she doesn't react in any way except to ask him to get off.
* Emotionless Girl, she gives a ridiculously adorable smile Donovan even claims he's graced by tender warmth of her smile.
* Emotionless Girl: That girl who rarely if ever emotes, which hampers her ability to form attachments with others.
* Emotionless Girl. The game's CG Gallery names this CG "Mezurashii Egao" ("An unusual smiling face").
* Emotionless Girl (though it did take a few years for it to kick in).
* Emotionless Girl), until her warmer personality gradually takes over.
* Emotionless Girl, until Pinkie is in danger of being crushed by a boulder. This causes Maud to run faster than any of the other ponies with a determined expression, punch the boulder to dust with her bare hooves, and after bringing Pinkie down from the rock slide, hug her out of relief and raise her voice when scolding her. She also smiles at the end of the episode, saying she loves Pinkie Pie.
* Emotionless says a lot about how much she cares for and understands her friends.
* Emotion patches that killed the entire government of New New York and 99% of New Earth's population.
* Emotions are what also feed the chaos gods. As a mater of fact, it was the excess indigence and pleasures of the Eldar that gave birth to a chaos god and led to their fall.
* "Emotion Sickness" deals with Kim and Shego, under the influence of the
* Emotion Suppression: If being emotional would make it hard to deal with the problems at hand, then suppressing it would be helpful.
* Emotions vs. Stoicism — Emotions are harmony, and Stoicism is discipline.
* Emotions vs. Stoicism: The Enlightenement saw themselves continuing the Greek, specifically the Socratic tradition of using logic and critical thinking to discover truth and question the foundations of the society they were in, rejecting

emotion as an impediment to seeking truth. The Romanticists saw themselves either questioning the value of the truth found by Enlightenment, or looking for alternative sources in emotion or intuition. Schopenhauer, despite following on from the very Enlightenment Kant, argued how humans were motivated by a desire to live and procreate, rejecting the Enlightenment notion that humans actually desired the truth, while Nietzsche, despite criticizing Romanticism, noted how many seemingly rational philosophers like Plato, Socrates and Spinoza were influenced by their own psychology in determining what they considered to be "true", and emphasised that human beings were really constituted by many motives that are rarely interested in what is objectively true, arguing that what we considered reason was ultimately illusory.
* Empath and Grouchy, with Empath being emotionless in his early years and Grouchy just being a grouch.
* Empath assumes that this is what happened to Smurfette at his wedding day in the
* Empath himself gets interrupted by Polaris Psyche as he is making out with Smurfette in private while under the influence of the probes in "Monkey On Your Smurf".
* Empathic Environment like Metropolis (the Home of Superman, and so bright, cheerful and optimistic) and Gotham (the Home of Batman, so dark, dingy and pessimistic).
* Empathic Healer: Someone who can heal others but in the process, they become afflicted with what's bothering the people getting healed.
* Empathic Healer: The ability to heal other people's wounds by taking it onto themselves.
* Empathic Healing makes a high pain threshold necessary (there are also pain spells which work by touch). As for making out... a Mord-Sith "marriage" ceremony is basically a french kiss with an Agiel between the two mouths.
* Empathic Healing take the pain from another and inflict it on yourself.
* empathic powers go out of control. Any joy Ariel had over her new position is immediately quashed and she falls into a deep depression.
* Empathic Shapeshifter: If other people dictate what you transform into.
* Empathic Shapeshifter with regards to this — it's almost always quite shiny, but when we're shown the TARDIS belonging to the War Doctor, it's absolutely battered and covered in stains and flaking paint, both outside and in. This reflects the War Doctor's been-through-it-all, weary personality.
* Empathic Weapon nature, most Intelligent Devices fall into this category for their masters.
* Empathic Weapon that slowly corrupts and drives mad the person who wields it. The player can use it for the entire game after earning it and suffer no ill effects.
* Empath's lead-in speech to a marriage proposal to Smurfette in the
* Empath: The Luckiest Smurf adaptation of Smurfette's origin, Papa Smurf causes Smurfette's physical form to melt back into a lump of clay before he casts the spell that reshapes her into her current real Smurf form. In the story "Days Of Future Smurfed", Empath in one of his jumps into the future sees Smurfette melting back into a lump of clay after Papa Smurf's spell that turns her into a real Smurf eventually fails.
* Empath: The Luckiest Smurf adaptation "The Smurf Impersonators", during the part of the story where Gargamel disguises himself as a Smurf, he tries to tell Sassette that he has been working on doing a perfect Gargamel impersonation to explain why he sounds like Gargamel. Sassette simply tells him that he doesn't sound quite as menacing as the real Gargamel.
* Empath: The Luckiest Smurf. Admittedly, Empath finds Mirror Universe Smurfette attractive but prefers to save himself for marrying the normal universe Smurfette. Prior to this, there was Wonderette Smurfette, who when compared to Smurfette lived up to being the Whore as she made moves on almost every adult Smurf, even going so far as to rape Empath and have him be framed as her rapist. In the end, it turned out that Wonderette was really Hogatha the evil witch in disguise.
* Empath: The Luckiest Smurf... all except for Laconia, who is somehow unable to hear the music, and with Smurfette's help puts an end to the evil wizard's plans.

* Empath: The Luckiest Smurf alternate timeline story "Hefty, The Luckiest Smurf", Duncan McSmurf plants a sword in the ground as a memorial for Empath, who not only was returned to Psychelia, but had his entire memory of being a Smurf stripped from him (or so it seems), meaning that Empath Smurf has truly died.
* Empath: The Luckiest Smurf among the Smurfs who were taken by the hurricane and dumped inside a volcano from which they escape) claims the blood of Jesus Christ over himself and his fellow Smurfs to protect them from the sharks that come swimming around them, ready to devour them. Whether it is because of this or what Tapper says, the sharks eventually swim away, leaving the Smurfs unharmed.
* Empath: The Luckiest Smurf and later Polaris Psyche were both considered this when the Psyche Master exiled them from Psychelia at least one year apart from each other. However, the Psyche Master has allowed Empath to have visits in his private chamber to discuss things that were necessary to the plot of the current story.
* Empath: The Luckiest Smurf and must wash herself off. During her shower in the waterfall, Empath tries to use his telekinetic abilities to cop a "psychic feel" of Smurfette while she is undressed and showering. Smurfette is offended by this and tells Empath "hands off" until she comes out.
* Empath: The Luckiest Smurf, and that he wears green plaid instead of blue. Also the shoulder strap of his kilt goes over his right shoulder instead of his left.
* Empath: The Luckiest Smurf, and the Smurflings using it to challenge the Game Master to a magical online multiplayer game.
* Empath: The Luckiest Smurf: Ares. For some reason he wants Empath to be his "god of conquest".
* Empath: The Luckiest Smurf, as Papa Smurf does nothing to get him out of living a life away from his fellow Smurfs in Psychelia.
* Empath: The Luckiest Smurf as payback for her refusal. Eventually, the Mirror Universe Empath loses his telepathic abilities for good when confronted with his world's version of the Psyche Master, sparing Smurfette of any further torment from him.
* Empath: The Luckiest Smurf as well as all Psyches have telekinetic abilities.
* Empath: The Luckiest Smurf a year after they have been released from the collective consciousness of the Psyches, and the only cure for them is to return to the collective. Which means in Polaris Psyche's case is that either he has to return to Psychelia to live or remain in the Smurf Village and die. That is, until Empath presents Polaris with the alternative, the Long Life Elixir, which has the possibility of extending Polaris' life, though at the risk of turning him into a Smurf.
* Empath: The Luckiest Smurf being called Gutsy, a nickname that he got from Hefty for always having the guts to stand up to him. In "A Wild Winter Solstice", though, Papa Smurf accidentally refers to Duncan as Gutsy before realizing his mistake.
* Empath: The Luckiest Smurf breaks the spell, restoring Smurfette and Hogatha to their normal appearances.
* Empath: The Luckiest Smurf. By the end of the story, Vanity wears them because he likes looking at himself while wearing them.
* Empath: The Luckiest Smurf cartoon show. This leaves him coming home to an empty village save for his friend Polaris Psyche.
* Empath: The Luckiest Smurf, Clockwork Smurf and Clockwork Smurfette's relationship results in the creation of their offspring Baby Clockwork Smurf — plus a hundred other Clockwork Smurfs.
* Empath: The Luckiest Smurf comes from. Smurfette figures this out for herself when she performs the hat-removing ritual on Empath during their marriage consummation in "Empath's Honeymoon".
* Empath: The Luckiest Smurf comic gag, a drunken Grouchy thinks that Empath is actually Jokey wearing an Empath disguise in order to fool him. When Empath tells him that he's actually Empath, Grouchy replies, "And I'm Smurfette."
* Empath: The Luckiest Smurf could be heard from outside his Smurf house.
* Empath: The Luckiest Smurf dabbles in the creation of this with the use of his smurfesizer.
* Empath: The Luckiest Smurf Duncan McSmurf and his bride Brenda McSmurfette got a

Scottish clan themed wedding, with the male Smurfs all dressed in kilts and bearing swords, with the marriage vows being more of treaty being confessed between two parties seeking an alliance with each other in war.
* Empath: The Luckiest Smurf, Duncan McSmurf carries around a silver dart that he could fling really fast at a were-Smurf if necessary. This is revealed in the story "The Night Of The Weresmurf" where Brainy is being transformed into a were-Smurf.
* Empath: The Luckiest Smurf, Empath and Polaris both have their wrist and ankle cuffs removed upon their release from Psychelia, but are never shown to rub their wrists or ankles afterward. Apparently being in cuffs for a long time causes very little discomfort.
* Empath: The Luckiest Smurf, Empath can pretty much mindlink with anyone, although it seems to work better with telepaths than with non-telepaths, as non-telepaths can mainly receive messages, but sending them requires more effort on their part than with telepaths. Empath can also invoke a group mindlink in which all his fellow Smurfs are connected to each other and to Empath as one collective mind communicating with each other, though this is mostly used to give Empath increased mental energy to perform certain tasks.
* Empath: The Luckiest Smurf, Empath Smurf and Polaris Psyche are considered this after they have separately left Psychelia. However, in Empath's case, he can return only on the grounds that he would willingly become the Psyche Master's successor, which isn't what Empath wants at all. In "Papa Smurf & Mama Smurfette," Papa Smurf, Smurfette, their child, and Polaris Psyche are exiled from the Smurf Village by Empath, who takes over as the new village leader. The Smurflings and Baby Smurf, realizing how cruel the adult Smurfs have become, chose to leave the village to join the exiles.
* Empath: The Luckiest Smurf ends with Empath and Smurfette's wedding in the final chapter.
* Empath: The Luckiest Smurf entry in Western Animation below) becomes the basis for Handy developing the portable telesmurf for his fellow Smurfs, allowing them to communicate with each other via a magical video phone.
* Empath: The Luckiest Smurf episode "Squeaky", when Smurfette has a peaceful talk with Tapper after the death of her pet mouse, Smurfette asks Tapper if it gets easier to deal with losing even her best friends to death, and Tapper responds with this, although as a Christian he does tell her that there's a better world waiting for them where there is no more death.
* Empath: The Luckiest Smurf episode "The Magic Egg", Tapper and Duncan McSmurf are both turned into Smurfettes by Jokey striking the magic egg and teasing them about being Smurfettes for not wishing to use the magic egg. The two gender-bent Smurfs find each other's new forms rather attractive.
* Empath: The Luckiest Smurf film series turns into a were-Smurf at every full moon.
* Empath: The Luckiest Smurf, Grouchy, being jealous of Empath having the privilege of marrying Smurfette and enjoying intimacy with her, creates for himself a love doll named Angel that he can enjoy himself with. Nobody else except Papa Smurf knows about it, though, until the doll is somehow given life.
* Empath: The Luckiest Smurf has an alternate timeline tale where Smurfette confesses her love for Papa Smurf, leading to this kind of situation that eventually has most of the entire village revolting against it.
* Empath: The Luckiest Smurf has Empath secretly forming one in the alternate timeline where Papa Smurf marries Smurfette.
* Empath: The Luckiest Smurf, has lookalikes of Puppy, Hefty, Duncan McSmurf, Vanity, Brainy, Smurfette, Empath, and a gender-flipped version of Gargamel playing various roles in the story, while the Smurflings themselves are thrust into the characters of Dorothy (Sassette), the Scarecrow (Nat), the Tin Woodsmurf (Slouchy), and the Cowardly Lion (Snappy).
* Empath: The Luckiest Smurf, Hefty's notable slur for telepaths (particularly Empath and the Psyches) is "star face", referring to the star-shaped birthmarks of both characters.
* Empath: The Luckiest Smurf, he looks no different from an ordinary male Smurf.

* Empath: The Luckiest Smurf, Hermes tells Empath that what Ares wants is eternal war and slavery.
* Empath: The Luckiest Smurf holodecks, the Imaginarium is also being used to satisfy a Smurf's desire to be alone with a Smurfette, as seen on more than a few occasions.
* Empath: The Luckiest Smurf, including Smurfs. In "Flowerbell's Love Triangle", he is seen praying for Papa Smurf's soul in regards to the corrupting influence of magic, as Papa Smurf is the village's resident sorcerer. Although in "Smurphony Of The Night", Empath's use of a Smurf head symbol for a religious symbol helps him fend off a Smurf vampire who wants to make Smurfette his vampiress bride.
* Empath: The Luckiest Smurf: In "Smurfed Behind: Smurfing In Heaven", Empath thinks he has died and gone to Elysium, the "smurfy hereafter" afterlife of the Smurfs... except, of course, he finds out that the Elysium he entered was just a magical illusion created by Ares the god of war (and so also is the Tartarus that Empath fell down from Elysium into), and that he didn't actually die.
* Empath: The Luckiest Smurf in the alternate timeline where Smurfette marries Papa Smurf. Hefty in the main timeline story "Empath's Wedding" sits alone in Tapper's Tavern with a single glass of sarsaparilla ale on the night before the wedding, wondering why Smurfette won't marry him and realizing that he just couldn't compete against Empath. By morning, it is clear that Hefty is hung over just from that single glass.
* Empath: The Luckiest Smurf in the Smurf Village removes Papa Smurf's red hat and replaces it with a white hat while he replaces his own black star-spangled hat with Papa Smurf's red hat, symbolically showing that Papa Smurf no longer deserves to be recognized as the village leader and that Empath will now take over the position.
* Empath: The Luckiest Smurf in which he sees as his elder self the Smurf Village being destroyed by an earthquake, he tries to rescue Brainy, who is seen in his house trying to rescue as many of his works as possible, telling him to forget about his books. Brainy refuses, saying that his works are his life, considering them of great treasure and that he cannot live without them. Then suddenly the ground underneath him swallows him up, and Brainy is gone forever.
* Empath: The Luckiest Smurf is because his words end up sounding like this trope to other Smurfs.
* Empath: The Luckiest Smurf is considered a telepath, as are the Psyches.
* Empath: The Luckiest Smurf is played like a combination of volleyball and soccer.
* Empath: The Luckiest Smurf is seen as this in the eyes of other Psyches, since they are forbidden to see him as the "savage" Species 0002 (Smurfs) that he belongs to, but rather as a "prototype Psyche". The only "flaw" that he has are emotions.
* Empath: The Luckiest Smurf is that he could do this with both people and objects, with the exception that he cannot use it on magic-based objects.
* Empath: The Luckiest Smurf is this trope in action that came from a certain artifact that Empath and Handy have created in the past in "Days of Future Smurfed."
* Empath: The Luckiest Smurf. Its taste is described as porridge made with a bag of cement.
* Empath: The Luckiest Smurf. Lampshaded by Tapper in "Smurfed Behind: The Passion Of The Smurfs".
* Empath: The Luckiest Smurf-like world where basically that is a given among its people.
* Empath: The Luckiest Smurf — Empath mentions in "Smurfnip Madness" that all Psyches in Psychelia are required to take a drug called psychelium, which inhibits their ability to express emotions. The drug is mentioned again in "The Rise And Fall Of Smurfy Tower" as Polaris Psyche wishes he could have the drug to numb the pain he was feeling while Empath was in a coma.
* Empath: The Luckiest Smurf mini-story, Polaris Psyche and his female Smurf bride have a private ceremony where they follow a modified form of a Psychelian bonding ritual of two Psyches touching hands before a Psychelian cleric, which Empath operates as during the ceremony. This is then followed by a public recital of vows before their fellow Smurfs at the wedding reception as they get their pictures

taken.
* Empath: The Luckiest Smurf mini-story "Tapper's Final Christmas", Empath sees an angel appear at Tapper's bedside, ready to take him into heaven, and Tapper's spirit separates from his body before the two of them vanish. Empath later dreams that Tapper is reunited with his friend Duncan McSmurf, who died years before and was already in heaven.
* Empath: The Luckiest Smurf moment because he can smell her pheromones.
* Empath: The Luckiest Smurf novel (and also in the alternate timeline wedding of Hefty and Smurfette in the story "Hefty, The Luckiest Smurf"), teasing them about how they're supposed to marry each other now that they both caught the bouquet and garter.
* Empath: The Luckiest Smurf novel, Empath visits the grave of his mother Lillithina to pay his respects and to forgive her of anything she has done to him.
* Empath: The Luckiest Smurf: Nutrient paste, which is what the Psyches eat due to their distaste of anything that has flavor, appears in the series. One story likens it to being porridge made with a bag of cement.
* Empath: The Luckiest Smurf occasionally begins the story with an entry in his personal journal, and in some stories updates his journal with things that took place in the story from his perspective.
* Empath: The Luckiest Smurf. One takes place where Empath and Smurfette, who were at point still just friends, cuddle with each other on a cold winter night. The other takes place in an Imaginarium setting where Papa Smurf lies with a fantasy version of his deceased wife ready to embrace... when he is interrupted by his son Empath reminding him that he needs to take care of settling Baby Smurf in for the night. Empath's marriage consummation with Smurfette on their honeymoon takes place near a lighted fire on the beach.
* Empath: The Luckiest Smurf, Papa Smurf couches The Talk by speaking about Smurfs having "boy parts" and "girl parts" as well as "sex cells".
* Empath: The Luckiest Smurf". Papa Smurf frowns upon this and makes his displeasure known to Jokey about it.
* Empath: The Luckiest Smurf, Papa Smurf is believed to be this by Empath, or at least that's what is implied by what happens during his early visits to the Smurf Village.
* Empath: The Luckiest Smurf; Philia, who represents brotherly love; and Xenia, who represents love for strangers. And there's also the rogue cherub Eros, who represents lust.
* Empath: The Luckiest Smurf, Psyches are bonded to members of the same sex with the Psyche Master choosing the partners. Empath, as it turns out, has been bonded to Polaris Psyche.
* Empath: The Luckiest Smurf rivalry, as they both simply want to be recognized as being more important than the other. Tapper likens their relationship to be "like Esau and Jacob", with Hefty being Esau and Handy being Jacob.
* Empath: The Luckiest Smurf series, as Empath and his fellow Smurfs are depicted as being in their early adult stage around 150 years of age, with Homnibus commenting on how young Empath looks for his age.
* Empath: The Luckiest Smurf series, Psyches are grown in gestation chambers for a year until they become the equivalent of 50-year-old Smurflings. No specific reason is given for this.
* Empath: The Luckiest Smurf series, Smurfette finds a girl genie named Ghinelle who lives inside a perfume bottle.
* Empath: The Luckiest Smurf stories have Empath and Smurfette talking to each other in bed after they are married.
* Empath: The Luckiest Smurf story "Days Of Auld Lang Smurf" interrupts Papa Smurf's private moment inside the Imaginarium with a recreated fantasy version of his wife just as they were about to kiss. Of course, Empath doesn't know that this is what Papa Smurf was doing with his time away from the other Smurfs until he saw Papa Smurf in a bathrobe emerging from a Smurf house.
* Empath: The Luckiest Smurf story "Days Of Auld Lang Smurf", Papa Smurf makes a toast to the future on New Year's Eve and to his fellow Smurfs who were briefly

"resurrected" for a time (though they were actually hallucinations brought upon them by a spell cast on them by Chlorhydris) until they vanished at the stroke of midnight.
* Empath: The Luckiest Smurf story "Days Of Future Smurfed", Empath sees in his future that his marriage to Smurfette lasts for about four centuries, after which she dies of old age, reverting back to lifeless blue clay.
* Empath: The Luckiest Smurf story "Days Of Future Smurfed" takes place in a Bad Present circa 2005 — a thousand years after Empath had left Psychelia for good. The Smurf Forest is nearly devastated due to development and pollution; the only home that Empath and his great-grandson have left is a tree stump which Empath makes into his personal telepathically-powered Imaginarium so he could relive his glory years and teach his great-grandson about everything he and his fellow Smurfs once held dear in their lives.
* Empath: The Luckiest Smurf story "Days Of Future Smurfed", the Smurf Village is eventually destroyed by an earthquake, resulting in a dispersion of its remaining Smurfs and Empath living alone in the forest with his great-grandson, who becomes Traveler Smurf.
* Empath: The Luckiest Smurf story "Empath And The Golden Magic Bird", Nat, Snappy, and Slouchy tease Sassette with "Sassette's in love with Empath" repeated over and over when Sassette calls Empath a "big lover Smurf", presumably after Sassette has been kissed by Empath when she was temporarily an adult Smurf and Empath had the hots for Sassette.
* Empath: The Luckiest Smurf story "Empath And The Red-Nosed Reindeer", the Santa analog Mr. Nicholas gets the idea of wearing a red suit from Papa Smurf's appearance when he first met him years ago as a child.
* Empath: The Luckiest Smurf story "Empath's Honeymoon", Papi Utopi challenges Empath to fight the Utopi Champion so that he could win his right to "marry" Smurfette (despite the fact that Empath and Smurfette were already married before meeting the Utopii), and if he loses, Smurfette will remain with the Utopii forever. Empath is easily defeated by the Champion in the first match, but on the rematch, Empath resorts to ground-pounding the Champion's head repeatedly in order to wear him down so that he could defeat him and win Smurfette.
* Empath: The Luckiest Smurf story "Empath's Honeymoon", while Tapper is in a private discussion with his friend Duncan McSmurf as Empath and Smurfette are on their honeymoon together, Tapper tells Duncan in polite terms that he gets so stimulated being near Smurfette at times that he fears she's going to see this appearing in his "nether regions" whenever he's near her. Duncan humorously refers to this as having "a banana in his pants".
* Empath: The Luckiest Smurf story "Empath's Honeymoon", Willow the Weeping Ghost recalled waiting for his beloved Mulberry to return so that he could marry her. She never did, and he ended up dying of a broken heart, only imagining what sharing any intimacy with her would have been like.
* Empath: The Luckiest Smurf story "Empath's Wedding", Chlorhydris abducts Smurfette on the day of the wedding and removes her heart so that she wouldn't feel anything for any Smurf, including Empath. Empath decides that he's going to give Smurfette his heart to make her feel love again when Hefty, who originally wanted to marry Smurfette himself, decides to do the honors and give his heart to her. This in turn makes Hefty feel no love for anybody, so Empath gives his heart to Hefty and thus he ends up feeling no love for anybody. Hefty and Smurfette end up bickering with each other over who's going to give their heart to Empath when Johan and Peewit crash the proceedings and force Chlorhydris to restore things to normal, which she does.
* Empath: The Luckiest Smurf story "Empath's Wedding" ends up turning somewhat wacky as Empath receives a telepathic distress signal of the Smurflings needing to be rescued, so he quickly cuts to the chase, asks Smurfette if she will marry him, and leaves her with a kiss and some time alone to think about how to respond while he takes care of the distress signal.
* Empath: The Luckiest Smurf story "Empath's Wedding", Nudie Smurf jumps out of the cake presented to Empath at his bachelor party, asking the party guests if they

need a stripper. Everybody at the party laughs.
* Empath: The Luckiest Smurf story "Empath's Wedding", when Empath's bride-to-be Smurfette has been spirited away by Chlorhydris right before the wedding starts, and Empath meets up with her again at Chlorhydris' observatory, Smurfette greets him with this kind of response, which makes Empath think that something isn't right with her.
* Empath: The Luckiest Smurf story "Empath's Wedding" when he enters her house and sees that his hat (which is what she's supposed to wear to signify who she's marrying) is lying on the floor, until Smurfette's companion and wedding guest Blue Eyes points out that she's been magically transported by someone...and Empath correctly assumes that it's Chlorhydris, who's getting even for her ruined wedding night (which in the cartoon series was thought to be the case of a Runaway Groom) by ruining Empath's wedding.
* Empath: The Luckiest Smurf story "Empath's Wedding" when he first hears that Empath and Smurfette are going to be married.
* Empath: The Luckiest Smurf story "Flowerbell's Love Triangle", Empath uses his telekinetic powers to generate an energy pulse to use as a defibrillator to jumpstart Papa Smurf's heart after he goes into cardiac arrest.
* Empath: The Luckiest Smurf story "Flowerbell's Love Triangle", Flowerbell the woodnymph seeks to marry Papa Smurf in order to avoid marrying the greedy treasure hunting imp Avarice from "Smurfette's Dancing Shoes". The two end up marrying to surprise Avarice, although, by the time the wedding is finished, Flowerbell flies away from Papa Smurf, finding herself now free from Avarice.
* Empath: The Luckiest Smurf story "Grouchy And The Love Doll", during the scene where Angel wants to make love to Grouchy in public. Grouchy says that there are some things that can only be enjoyed in private like taking a bath or a shower, and Angel says that she would like to have a bath or shower with Grouchy.
* Empath: The Luckiest Smurf story "Grouchy And The Love Doll", Grouchy creates for himself a love doll to be his companion, which somehow comes to life and loves him back — only to be revealed that it is a Cubus spirit inhabiting the doll to suck the life out of Grouchy through sex.
* Empath: The Luckiest Smurf story "Monkey On Your Smurf", Empath and Smurfette are both induced into making out with each other while under the influence of microprobes that are in their bodies. When the microprobes are removed and Empath and Smurfette are back to normal, they both decide that they would rather wait until marriage before they have sex.
* Empath: The Luckiest Smurf story "My Unsmurfy Valentine", Empath's friend Polaris Psyche mentions that there is an Imaginarium fantasy setting called "Psychelian Love Slave" among the more adult-oriented fantasy settings that the male Smurfs engage in.
* Empath: The Luckiest Smurf story "My Unsmurfy Valentine" ends with the Valentine's Day dance party that the Smurfs attend after dealing with being affected by Eros' lust arrows and most of the male Smurfs kissing each other.
* Empath: The Luckiest Smurf story "Papa Smurf & Mama Smurfette", in that Papa Smurf forces his little Smurfs to marry him to Smurfette under the threat of being exiled from the Smurf Village.
* Empath: The Luckiest Smurf story "Polaris' Fantasy", both Empath and Smurfette plan on having a night alone together doing this in the Imaginarium beach setting. However, neither of the two commit to actually taking their clothes off and decide to hold off on that until they're married, so they just enjoy a night of moonlight swimming together.
* Empath: The Luckiest Smurf story "Polaris' Smurfy New Life", Hefty forms a Klan-like band of Smurfs called the Order of the True Smurfs, whose single target of hatred is Polaris Psyche, who is white compared to the Smurfs, although in this story his skin temporarily turns blue because it was a side effect of taking the Long Life Elixir.
* Empath: The Luckiest Smurf story "Relatively Speaking" is one where Empath hears mini-stories about the Smurfs' run-ins with three of Gargamel's relatives, all of which are adapted from the comic book stories.

* Empath: The Luckiest Smurf story series add breasts to her physical form. This gets mentioned by her in a few of the mini-stories she appears in.
* Empath: The Luckiest Smurf story "Smurfed Behind: Smurfing In Heaven", Polaris Psyche tries to talk Empath out of killing himself when he fears that his fellow Smurfs may have all been killed while traveling through time, with Polaris telling him that suicide will cause him to go to Tartarus instead of Elysium, which is the Smurfs' version of heaven.
* Empath: The Luckiest Smurf story "Smurfed Behind: The Departure", when Wild Smurf arrives in the Smurf Village to warn Papa Smurf about Snappy coming into the village riding a dinosaur, Papa Smurf tells Wild to stay in the village and try to keep the other Smurfs calm since "the last thing we need when it comes to smurfing this is a village-wide panic". A few panels later when Snappy arrives on Crinkles the baby dinosaur, the village automatically goes into panic mode!
* Empath: The Luckiest Smurf story "Smurfed Behind: The Passion Of The Smurfs" is a little too obvious if he happens to be related somehow to the Smurfs' main enemy Gargamel.
* Empath: The Luckiest Smurf story "Smurfed Behind: The Passion Of The Smurfs", where Smurfette through time travel meets with the real Mary Magdalene and assumes that she was a prostitute, only to learn that Mary was mistaken for one.
* Empath: The Luckiest Smurf story "Smurfette's Genie", when Brainy pays Smurfette a visit to know about the genie that he hears she has in her house, Smurfette says she wishes that Brainy's mouth would be "smurfed shut" and that he wouldn't be able to say anything. Ghinelle, her genie, overhears this and grants this wish by sealing Brainy's mouth shut and removing his voice altogether.
* Empath: The Luckiest Smurf story "Smurfette's Inner Beauty", Hogatha the witch uses the Spell of Syphonia on Smurfette to transfer her youth and beauty onto herself, causing the witch to transform into a young ginger-haired beauty while Smurfette became old and wrinkled and aging toward death.
* Empath: The Luckiest Smurf story "Smurfette's Inner Beauty", Tapper expresses his belief that evil and sin causes people to age much quicker than normal, which to him is why people like Gargamel and Hogatha look older than their actual ages.
* Empath: The Luckiest Smurf story "Smurfette's Inner Beauty," was able to break Hogatha's youth-and-beauty siphoning spell on Smurfette by giving her a heartfelt kiss, thus restoring Smurfette to her normal appearance.
* Empath: The Luckiest Smurf story "Smurfing In Heaven", Empath is taken to an artificial version of Elysium, the Smurf afterlife also known as "the smurfy hereafter", where all his fellow Smurfs were waiting for him after their supposed deaths while traveling through time. The Smurfette in this artificial Elysium glitches in her conversation with Empath, though he doesn't realize where he actually is until later when the Smurfs reveal their true selves in this simulated afterlife.
* Empath: The Luckiest Smurf story "Smurfing In Heaven", Empath thinks that he's in heaven with all his fellow Smurfs who have died. It turns out to be a magical illusion created by Ares the god of war, who wanted to lure Empath into receiving his gift of godhood.
* Empath: The Luckiest Smurf story "Smurfing In Heaven" is made to believe this is what happened to him when he was left alone by the other Smurfs when they were lost in time-travel...that he died and has now ascended to Elysium to be with the other Smurfs who have also presumably perished, where he will be given the mantle of godhood. As it turns out, Empath really didn't die and the Elysium he was taken to was a magical illusion created by Ares the god of war in order to lure his object of admiration into becoming his god of conquest.
* Empath: The Luckiest Smurf story "Smurphony Of The Night" has Empath and Smurfette dealing with an army of Smurf skeletons brought to life in order to stop them from escaping Castle Smurfenstein.
* Empath: The Luckiest Smurf story "The Birth Of Psycheliana", Smurfette had a craving for bugs, flowers, and dirt when she was pregnant with Empath's child.
* Empath: The Luckiest Smurf story "The Castle At The Crossroads", the multi-colored sky that appears over the entire Smurf Forest (caused by Castle Captor's

appearance) is thought to be a sign of the end of the world by Tapper, a Christian Smurf who is looking forward for the Lord's coming.
* Empath: The Luckiest Smurf story "The Innocence Of A Smurf," goes through having to deal with exposing the truth to his fellow Smurfs that he has killed a Psyche during a mandatory one-on-one death battle in Psychelia.
* Empath: The Luckiest Smurf story "The New Shop In The Village" has Empath as the Smurf Village's leader having a dream that, because he has legalized smurfnip to be used as a recreational drug, the entire village is full of Smurfs who have succumbed to the lure of doing all sorts of drugs, with most of them looking like "the walking dead".
* Empath: The Luckiest Smurf story "The No Hug Zone" tried to slip through Tapper and Empath's defenses in order to give Grouchy a hug by shipping himself through the mail to Tapper's Tavern.
* Empath: The Luckiest Smurf story "The Other Smurfette", Hogatha as a female Smurf first meets with Clumsy, whom she fell upon in the woods, and Clumsy innocently asks, "I wonder what I should call you. Do you have a name?" And Hogatha replies, "Wonder? Ah, yes, that's what you shall call me. Wonderette Smurfette."
* Empath: The Luckiest Smurf story "The Other Smurfette", Papa Smurf stood in a daze that required Smurfette to snap him out of after Wonderette (who is Hogatha in disguise as a female Smurf) kissed him on the mouth.
* Empath: The Luckiest Smurf story "Virtual Smurfality", Smurfette pulls on Brainy's ear to get him to leave his Imaginarium fantasy setting before the Imaginarium crystals are destroyed.
* Empath: The Luckiest Smurf story "Virtual Smurfality", the Imaginarium upon its trial run overloads when the Smurfs go off into their own fantasy worlds, trapping them inside the worlds until Empath and several other Smurfs use the mindlink ability to get them all out before the crystals shatter.
* Empath: The Luckiest Smurf story "Who's That Smurfette?", when the Smurfs just stop and stare as they meet Smurfette for the first time, Hefty says this:
* Empath: The Luckiest Smurf takes place. The other stories in the series are written to fill in the gap of that 10-year time period, to see how Empath and Smurfette progressed.
* Empath: The Luckiest Smurf, Tapper's God, which turns out to be the Christian God, is the supreme god, and all other gods such as Ares and Hermes from classical Greek mythology are lesser gods who don't stand a chance against Him.
* Empath: The Luckiest Smurf that would have left him hitting the high notes for the rest of his life".
* Empath: The Luckiest Smurf, the first use of the Imaginarium was to... well, satisfy a Smurf's desire to be alone with a Smurfette. The real Smurfette was not pleased to see Brainy replaying the role of King Smurf having an imagined version of herself being his personal servant.
* Empath: The Luckiest Smurf. The only things they have in common with each other is that they're both telepaths and they have both lived in Psychelia. Otherwise, Empath comes from a race that the Psyches see as "savage".
* Empath: The Luckiest Smurf, the Psyche Master enforces asexuality on all Psyches, since he is in charge of their reproduction, so sex is not allowed in their culture. Instead, Psyches that are bonded in same-sex pairs engage in the telepathic technique of "sharing dreams" with each other.
* Empath: The Luckiest Smurf, the Psyche Master's most common appearance is a large head floating in a rainbow beam of light.
* Empath: The Luckiest Smurf, there's Charity, Phileo, Xenia, and a rogue cherub named Eros, who spreads fiery arrows of lust.
* Empath: The Luckiest Smurf. The three others that are based on existing Smurfs stories are "Wild's First Christmas" (which is "'Tis The Season To Be Smurfy"), "A Haunted Christmas" (which is "Haunted Smurfs"), and "The Enchanted Evergreen" (which is "The Smurfs And The Little Tree" from the comic books).
* Empath: The Luckiest Smurf" This scene is used in the story "Empath's Honeymoon" where Smurfette is covered in chocolate mud, and then soon after Empath when he just dawdles and stares at Smurfette being covered in mud, and Smurfette ends up

pulling him in.
* Empath: The Luckiest Smurf, though here he isn't the only chef in the village.
* Empath: The Luckiest Smurf to influence animal beings such as Azrael and a pack of sharks.
* Empath: The Luckiest Smurf to keep his mouth shut about Smurfette having a genie.
* Empath: The Luckiest Smurf to make sure that history unfolded just as his great-grandfather had told him about. The story ends with Empath's great-grandson becoming Traveler Smurf, watching Empath's younger self in the time period that he now calls his home.
* Empath: The Luckiest Smurf to the Smurfs at the court trial between her and Empath Smurf.
* Empath: The Luckiest Smurf version of Papa Smurf, presumed to be a widower, is married to the Mirror Universe version of Smurfette. However, Mirror Universe Smurfette proves herself to be not entirely faithful to her husband.
* Empath: The Luckiest Smurf version of their world, where they find an identical mirror which requires a magic spell to open so they could return to their own world.
* Empath: The Luckiest Smurf version of the Smurf Village is pretty much this, with gambling, smoking, fighting, lots of obscene language, and immoral affections going on between the Smurfs. Not that the village itself is any better by comparison.
* Empath: The Luckiest Smurf was created to take Gargamel's place in the story while Jeanty from the comic books stood in for Scruple and Rascal Fuzzbucket for Azrael.
* Empath: The Luckiest Smurf, where Empath plays King Solomon living in the king's palace and Smurfette plays the Shulamite who lives in a village with a father and a few siblings working as farmers.
* Empath: The Luckiest Smurf, where Hefty is the first Smurf that Smurfette meets (back before she was a real Smurf). However, in the normal timeline, she never ends up falling in love with or marrying Hefty, which makes him upset at first, but he ultimately decides to resolve matters with his rival Empath before the marriage. It's only in the alternate timeline, where Empath ends up going back to Psychelia and becoming the next Psyche Master, that Smurfette falls in love with and marries Hefty.
* Empath: The Luckiest Smurf where Smurfette is married to someone, her husband picks her up and carries her out of the kitchen, supposedly into the bedroom. In "Wedding Bells For Bigmouth", Bigmouth tries to do this with his bride Bignose after the wedding to carry her over the threshold, only to keep banging her head against the door a few times. He decides to slip her in vertically in order to complete the tradition.
* Empath: The Luckiest Smurf, whether that's with his enemies (like normal universe Empath) or his allies (like the Mirror Universe Smurfette).
* Empath: The Luckiest Smurf, while Empath marries Smurfette, has a child through her as well as a grandchild and great-grandchild, the last of whom will become Traveler Smurf, who will travel back into the past to give Empath visions of the future that will lead to the creation of the memory artifact.
* Empath: The Luckiest Smurf, with Vanity doing the more dramatic non-action scenes and Century doing the action scenes with swordfighting, since Vanity is afraid of swords. Before that, though, Vanity secretly switches places with Century at the auditions to make it appear that Vanity is a better actor than Century (the only difference being that Century's flower is on the left side of his hat while Vanity's is on the right side).
* Empathy) after they meet, with Go-Go in turn appearing touched that Riley thinks of her as "the coolest person [she's] ever met".
* Empathy Doll Shot: A child's death will be symbolized by a nearby, usually damaged, toy they used to play with.
* Empathy Doll Shot - A kid died. We don't see the death or the body, but we see one of the kid's toys.
* Empathy Doll Shot: A shot of a child's toy on the ground is shown to indicate that children have died in the area.

* Empathy Doll Shot happens in first Soviet mission victory cinematic, which primarily consists of sending Yak fighters to take out vehicles and buildings so paratroopers can mop up the rest.
* Empathy Doll Shot: Seeing a plushie or doll on the floor means that either a kid died or a kid's innocence was lost evacuating from a war.
* Empathy, Oh is this to the rest of the Big Hero 9, as the only alien member of the team where the rest all come from Earth (although Baymax is a robot while Riley has empathic abilities).
* "emperor"). After the war, he was imprisoned by the Soviets, then handed over to Communist China, and finally released, later dying of natural causes.
* Emperor Akbar, of the Mughal dynasty and the 16th Century India, is known as one of the greatest and most respected rulers that India ever had for several reasons: developing a comprehensive, cohesive and standardized taxation system across India, developing a comprehensive military and bureaucratic organization for his empire, patronage of wit and art and music, love for philosophy and developing his own school of thought, for coopting Hindu elites into his regime (thereby ensuring their loyalty to his dynasty) and for fostering a culture of tolerance and co-existence between Hindus and Muslims (thereby ensuring a degree of social stability). All these things portray a clever, wise and hard-working bookish intellectual, isn't that so? Well, he was known to be illiterate.
* Emperor. As Mark says (using asking someone for the time of day as a metaphor):
* Emperor Augustus died in 14 A.D, long before Jesus was supposed to have started his work.
* Emperor Awesome has a thing for Sylvia (who he insists on calling "Rebecca" or "Becks") and even suggests forcibly adding her to his entourage after capturing her in "The Party Animal." She's always quick to shoot him down.
* Emperor Awesome likes throwing parties. Only problem is he always ends up
* Emperor: Battle for Dune Besides the original Saboteur units, a new aerial unit called the Eye In The Sky also had an attack where it self-destructed with a Saboteur ejecting out of it.
* Emperor: Battle for Dune, both the evil Harkonnen and the decidedly amoral Ordos use weapons based on toxins and poison, as do the tleilaxu. The noble Atreides and the fremen, meanwhile, do not.
* Emperor: Battle for Dune has Tleilaxu Leeches, which would spit a parasite onto enemy tanks that would eventually destroy them, creating another Leech. They also had a zombie-like enemy called a Contaminator that would spawn another Contaminator every time they killed an infantry unit.
* Emperor: Battle for Dune have a distinctive fritzing effect where the red, blue and green channels of the hologram briefly fail to line up, just as happened with some earlier colour films and TV.
* Emperor: Battle for Dune, one of House Atreides' mechs bears a suspicious resemblance to REX.
* Emperor: Battle for Dune some House Ordos vehicles are equipped with shields. Like the books they explode when hit by lasers but the detonation just destroys the target and the shooter instead of producing a nuclear reaction, not that there are many laser-equipped units outside that House. And they attract worms which would explain why no one else uses them.
* Emperor: Battle for Dune. The Contaminators, mutants spawned from Tleilaxu Flesh Vats. They carry a lethal virus capable of turning humans into additional Contaminators. There's also the non-human variant called the Tleilaxu Leeches, biogenetic tanks that create replicas of themselves by implanting larva in enemy vehicles, which damages the host vehicle until it's destroyed before hatching into another Leech.
* Emperor: Battle for Dune, where the Atreides Duke is black and the Ordos mentat is Asian. The Fremen (desert dwellers of Arabic descent) are still played by white actors though.
* Emperor: Battle for Dune with a rocket turret for anti-vehicle defense and anti-aircraft defense.
* Emperor Belos: Great Dictator, Average Father can become the next ruler of the

Boiling Isles. Amity, of course, is annoyed that her parents are using her own feelings for their political agenda.
* Emperor Belos. Their magical auras are red, and the primary use seems to be advanced telekinesis, teleportation and conjuration. This system also doesn't require them to draw circles, and Belos can even cast spells of the usual system without the circles.
* Emperor books, Cato is portrayed as the fattest of all the senators. Though he isn't a king, he is one of the most powerful and richest men in Rome.
* Emperor Cartagia of the Centauri tortured G'Kar to the brink of death several times, mostly as an amusing diversion.
* Emperor Charles and Empress Marianne. May be justified since the characters in question had been cheating death, and rather than outright dying, they were forcibly absorbed by the afterlife. Not to mention the whole thing actually takes place in a mystical realm.
* Emperor Charles. His entire kingdom is run by his children, who he raises to be loyal... or dead. Kinda doesn't work when his three most competent children try to kill him, including one whom succeeds in doing so. Even
* Emperor-class Battle Titans are generally seen as some of the most powerful things the Imperium has, short of the God-Emperor in his prime. It's
* Emperor Doom, he actually let the small band of heroes who Wonder Man freed from his control win. The heroes aren't even sure they did the right thing.
* Emperor Edelgard of Adestria. The One-Winged Angel, because there's no time to be wasted between taking the city and the castle itself. Afterward, the nation on the losing end ceases to be a politically significant entity.
* Emperor Faustin of Haiti got his imperial chamberlain to say "His Majesty is now laughing; my lords, you are invited to laugh as well" every time he cracked a joke.
* Emperor for Brutus, Domitius, and Servilia, brings Cabera to a turning point, and gives some insight into the ways Crassus and Pompey do business.
* Emperor Franz Josef I of Austria-Hungary and his consort Elisabeth/Sissi had four children. Out of them, their second daughter Gisela
* Emperor Franz Josef I's second daughter (and eldest surviving child), Archduchess Gisela. Franz Josef had some keepsakes from all of his kids and his most treasured one was a poem written for him by a young Gisela one Christmas.
* Emperor Franz Joseph, as he was inspecting his troops in full view of enemy fire and lost his wife to a field hospital bombing a month before.
* Emperor Ganishka, a rogue Apostle who is the Emperor of Kushan, conceals much of his girth under heavy clothing and armor, but is clearly on the heavy side.
* Emperor Ganishka, who is literally a demon and has an ego so big that he attempts to defy God. He has a nasty temper and is
* Emperor Gestahl, an old man with long white hair and a white mustache-and-beard combo, looks like a dog-headed bipedal creature. This is referenced in
* Emperor Golden Scepter is one, being an "Antecedent"-ranked Alicorn god. While he's capable of assuming the "default" form of a normal-looking white Alicorn with black hair, his true form is described in his entry as an incredibly ancient and extremely powerful Alicorn god with
* Emperor Golden Scepter is the Alicorn god of Psionics, so naturally he's a master at this. Some of his powers include
* Emperor Hadrian and Antinous; Hadrian had Antinous deified after he drowned in the Nile. Hadrian was also deified after his death, as customary for Roman Emperors. The Cult of Antinous was quite popular for several centuries afterwards.
* Emperor Hadrian in particular was a noted Philhellene (lover of Greek culture) and he enthusiastically adopted a range of Greek practices such as growing a beard and taking a male lover. Commodus took all that further and dressed as Heracles.
* Emperor has a scene in which Cavallo, a Spanish blacksmith, shows the Roman smiths how to use charcoal to make a gladius of steel rather than iron. Renius watches, since he has become curious about how the swords he uses every day are actually made.
* Emperor Hirohito and decades beyond that until his death in 1989. He was also an accomplished amateur marine biologist and had a laboratory within his palace for

this purpose. While he lacked an official degree, he had several scientific papers published and was the first to provide a scientific description and classification of several species of hydrozoa (microscopic predatory water animals) found in the seas around Japan.
* Emperor Huang was a ruthless Chinese warlord who forged his empire over the corpses of countless victims and was cursed with mummification in his attempt to become immortal. Its explicitly said that he will crush freedom everywhere and slaughter without mercy to impose order upon the world.
* Emperor Iedolas Aldercapt was originally going to be voiced by Shinji Ogawa. After Ogawa's death during the game's development, his dialogue was rerecorded by
* Emperor Joker, allowing Bat-Mite to get his powers back and restore the universe in seconds.
* Emperor Joker, and reshapes the Earth into a cube with the continents shaped in his visage.
* Emperor Joker, he uses said abilities to continually kill and resurrect Batman, driving him utterly insane. After Superman makes a deal with Mxyzptlk after defeating The Joker, he takes Bruce's memories of the events. After Batman finds out and is furious at Clark for essentially robbing him of what makes him effective (psychosis, essentially), this exchange occurs, with Batman standing on the wing of his Batplane.
* Emperor Joker into receiving Mxyzptlk's reality-warping powers and remade the world in his image. Some people, primarily Superman, feel that there is something fundamentally wrong with their new reality. As they meet more powerful beings resisting the Joker's influence, it is revealed that as he pulls more and more strings, Joker will begin unraveling the very fabric of existence.
* Emperor Joker is turned into "Superburgerboy," a mascot for a cheesy burger chain. It's worse than it sounds.
* Emperor Joker, it's revealed that he literally cannot imagine a world without Batman... no matter how hard he tries, despite having gained cosmic power and become the ruler of reality.
* Emperor Joker powers to turn Aquaman into an actual fish man supervillain who ironically enough hates the ocean and tries to keep everyone out of it.
* Emperor Joker recreates reality in his own image, tiny reality bleeds from what used to be the real world provide hope for the heroes.
* Emperor Joker's heart. Superman survives for minutes, apparently either because of his super-durability or thanks to Joker using his omnipotence for keeping him alive. Supes actually hugged the sun to his chest (he and the Joker were enlarged at the time) to counteract this.
* Emperor Joker: The Joker is seen playing a game of poker with the corpses of the various Robins that he murdered.
* Emperor, Julius Caesar has to promise his daughter's hand in marriage to Pompey in order to secure the latter's support in his bid for consul.
* Emperor Justinian I and Theodora ruled the Byzantine Empire together. He's regarded as one of the empire's best rulers.
* Emperor Mateus is proof that the series embraced this trope long before it became memetic. He sports what can best be described as an
* Emperor Maximilian takes the place of Adolf Hitler, a charismatic leader with ambitions of world domination who takes advantage of the climate of ethnic nationalism and racism that was allowed to fester during the interwar period.
* Emperor—from her reign onward, the Chinese civil system was based much more on merit than on your lineage or connections.
* Emperor Mollusk Versus The Sinister Brain also turned down the offer, claiming the process had turned them into delusional megalomaniacs. The Council think this idea is so ridiculous they spend a good deal of time laughing maniacally over it.
* Emperor Mollusk versus The Sinister Brain manoeuvers or blows up an enemy ship.
* Emperor Mollusk vs. The Sinister Brain in the (mistaken) belief that no-one can get access to it.
* Emperor Mutsuhito/Meiji was "restored" to his position as true political leader of the country, any distinction between the military and the government had

completely broken down.
* Emperor Nightmare, the leader of Nightmare Enterprises (Holy Nightmare Co. in the Japanese version) in
* Emperor of Mankind and things go all to shit. Most of them also had adopted parents that greatly shaped their later worldviews for good or ill.
* Emperor of Megalos, who occasionally suffers minor lapses of concentration leading to brief displays of inhuman features. His horrific personal behavior may be a bigger clue to the truth.
* Emperor of the Fading Suns features the planets of Byzantium Secundus and Leaguehiem. In terms of game rules new cities can't be built on these worlds (not that the Imperial Guard on Byzantium II would allow any units outside the embassies) as every hex is already covered with cities.
* Emperor of the North climaxes with one very brutal train-fight between a determined hobo and a sadistic conductor.
* Emperor of the North the hobos spend some time riding in the train's undercarriage. Evil train conductor Shack's response is to extend a heavy pin on a cord to beneath where they're hiding and let it repeatedly bounce off the track and smack into their bodies.
* Emperor Palpatine (as opposed to his alter ego Senator/Chancellor Palpatine, a
* Emperor Palpatine/Darth Sidious on the other hand is the villainous incarnate of this trope, with
* Emperor Palpatine has a powerless, illegitimate son. While Palpatine was disappointed, he decided to let him live because his son has night terrors in which he screams out horrifying things. The descriptions are used as inspirations for
* Emperor Palpatine himself wears black and sometimes red robes. Also, the decor of his office is almost all red.
* Emperor Palpatine, most other Sith Lords (at least for the known galaxy from humanity's point of view).
* Emperor Palpatine nod approvingly precisely because it does not have to spend so much of its resources to build and maintain huge starfleets.
* Emperor Palpatine replaced the elected senate with regional governors known as "Moffs" but they were appointed rather than hereditary. The Empire itself wasn't hereditary, because he seriously intended to live forever.
* Emperor Palpatine speculates that Darth Vader, after flying around in his TIE fighter for a week, "must smell like feet wrapped in leathery, burnt bacon!"
* Emperor Palpatine tells Starkiller to prove his loyalty by killing Kota, a Jedi. After a moment's hesitation, he turns and attacks Palpatine. It doesn't end well.
* Emperor Palpatine was reborn in a clone body sometime after dying in
* Emperor Pelagius the Mad insanity. Once his madness became too publicly apparent, he was institutionalized and died only a few years later.
* Emperor Pelagius the Mad wrong with him, and that he needed to be removed from the throne. He was institutionalized and died only a few years later, but his legacy as the Mad Emperor lives on.
* Emperor Pilaf was the first real villain that Goku and gang faced (after pterodactyls, bear thieves, bandits, boss rabbits and cowardly shape-shifting pigs). In the manga he isn't even an
* Emperor Reman Cyrodiil III has his mistress beheaded for treason (she was innocent). Here it actually takes two strokes, with the first hitting the back of her head.
* Emperor: Rise of the Middle Kingdom: City guards serve the extremely important purpose of catching spies and saboteurs. Unfortunately, your citizens limit how many watchhouses you can have in the city without causing unrest.
* Emperor: Rise of the Middle Kingdom: Enemy spies will disguise themselves as workers in your city but can sometimes be spotted doing something that that worker type wouldn't do, like walking through a roadblock that should keep them out. Clicking on a spy makes them panic about blowing their cover and vanish, but they'll only reappear later in a new disguise unless apprehended by an in-game constable.
* Emperor: Rise of the Middle Kingdom. Not only do you often have to produce your

own weapons and armies to defend your town from invaders, you can also buy and sell weapons (even weapons you produce yourself) to other cities. Yet, weapons are simply treated like any other goods - wheat, silk, porcelain, etc. - in that you can trade in them. In some scenarios, the only use you can get out of them even is buying them cheap and selling them at a more expensive price.
* Emperor: Rise of the Middle Kingdom: Of the four types of soldiers available (Archers, Infantry, Cavalry and Catapults), Catapults are best used against cities with fortifications alongside infantry (to scale the walls). Otherwise, hordes of cavalry work best (including against the Mongols).
* Emperor: Rise of the Middle Kingdom: Shifted back a couple of millennia, but over the course of the campaign iron will replace bronze, and in turn be replaced by steel, bronzeware utensils will fall out of fashion and be replaced by lacquerware, charioteers will be replaced by mounted cavalrymen and paper will take over from wood as the writing material of choice. Also, things like irrigation, currency (first copper coins, later printed paper money), and new crops like tea and rice will appear over the course of the campaign.
* Emperor: Rise of the Middle Kingdom that city, since they rightfully fear for their lives.
* Emperor: Rise of the Middle Kingdom will appear as a random worker walking around the city. But the location and occupation are random, so they could easily be a completely inappropriate worker, such as a food salesman in the industrial district or a miner walking around the residential area.
* Emperor Scientist: A ruler who participates in scientific activities.
* Emperor Scientist. They often view the religious as incapable of scientific thought despite any evidence to the contrary.
* Emperor Scientist with even Captain Janeway joining in, so naturally the villain has to out-ham everyone or get left behind.
* Emperors Edge has been groomed from birth to work as an assassin for the (now former) emperor, and managed to survive to his early 30s and extreme competence at killing people, but an utter lack of social skills.
* Emperor series, Caesar has a love affair with Servilia, his best friend's mother. Problematic since he needs a son and she is too old to get pregnant.
* Emperor's Hammer, for those who never read the book, was employed against the Yuzhaan Vong, an alien race that only briefly skirmished with the Empire. Therefore they were not aware that one of the primary uses of a Star Destroyer was orbital bombardment...and with something like sixty times the guns, a Super Star Destroyer is even better at it. Wedge Antilles made the Vong think he was desperately retreating, thus luring a very large ground force into the killzone, and then opened fire.
* Emperor Shaohao. By the time you actually meet him, he seems to have recognized his errors after millennia of meditation on the subject and goes on to give you a very philosophical analysis on the nature of pride before asking for your help to clean up his mess. Check quote pages if you want to know the full speech.
* Emperor's hellhole where he's worshiped as a god on pain of being burned at the stake.
* Emperors of Rome, and his next two successors bribing them upon claiming the throne, they came to the conclusion that they had the right to remove Emperors they didn't like, and not being paid off by the guy when he took the throne was grounds to do so.
* Emperor Steer's magic is a light purple. His eyes glow mauve, and his robes are a dark violet hue.
* Emperors Whitebeard and later Kaido are considered the strongest man/beast in the series and they're muscle-bound titans. Played with Big Mom she's just as strong as former two but is an
* Emperor. The bond between Brutus and Renius is somewhat shakier at first, with the former vowing to kill the latter for what he did to Caesar. Though after traveling with Renius to Greece, Brutus comes to view him as the father he never knew. It is however unclear if Renius ever really feels any stronger bonds towards Brutus.

* Emperor: The Gates of Rome. In the second book, Spartacus' slave army also qualifies.
* Emperor Tigerstar, known for making time lapses of historical maps, came out as bisexual in 2019.
* Emperor Uriel Septim VII, he's a clean-shaven Altmer with a full head of hair.
* Emperor Varis (or rather, a highly embellished version of him). Thankfully, the rewards for winning the fight are well worth it, consisting of high-end armor with five materia slots per piece.
* Emperor, while Queen Elicia is one of the nation's foremost scientists.
* Emperor who plays 6 hours of drums a day whether his band is around or not.
* Emperor, who works to keep Chaos at bay from realspace, and humanity in particular. The Imperium has stayed stable, although not making any meaningful progress in any sense, for ten millennia. It's not a balance of Good and Evil by nature, but more by awful circumstances that hasn't changed in much meaningful ways for as long as the Imperium as we know it stood.
* emperor (with due exceptions for two genetically engineered slave subraces of the Centauri). In an interesting twist, Centauri law allows anyone free to own a Centauri slave, with the Golians (a former Centauri subject race) often buying Centauri slaves as a status symbol and a form of payback.
* Emperor would probably be someone who runs a emporium, i.e. a vendor/merchant/shopkeeper.
* Emperor Xuanzong (reigned 712-756) spent a whole lot of his later reign with his beautiful consort Yang Guifei and passing out all sorts of high offices to her friends and family. Little details like national defense were neglected right up until the inevitable rebellion by a cocky general. The poor consort didn't survive the evacuation, as what troops Xuanzong had left demanded her scapegoat's head.
* Emperor Zing also counts as he is also the same species as Roger but has done a lot of bad things as well. It's strongly implied that Zing punished Roger for being unfaithful to him by attempting to kill him through a fake mission in which Zing sent Roger out to Earth as a crash test dummy and even when Roger survived, he was technically banished from his homeworld. While this does make a big
* emperor Zizzy Balooba orders an attack on Earth for his own amusement. He confesses this the moment the heroes get to his boudoir.
* emphasised facade for the benefit of others, something which she's called out for in volume five and slowly starts breaking away from later.
* Emphasis is placed on an old photo of six characters from the earlier generation of students, only one of whom we have never met. Her identity is later revealed rather offhand and unspectacularly, and though she may turn out to be important, being a Valkyrie, she doesn't seem to be that relevant to the mysteries about the characters' parents.
* Emphasis on "temporary". The problem is that CASE NIGHTMARE GREEN (
* emphasis on the "may", especially towards this tasteful, fashionable, and attractive young species called 'Humanity'.
* emphasized his Berliner-ness). Nobody really cared and he ended up winning the election and was reelected for a second term. Since then, many public figures outside of the show business have come out with it rarely causing any controversy.
* Emphasizing Joseph's kindly character, before Gabriel told him how Mary got pregnant, he was planning to hush everything up, and
* emphatically gestures to Sonata Dusk to be quiet as she almost blows their whole plan to Sunset Shimmer when they're being shown around the school.
* Emp herself was nearly taken as one, but the Robot sent to capture her decided her butt was too big.
* E.M. Pino would start crying with terror whenever she thought about what would happen if she didn't follow his commands.
* Empire 88 are an offshoot of a more established German organisation called Gesellschaft, who sometimes send cape assistance over but are never confronted directly by Taylor.
* Empire), a classic fantasy setting, with orcs, wizards, etc. More specifically it is about a series of nations bound together in an Empire that has been in steady

decline for decades surrounded by Barbarians on all sides struggling to re-invigorate its self or die. Noted for it's interesting take on religion (Focused on reincarnation and the embodiment of certain virtues but utterly rejecting the concepts of Gods) high grade costume, large scale battles and politics as major elements.
* Empire and the medication he prescribed caused Andre to hallucinate Pamela into existence.
* Empire at its HeightWhichever iteration it is, authors rarely focus much on the Empire itself. Presumably there's simply not enough action. Tales set during this period typically focus on exploration of unknown space, or small scale dramas - the kind of events that might shake a solar system, but go completely unnoticed by the larger galaxy. If this period doesn't turn out to be the Final Empire, eventually the edifice begins to crack, leading to:
* Empire at War-class Cruiser, who's special ability is to saturate an area with missiles for a (short but sweet) period of time.
* Empire at War deploy Stormtroopers. While it is only possible to have two squads of stormtroopers deployed from an AT-AT at any given time, they can deploy an unlimited number of them to replace fallen squads.
* Empire at War, even when you have an entire fleet of Star Destroyers up there, possibly for balance issues.
* Empire at War expansion: First and foremost: Both Death Stars. Then, there's the plasma cannons of the Zann Consortium space stations, Aggressor-Class battleships, and MZ-8 tanks. Captain Piett's Star Destroyer (the Accusor) also gets a Proton Beam weapon in both games.
* Empire at War for the Zann Consortium, and the TIE Phantom for the Empire. As well, the original Empire at War mentions cloaking in the profile for one of the planets.
* Empire at War gives the Rebels 3 tanks, a hovering light tank, a tracked heavy tank, and a tracked mobile artillery piece. The Empire also gets tanks, the tracked TIE Crawler and the hovering 2-M. The expansions adds in teh Juggernaut A6 for the Empire, and the new Zann Consortium gets w tanks of its own: The tracked Canderous assault tank and MZ-8 Mobile Pulse Cannon.
* Empire at War has, as his land special abilities, an ability that irradiates an enemy unit, and one that release poison gas over an area. The gas is toxic to enemy and allied units.
* Empire at War, Imperial story. The missions leading up to the ending are canon, but the ending itself (the destruction of the Rebellion with the Death Star) isn't, obviously.
* Empire at War restricts space combat to the 2D plane. Ships of different classes are higher "up" or lower "down" on the plane, for example Corvettes are higher "up" than battleships, and fighters, when engaged in dogfights, go all over the place, but there is no gameplay effect of this.
* Empire at War the expansion includes units wielding disintegrator rifles.
* Empire at War: The Rebels have rocket troopers that do extra damage against vehicles.
* Empire at War uses them as well; large ships will usually fly around them to avoid losing shields.
* Empire Beneath series introduces several Krampus that act as guards to prisoners. At first the protagonist mistakes them for Yetis, other characters speculate the possibility of other species, but throughout the book, they are called Krampus.
* Empire Builder: The original member of the Crayon Rail family, the main family of railroad games that are not 18XX games.
* Empire but actively suppresses post-medieval technology because technological power is much more difficult to concentrate in the hands of a ruling elite than magical power.
* Empire, but they persuaded him to let them leave it in by taking him out to dinner and claiming to be big supporters of the Republican Party.
* Empire City = New York City (mostly taken from Brooklyn and Manhattan)
* Empire Earth and planes, but can freely enter and exit the atmosphere on space

maps.
* Empire Earth, and the ability to manufacture entirely automated battle robots despite never looking into this "scientific method" business. Averted in scenarios that don't start at the very first epoch, which start with all previous upgrades automatically researched.
* Empire Earth attempt being foiled. Two missions later, renegades from Novaya Russia ally with the US to go back in time in order to prevent Novaya Russia from becoming the totalitarian nightmare, essentially reliving the first Russian level from the other side. The ending cuts just before we see the effects this has had on the future, (even though the sequel features the same faction, it has no impact on the plot).
* Empire Earth can repair buildings as well as construct bunkers and (pathetically weak) barbed wire fences.
* Empire Earth example, the archers and knights on horseback aren't as effective against robots shooting lasers at them.
* Empire Earth has a keyboard-like console as part of its design, while the Hades has a keyboard on its arm and uses its other hand to input commands.
* Empire Earth has cargoes spawn regularly and head for German ports, your task is to have enough planes and submarines to ensure they get past the Royal Navy (and sending a sub to the English coast so a spy can insert conflicting orders into their supply system).
* Empire Earth has formations, but they're more useful to line up units before the battle begins, and are a nightmare when dealing with large numbers of units, as they stack up into several smaller formations, meaning one formation will end up fighting outnumbered while the others are too far to react to the enemy's presence.
* Empire Earth has this, with Wellington reflecting that the nobs are all drinking and partying while he's trying to push back a horde of Frenchmen.
* Empire Earth has two types of heroes: Warrior and Strategist. While both are melee units (until the later ages when all units become ranged), the Warrior's role is to be in the thick of battle, as his damage values are the kind associated with siege weapons and he provides a 50% damage reduction aura to nearby units. The Strategist, on the other hand, has a much weaker attack (and won't even attack unless specifically ordered), but instead provides very quick healing to nearby units and has an ability that makes enemies take extra damage.
* Empire Earth, he's unable to attack anything but buildings. Later eras have wheeled battering rams that can still only attack buildings and are best used in large groups (the AI certainly will).
* Empire Earth II, building them remains a viable tactic even once aircraft are available.
* Empire Earth II ended when the U.S. stole the stealth bomber the Soviets had developed and used it against them.
* Empire Earth II: The war elephant is Egypt's early unique unit, and also unique in that its counted as Heavy Cavalry, it has a ranged attack (the only one until cavalry is replaced with tanks).
* Empire Earth: In the penultimate mission of the Russian campaign, the colossal dictator-robot Grigor II is definitely revealed to be no more than a totalitarianist who won't care for anything but the submission of the entire world to the regime of Novaya Russia, even if that means resorting to genocide. This prompts Molotov to defect to the Americans. He agrees to travel in time with Molly Ryan to meet Grigor Stoyanovich before he rose to power, in order to convince him to avoid taking the path that would lead to the dictatorship and the construction of Grigor II. Unfortunately, the latter anticipated them and traveled too to the past, helping the original Grigor to succsesfully stage his coup with future technology. Grigor is impressed by the tales of his successes and those of his robotic heir, and sees no problem in the means, forcing Molotov to kill him to prevenet anything and close the time loop.
* Empire Earth involves Grigor II going back in time to modern-day Russia (the first level of the Russia campaign, in fact) to give Grigor nano-age tech, allowing Novaya Russia to rise to power far earlier, before Grigor's health deteriorated,

and the players stopping him.
* Empire Earth mission where Operation Sealion is implemented and England is successfully invaded. At no point is it mentioned that you are, in fact, working for the Nazis, the Chancellor is never named, and of course there's that whole Holocaust business that goes unmentioned.
* Empire Earth Molotov shoots him dead and returns to the future, but the ending doesn't show whether this was for good or bad.
* Empire Earth, no matter what age the player advances to, workers will still chop trees with axes, mine minerals with picks and carry everything in a wheelbarrow. Even when soldiers are using giant mechas to move around.
* Empire Earth: One Greek campaign mission starts you on a small island. The island's resources are only there to get you a few boats so you can leave, as an unstoppable army makes landfall soon after.
* Empire Earth opening movie. You see four warriors in four dramatically different epochs (stone age, British imperial age, second world war and the future). The stone age warrior has a white (blind) left eye, the imperial sea-captain has a cloth in front of his, the WWII commander has a standard black eyepatch and the futuristic warrior has a cyborg left eye.
* Empire Earth rides around on a hoverboard. In the campaign, he gives you the Grigor II robot.
* Empire Earth: Russian dissident Grigor Illyanich Stoyanovich and General Sergei Molotov.
* Empire Earth's American campaign, the Soviet Union truly collapsed after the US stole the stealth bomber the Soviets had developed, both sides managing to hush up the whole naval war in Alaska.
* Empire Earth's forces come across small villages, which can either be spared and assimilated for civilization points, or razed for plunder.
* Empire Earth, sold on the promise of containing "over 500 000 years of history". Five hundred thousand of those years are devoted to the Neolithic age, which a player can and probably will want to pass through faster than banging two rocks together, in order to spend more time in the more interesting ages adding up to nearly five thousand years beyond the advertised half a million.
* Empire Earth: Some missions give you a Radio Man, who can summon squads of airdropped infantry up to three times.
* Empire Earth: Strategist heroes heal allied units and yell enemies into taking extra damage, but while they can attack, they do pitiful damage (less than the basic infantry of their age) and won't even attack unless specifically ordered to. They're the only source of mobile healing until (non-combat) medics become available... some 20 centuries later.
* Empire Earth, the Cold War ended when the Soviet-invented stealth bomber (which looks a hell of a lot like a B-2) was stolen by American agents after an extended bombing campaign over Alaska. This embarrassing defeat caused the USSR to collapse soon after.
* Empire Earth: The expansion's Pacific theater campaign has several maps taking place in dense jungle, one of which features disease outbursts, mines, and snipers.
* Empire Earth: The first campaign is set in Egypt around the end of the 6th dynasty. While there are no animated mummies, one level features starving peasants so desperate for food they break into the tombs and haul out the preserved corpses to feed on them.
* Empire Earth, the hero characters of WW1, WW2 and Modern eras wield revolvers, while the basic units of the time use rifles.
* Empire Earth, where you can choose not to upgrade some units (i.e. arquebus-using soldiers in the modern age) but some (archers and cavalry) are no longer available after a certain era.
* Empire Earth zigzags this for its Greek campaign. The first level has a village chieftain named Hierakles leading his people to a new land where they build a temple and a city on top of a hill (the Acropolis), the Trojan War is fought without divine intervention, while Theseus was a leader of Athens who united the outlying city-states against Sparta and Thebes. The last (of very few) supernatural

events is when Theseus ascends to become a god; this marks the campaign moving from being based on Greek myth to being based on history.
* empire even being a stand-in for the real-life Spanish Empire during their expansionist heyday.
* Empire faction may purchase and ride warg mounts. If you want your badass leader to ride into battle on top of a white wolf, then why the hell not? Warg Knights are not horses and oxen as we know them, but are instead descendants of each respective species.
* Empire from the Ashes activating their Enchanach drives is enough to make Zeta Trianguli Australis go supernova and wipe out an Achuultani fleet.
* Empire from the Ashes, and a lot of other things. The main character gets improved versions of the implants.
* Empire from the Ashes, and capable of deploying more conventional tracks for increased stability and decreased power budget.
* Empire from the Ashes and prominent ears. His eventual wife Jiltanith is gorgeous. However, both of them are roughly the same height, just under 190 cm tall.
* Empire from the Ashes, and throw it at Earth, using their own ships to further shield it. The moon is stated to be much larger than the kind of projectiles they typically use.
* Empire from the Ashes are also fighting against Anu and the restraints are just there to keep him contained until they can explain exactly what is going on and why they want to help him.
* Empire from the Ashes because, as a product of the Fourth Imperium, he has "no taste for tyranny".
* Empire from the Ashes during 52,000 years of unsupervised operation. Fortunately, given its ability to wipe out star systems simply by FTLing/deFTLing in the wrong place, it's a good guy.
* Empire from the Ashes have been legit, or it might have been Colin pranking Horus.
* Empire from the Ashes: In the third book, a corrupt customs officer who was hired to help the villain's plot to interfere with an interplanetary teleport to replace a statue with a fake with a bomb inside is disposed of after the job has been done in this fashion.
* Empire from the Ashes) is how he survived the attempted bomb assassination.
* Empire from the Ashes, is noticeably embarrassed when explaining this to the protagonist, who actually drops the trope name.
* Empire from the Ashes: Main protagonist Colin McIntyre is stated to have graduated from the US Naval Academy in the first book. They create an all new Imperial Academy in the third book. It seems to be heavily based on the academies that the protagonists remember.
* Empire from the Ashes Sandy MacMahan, who tops out at a mere 140 cm (4'7), and Sean MacIntyre, who is 60 cm (2 feet) taller.
* Empire from the Ashes series has a similar premise to Mass Effect below. Every 50-100,000 odd years, a huge fleet sweeps th galaxy, exterminating every sapient species it finds. The last interstellar human empire, of which the population of Earth is an offshoot, was aware of this fact, and built an enormous fleet to stop them. Unfortunately for Earth, we're on the closest edge of human space to the fleet, they're coming again, and the Imperium is nowhere to be seen.
* Empire from the Ashes series. The huge influx of advanced technology after the first book renders the date moot, though.
* Empire from the Ashes series, with a set of dogs that have been genetically enhanced to near-human intelligence and then fitted with vocoders to translate their thoughts into speech. It goes into some depth about how they have simple sentence structure and don't have temporal verbs (speaking only in the present) but otherwise treats them as being pretty wise, if not always smart.
* Empire from the Ashes, starts a decade after the end of the previous one, and contains multiple other skips, covering over a decade itself.
* Empire from the Ashes: The Achuultani refer to the human chunk of the galaxy as

the "Demon Sector" because their periodic genocidal waves always suffer huge losses there.
* Empire from the Ashes, the mutineer's inner council managed their constant manipulation of the human race without going into stasis by transplanting their brains as necessary into the bodies of lesser mutineers who had obediently gone into stasis. Less important mutineers have to make do with regular human bodies.
* Empire from the Ashes tours of duty and it's considered necessary for the health of the community to have children born and growing up as they would be on a planet. Of course, being what they are, these ships have crews in the hundreds of thousands and provision for a natural increase up to doubling.
* Empire from the Ashes toward Stomald, who has been terrified, laughing and ranting about Stomald's sinful nature.
* Empire from the Ashes trilogy. The Emperor is absolute in military matters but a kind of limited monarch in civil. The ships of Battle Fleet are hard-wired to obey not the Emperor, however, but rather a massive supercomputer orbiting the capital, leaving him largely impotent if he is voted out of office until a new Emperor can be put into power. This was arranged by the first emperor (elected by the Senate to stop the civil wars) as a check against absolute power, and nothing short of complete reassembly of the supercomputer's core can change its mind.
* Empire from the Ashes turns out to be a giant ancient human starship, and all humans on Earth are the descendants of its crew.
* Empire from the Ashes, which has been acting as the Moon ever since.
* Empire from the Ashes who was responsible for the assassination attempt ultimately never finds out.
* Empire from the Ashes with enough firepower to make the Death Stars seem weak in comparison, that threw the original Moon into the Sun and secretly replaced it 50,000 years ago. Oddly enough, this is the least outrageous plot point.
* Empire, Hakeem, who is in his early twenties (judging by the fact that he was a baby when his mother went to jail in the '90s) is in a relationship with Camilla, a middle-aged fashion designer. His parents are not pleased.
* Empire, Harry is implied to be the descendant of King Arthur himself.
* Empire has a deck-building mechanic integrated into the 4X gameplay. As the game continues, more cards become available to add.
* Empire human worlds except one (which remains independent and neutral for unclear reasons), while 'earlier' installments has news and mission-related texts indicating the Empire is considering implementing a policy mandating that all humanity be part of the Empire, so obviously it did happen.
* Empire in Canada may have played a role). There have been a number of claims to why, but most comments say that subject matter (about the cutthroat hip-hop industry) doesn't really appeal to international audiences.
* Empire is rated "14+" when shown on Canadian television nationwide, but received an "R" rating for its complete DVD set in Ontario despite no difference in content or explicit bonus features.
* Empire. Lucious didn't stop Andre from marrying Rhonda, but he isn't shy about his opinion of her. However, he did force Jamal at 18 to marry a woman, and when that didn't last, threatened to cut him off if he came out, and he attempted to bribe Hakeem's girlfriend Camilla to leave him, since he (incorrectly) thinks she's a con artist. The boys' estranged mother, Cookie, takes a more moderate stance once she re-enters their lives. She has her own opinions about her sons' lovers that she makes known, but she respects them enough not to interfere with their lives.
* Empire, Luke uses the Force to help pilot the Millenium Falcon around a black hole to escape a pursuing star destroyer, which is unable to replicate the maneuver and is pulled in.
* Empire: Made in 2015, flashbacks to the creation of the titular company and the elder Lyon children's early adulthood/late teens (as well as the youngest's childhood) happened in this decade.
* Empire: Made in 2015, several important flashbacks happened in this decade, such as the imprisonment of Cookie in 1998, the peak of Lucious' music career, and the Lyon children's childhood.

* (Empire Novels?), there's a star named Fomalhaut in the constellation of Piscis Austrinus.
* Empire of Dreams: The Making of the Star Wars, Kenny Baker recounted that, while filming, the cast and crew would on rare occasions forget he was inside the R2-D2 outfit (which could not be taken apart from the inside) and leave to take their lunch breaks. But, he said, someone would usually remember he was in there and come back to let him out.
* Empire of Erebonia is one to Prussia, including a Germanic naming scheme and a character who's based after Otto von Bismark, nicknamed "The Blood and Iron Chancellor"
* Empire of Estellion has no shortage of volunteer troops, all seeking to attain nobility (after 22 years of exemplary service), the Kaysani invasion has left the Imperial Mark struggling. This has resulted in Rooks mustering militia from common folks to plug the gaps. Unfortunately, they are untrained rabble, who drop like flies. They do, however, slow down the enemy even as they die.
* Empire of Ivory Laurence himself is flogged while being held prisoner. We don't know how severe it is since it's from his perspective and he loses count at around ten, but he does end up being delirious for a week.
* Empire of Ivory this trope comes up when, as he is about to hand himself over to the British after foiling the Admiralty's plot to unleash a lethal epidemic upon the dragons of the continent, Laurence makes a last ditch plea for Temeraire not to join him. Temeraire in turn asks if Laurence would claim he was carried off against his will and forced into his "crimes" by the big scary dragon if he did so, correctly predicting his response to the idea of trying to save his skin with such lies and slander.
* Empire of Japan, whose Army and Navy had rather plain looking uniforms yet still lost the war.
* Empire of Satanis provides an entire race of them in the form of the Schmekbluts.
* Empire of Satanis tries to explain it with a "master morality", the bottom line is that you are a demon who performs evil acts and torments humans so you can become a god and be even more evil.
* Empire of the Ants novels (only the first was translated to English), and this is at times a crucial plot point.
* Empire of the Ants reveal Ants were responsible for the extinction of the Dinosaurs.
* Empire of the Ants), though, the ants are described as not knowing what humor is and the humans have to describe it and teach them.
* Empire of the Eagle, a fantasy involving enslaved men of Crassus' army who're displaced into another universe after being given to a Chinese emissary.
* Empire of the East in the aforementioned cabinets. The inversion comes when Ardneh explains that within his cavern, he is weak and blind, (much as it is very difficult for a man to observe and manipulate what is going on inside his own body) and needs Rolf to conduct certain repairs. Played at least partially straight, however, in that Ardneh can turn lights on and off throughout the complex to guide Rolf to where he needs to go.
* Empire of the East; is it really neccesary to call horses "riding-beasts" and mules "load-beasts"? Not to mention "milk-beasts" and "wool-beasts". Yet birds are birds, dragons are dragons, and "potatoes" are still a named vegetable. Also confusingly subverted when we are introduced to the "war-beast", apparently some new type of lion or puma hybrid which can also be ridden.
* Empire of the East: Multiple layers. Exaggerated because this story world was transformed from magicless(scientific) to magic by "The Great Change", a world-changing blast. Zig Zagged in that this story world's demons are actual nuclear explosions transformed into malevolent beings during "The Great Change" (tech-to-magic). Inverted when Ardneh reverses "The Great Change" transforming magic items back into scientific technology.
* Empire of the East series both use this trope to the fullest. The former was written in the 1970s, when the whole USA was going to convert over to metric any day now, and since the books are set 50,000 years in the future, it made sense at

the time. Now it just seems a little quaint.
* Empire of the East universe suffer from this. That is, their "lives" are bound to an inanimate object. While there are other ways of killing them, destroying their lives requires no special skill and is by far the easiest.
* Empire of the East would certainly qualify. Interestingly, Ardneh brought about the proverbial "end" by making nuclear war impossible.
* Empire of the more mainstream-leaning '80s sort, in stark contrast to the darker material that surrounds it.
* Empire of the Petal Throne act. 50,000 years later, they still bear a grudge.
* Empire of the Petal Throne. A superweapon splits the Tekumel system into a parallel universe where nothing else exists.
* Empire of the Petal Throne. Humans, meanwhile, have a super-advanced starfaring civilisation, so in their minds, the Tekumelani were inferior. Humans have allied with other advanced races in the past, but instead they terraformed the everliving hell out of Tekumel, rearranged its orbit and gravity, and tried their level best to exterminate the "primitive" natives. It's noted that most other starfaring races wouldn't have even invaded the planet at all.
* Empire of the Petal Throne: Set on a planet with few metals and tropical climate, these effects limit the armour available to characters.
* Empire of the Petal Throne setting, used in both game and novels, is distinctly non-standard, with no elves, dwarves, trolls, or anything similar to European fantasy, by design.
* Empire of the Petal Throne Tékumel was previously known as Nu Ophiuchi d or Sinistra d.
* Empire of the Petal Throne that the people of Tékumel see as gods.
* Empire of the Petal Throne. Then, stuff happened. 50,000 years later, the original inhabitants still bear a grudge.
* Empire Of The Sun and 'The Kindness of Women'' has the protagonist "Jim Graham".
* Empire of the Sun claimed they filmed larger parts of the film, but most of their scenes were cut.
* Empire of the Sun contains an interlude during which the abandoned schoolboy Jamie fends for himself amid the chaos of the Japanese invasion, foraging from ladders and riding his bike around the dining room. Averted, in that it abruptly transitions into his meeting with Basie, followed by internment by the Japanese.
* Empire of the Sun featured a Soviet GAZ-69 jee... uh, light troop carrier as an Imperial-era Japanese military SUV.
* Empire of the Sun goes from being sung by Christian Bale's character to playing with choral backup after the character has stopped singing.
* Empire of the Sun. Jim attempts CPR twice in the film. Not only does it not work in either case, but the second time (where Jim tries bringing a pilot back) is also far from pretty.
* Empire of the Sun's video for "Alive", Nick "Lord" Littlemore, gets to wear a very nice brown one with tons of zippers.
* Empire of the Sun's "Walking on a Dream" hit the charts after its use in a Honda commercial in 2016,
* Empire, one of the ways of defeating enemy ships is coming alongside and boarding them. While you can't use captured ships in the same battle, they're yours as soon as the battle is over.
* Empire only monologued to distract Bond as a remote control gun was aiming to shoot him.
* Empire players who conquer Pigbarter can get a special follower named Sir Man Delour, in tribute to the review of the game by
* Empire play his sons Jamal and Hakeem, who are popular musicians themselves.
* Empire Porky Building claims to be, and one of the floors hasn't even been fully constructed yet!
* Empire Records: After a fair amount of provocation from his foster son Lucas, Joe drags him into the office and beats him up, then brings him an icepack and says, "You know you deserved that, right?"
* Empire Records. He's basically a father figure to all his young employees, and a

legal foster father to one of them.
* Empire Records is set across one very eventful day: April 8th, a.k.a. Rex Manning Day. Though the opening scene takes place the previous night, this may arguably be the same day since it is after closing and Empire Records is "Open 'Till Midnight".
* Empire Records wore an apron in the nude) puts on a MusicTown apron with nothing but stockings on underneath and dances around, saying "I think MusicTown is torn on the revealing garments issue".
* Empire, right after Lucious comes to accept Jamal's homosexuality and names him as heir to Empire Records, homophobic rapper Black Rambo makes a scene at the press conference and refuses to work for a "batty boy." It seemed his only purpose was to show how much Lucious had developed, though at the very least, it's Jamal who socially destroys him in a rap battle.
* Empires combines RTS and FPS like Iron Grip, but in a different manner; players play on one of two different armies fighting each other, each with their own commander to whom the game functions like a standard RTS.
* Empires: Dawn of the Modern World : The Russian civilization has a late game classified project called Tunguska Meteor that allows them to call down a meteor to devastate enemy units.
* Empires expansions are spinoffs of the main games. They contain the same hack'n'slash core gameplay for battles, but with a more strategic approach, allowing for battle formations, politics, kingdom-building, and simulation.
* Empire's heir with his bare hands after getting shot. He's not quite up to the Baron's level in the scheming department, but is under pressure to learn fast.
* Empires. If, on the other hand, the player is defending their own kingdom from invasion, they have a secondary victory condition in allowing time to expire; so long as they do not die or allow their own main base to be taken, they can win without having to take the enemy's main base.
* Empire, Sock's owner is looking in his house's wreckages for Sock's receipt, all while sporting a mildly annoyed expression, despite the fact that the city he lives him just got completely destroyed by a demonic hamster, an army of monsters from Hell, and three gods. He's even happy to finally find the receipt, as if bringing back his evil hamster to the pet shop would change anything.
* Empires of Trust describes and compares and likens early to late Republican and Imperial Roman to American psychology of Empire building through historic examples.
* Empires side games in order to allow more focus on the kingdom management aspects, but this is the first time a core battlefield mechanic was completely excised between a numbered release and the expansion.
* Empires spin-offs expands on the relationship system, allowing players to forge bonds with other characters. At high enough levels, players can take on other characters as sworn siblings, or even marry another character of opposite gender.
* Empire Star, Comet Jo's homeworld exists only to produce a plant called plyasil. Everyone living on the planet is either involved in plyasil production or in supporting the people who produce the plyasil.
* Empire State (2012) by Adam Christopher is this taking place across several dimensions and times and combines Noir with Weird War as the eponymous Empire State is in a never ending war with a mysterious Enemy.
* Empire State, Jason warns Sara that if she moves to New York City, she's going to be surrounded by annoying hipsters. She moves anyway, and upon speaking to Jimmy again:
* Empire Strikes Back is a civilian airspeeder converted to fulfill combat purposes by the Rebels. Another example is the V-wing, an atmospheric fighter-bomber used by the New Republic.
* Empire Strikes Back it the first time was, it worked so unexpectedly well as to become standard thereafter.
* Empire Strikes Back). They also displayed incredible accuracy in the EU, where a Super Star Destroyer fires on a worldship from outside the solar system.
* Empires who hold you in poor esteem will call you specific insults based on whichever in-game category your species belongs to. Humanoids get called "monkeys", mammalians "beasts", reptilians "lizards" or "newts", avians "birds", "chickens",

"dodos" or "buzzards", arthropoids "bugs", molluscoids "parasites", fungoids "shrooms", plantoids "weeds", lithoids "rocks", necroids "husks", and machines "tin cans" or "toasters".
* Empire, the actors that play Andre and Anika, Trai Byers and Grace Gealey, got married in real life during the second season. On the show they have very little on-screen interaction (Anika starts out as Andre's father's much younger fiancee).
* Empire; they're the numerically smallest cavalry unit at full strength, and due to the fundamental shift in field warfare they're more of a (valuable) support unit.
* Empire to fund the titular record label, which eventually leads to Cookie spending 17 years in prison. Meanwhile, Lucious manages to make Empire into a multi-million dollar business, and the Lyons are obscenely rich by the time the show starts.
* Empire: Total War acknowledge the primacy of artillery during their settings by giving artillery (and ships) unlimited ammunition, and have an array of cannons, howitzers, mortars and rockets to use in sieges and in field battles.
* Empire: Total War also has steamships and ironclads, but those appear so late in the game they don't really matter).
* Empire: Total War, certain buildings cause unhappiness due to industrialization. If this industrialization causes too much unhappiness, then the people will launch a rebellion. Whether or not they win, between hundreds and thousands will die. For whatever reason, Luddites don't rise under Constitutional Monarchy, representing British parliamentary monarchy - the very place the Luddites were ever active.
* Empire: Total War changed this a little by introducing lots of "minor" nations that could be engaged diplomatically and would generally behave like the larger factions (with some caveats to prevent them from expanding). Of course, the number of Major factions (empires) vying for power was considerably smaller than in previous games as a result.
* Empire: Total War has this at times with the Rocket Troop artillery unit (the "rockets' red glare" type of rocket).
* Empire: Total War is also used for this purpose, and some skirmisher units can also put down sharpened sticks.
* Empire: Total War. Slavery is also glossed over on the flavor texts for the plantations; the most mention that the practice gets is the late-game "Abolition of Slavery" technology... Though Revolutionary France abolished the practice in 1789, it was reinstated by Napoleon. The long game's ending year of 1799 was long before any American/European nation permanently abolished slavery.
* Empire: Total War, western commanding officers would give you a Roman salute when you select them on the campaign map.
* Empire: Total War which allow you to play as the tiny emergent factions, such as Scotland, Punjab, or Mexico. Surpassing the major world powers is very difficult, but certainly doable.
* Empire, when Cookie finds Lucious sleeping heavily from a new medication, and before she leaves, he sits up and reveals not only the season-long secret that he was the one who murdered her cousin Bunky, but that he doesn't have ALS as originally feared, but a less severe and more manageable condition instead. She's so pissed that she contemplates murdering him with a pillow, which got captured on video tape...
* Empire, where Luke has to face some of the same enemies on both Hoth and Dagobah, just as palette swaps.
* Empire where the villain Golgoth begins his world conquest in Australia and continues until only the U.S. remains as a beacon of hope. Then America falls too and everyone is screwed. Justified in that if you're doing world conquest and starting from nothing, it makes sense to build up a powerbase somewhere else first and save the toughest target for last, after you've assimilated everyone else into your forces.
* Empire with a Dark Secret: A seemingly utopian government turns out to be up to ugly things behind the scenes.
* Empire with a Dark Secret: A whole civilization is built on a horrible secret.

* Empire with the right use of artillery. However, killing a general while the enemy is too far away can result in the moral rebuilding by the time they enter the musket range.
* Empirical Crescent, a row of terraced houses where every door and window leads somewhere other than where you'd expect it to lead. At least it makes it easier to get rid of rubbish—just toss it into the garden. After all, it might not be your garden. The reason for this corruption of dimensions occurs because the row of houses is crescent-shaped on the outside only. Inside, it's supposedly laid out like a straight row. Presumably the two configurations conflict. Occupants had a tendency to leave in the middle of the night, often without stopping to pack...
* EMP is intended to stun vehicles, but also affects your character's advanced helmet optics. (Computer-controlled bots aren't bothered at all, except to the degree that they were aware of your presence.)
* Emplaced here is a somewhat superfluous version of the especially popular lyrical work "Twinkle, Twinkle Little Star". The original rendering of this work was specifically composed for an infantile audience. The following version is for those amongst us who find the urge to utilize the aforementioned trope irresistible, even while making an attempt to lull a young insomniac into a recuperative state.
* Emplate says he detected affection from Monet when it came to Creed before guessing that she's bored with handsome, cultured men. Much later, he threatens to gut her with a warning that Creed will do it eventually which causes Monet to snark at him looking down on the guys she hangs around.
* Employed frequently by Tim Drake back in his high school days when he needed to give out an excuse for being missing or wiped out from his activities as Robin. The most blatant probably being when he lied to his dad about how and why he snuck back into
* Employee of the Month computer game, the number to call Sublime Seafoods is 555-4444. SpongeBob lampshades this.
* Employee of the Month has the (ironically poor-sighted) vision center employee Lon (Andy Dick) being woken up early in the film, going "Jimmy Buffett. Who?" (The DVD shows alternate takes with different phrases.)
* Employee of the Month When Iqbal loses his job because of Zack's hijinks, his wife happens to get a big promotion at her own job, allowing him to become a stay-at-home daddy for their young children. From what we see, he seems to adore it despite being a lot of work.
* Employees' Entrance: The elevator man at the department store calls it out. "Second floor, lingerie, pajamas, millinery, women and children's shoes, corsets, brassieres, girdles, abdominal bands, air mattresses, bicycle tires, army cots, canoe paint, shoe stretchers, and Boy Scout outfits."
* Employees of the Krusty Krab normally just have a little sailor hat for a uniform, but the time Pearl took over and turned it into a hip teenage hangout, the Kuddly Krab, she had everyone wear pink leotards with K-shaped deely-bobbers. Squidward found them thoroughly humiliating; SpongeBob, of course, loved them. SpongeBob
* employees: SpongeBob wants the old grease trap back, and Mr. Krabs is unhappy at all the money being spent. Krabs still can't bring himself to fire her, though, and it's only when Pearl breaks down and confesses she's been trying to get fired that SpongeBob finally sacks her on Krabs' behalf.
* employers would steal money meant for benefit plans. It's a breach of fiduciary duty, as ERISA requires employers to make prudent decisions on behalf of their workers and notify them of any upcoming changes in advance. Enron was a notorious case, where its executives raided its retirement plan before the company went belly-up. This is a form of "reverse embezzlement," where the employer robs its workers of their benefits, but sadly, many don't even notice the breach as they usually toss their 401(k) statements. To detect ERISA fraud, employees should be extra vigilant on things such as erroneous contributions, unusual transactions, or abrupt changes to the plan. As an additional requirement, benefit plans must be covered by a fidelity bond, as it insures against theft by persons who handle the

plan.
* employing the wizards and sorceresses, mind you. Jagang does seem to genuinely believe that he and the wizards and sorceresses are necessary evils.
* EMP — A weapon which uses ionizing radiation to disable electronics.
* Empok Nor is identical to the titular space station, except abandoned and therefore sideways (even though
* emponymous she's this, and everyone else sees an Albino Deathclaw squeezed into a Vault 19 uniform.
* Emporio Alnino as part of the stage hazard of the Kennedy Space Station stage.
* Emporio Ivankov occurs on the same prison, when Blackbeard betrays the Marines and breaks into it to recruit some prisoners for his crew.
* Emporio Ivankov's Tension Hormones, which energize and relieve pain for a period of time at the cost of suffering all of it later. Consecutive usages of it are also very dangerous,
* Emporio Ivankov, which appeared to have bruised him up a bit but otherwise fine. He also took multiple cannon-fire like a cake-walk.
* Emporio Ivankov, who somehow manages to outcamp even Mr. 2, but is also insanely powerful and is a major player in the Revolutionary Army, whose goal is to overthrow the world.
* Empowered, a fat, ugly geek steals Emp's suit and puts it on, thinking it will grant him superpowers. He ends up grievously injured, wetting himself in the process. Also, Major Havok soiled himself when fighting The Caged Demonwolf.
* Empowered, although it gets destroyed during a fight. And the B.F.Gunnaz who are named after this trope.
* Empowered and from various enemies. And neither of them has any problem returning the favor to any opponents who happen to be female.
* Empowered and is occasionally seen exercising dispassionate lethal violence - when Ninjette is ambushed by another clan in the park, he methodically goes around shooting them all in the head afterwards, just to be sure. He also takes over Single Action’s plasma pistols in the “Capeys” fight, which are presumably lethal.
* Empowered and is plagued with self-confidence and body-image issues.
* Empowered and spanks her during an interview, with the intention of putting it up on her website as a paid download. This isn't the first time Ocelotina has done something like this. Before deciding to take on a superhero identity herself, the girl who'd become Ocelotina decided to kidnap Emp and hold her for ransom. Of course, since Emp's powers come from her suit, she had to be naked save for her mask... and it was fairly strongly implied that Ocelotina engaged in some very intimate touching.
* Empowered and the literal blockhead who actually are nice to her must say something about how much being a low-tier superhero sucks.
* Empowered, Anglerfish and his son both have the power to hypnotize the people who look into their head lures into seeing their greatest desires.
* Empowered as she desperately tries to deny the truth, only to end up consumed in flames when she finally accepts that Spooky is right.
* Empowered as soon as it start getting shredded... that is, most of the time.
* Empowered at the end of Volume 5 is such a huge deal, and causes the entire caped community to stamp down very hard lest criminals and villains think the unwritten rules can be broken with impunity.
* Empowered Badass Normal gains super powers, making them even more dangerous to their enemies than when they didn't have powers.
* Empowered Badass Normal." His fascination with it is what blows (if you’ll pardon the pun) his cover when he tries to infiltrate Air Temple Island. Kya quickly realizes that he’s a bit too knowledgeable (after he breaks into her brother’s study) to be some random guy.
* Empowered Badass Normal: When an already formidable (yet physically ordinary) fighter gains superpowers.
* Empowered Badass Normal: When said ordinary, already badass person gains superpowers.

* Empowered before acting helps Emp to take down a seemingly unstoppable bad guy.
* Empowered before ThugBoy, and then fleeing through a window. (Note that, since she leaves the tattered remains of Emp's suit behind, she's quite logically buck naked afterward.)
* Empowered began as a series of superhero-themed softcore BDSM pin-ups that Adam Warren did as a commission to make money. However, he then found the people in them developing personalities, which gave him some plot ideas...
* Empowered both the heroine's boyfriend and best friend are people who defeated then befriended her. And if you include the Caged Demonwolf on her coffee table is one of the enemies who SHE defeated, and befriended (however begrudgingly.)
* Empowered, but one supervillain ThugBoy worked for really took the cake when he made his Witless Minions wear shirts with an emblem looking like a bullseye. Wow. Now that is...
* Empowered, but the fact it supercharges her orgasms? Gee, what a burden.
* Empowered by some villains who want to get the Superhomeys' attention on a crime, and think they've only captured some cosplaying stand-ins. When Emp asks why they bothered, the leader gasps: "Everybody knows that all the Superhomeys care about is bad publicity," and Emp can't honestly argue with him on that point.
* Empowered cusses every third word, no matter what she's talking about and even when she's completely calm. Not for nothing is she referred to as "████ing Oyuki-Chan."
* Empowered develops. In the "Nine Beers With Ninjette" short it's finally confirmed that she's an alcoholic and knows it.
* Empowered does this all the time (which is why she's quite commonly referred to as "████ing Oyuki-chan"). The reason for this habit is not clear yet.
* Empowered does this twice with Ninjette. Complete with sound effect.
* Empowered does this with numerous stores, foods, TV shows and websites.
* Empowered, Emp has a rivalry with Sistah Spookah. She later finds out her boyfriend, Thug Boy, once slept with her. She asks Thug Boy who is better in bed. Thug Boy thinks if he says Sistah Spookah, he's in big trouble, and he better not say they're interchangeable in bed either. He said Emp was better. Emp refuses to talk to him for about a third of the volume.
* Empowered, Emp not only reads yaoi slash fan fiction about her male teammates in the Superhomeys, but writes it as well.
* Empowered, Emp talks about how she thought about doing this but decided against it, because it might dissuade crooks from allowing captured heroines to use the bathroom in the future.
* Empowered ends up bound, gagged, and nude in a room full of villains, they rarely attempt to assault her, because this would violate the "Unwritten rules" between heroes and villains. Those few villains willing to break the rules are, well, you know...
* Empowered, except the others playing refuse to accept her as a bet due to the 'unwritten rules'- they don't want a superhero team after them just 'cause one idiot tried to use a heroine in a poker game, thanks.
* Empowered features Sistah Spooky coming upon the aftermath of the title character's disastrous encounter with Glue Gun Gil, considered to be the all-time lamest villain in the city next to Ladder Master.
* Empowered, for reasons too complicated and silly to explain but which involved someone trying to use alien nanobots with an untranslated interface for perverse purposes.
* Empowered for various supervillains, stealing their expensive gadgets and ebaying them after the villains got caught. 'Til they steal from the wrong guy...
* Empowered goes through a workout session at the hands of her friend Ninjette that involves tree-hopping, swimming across a shark-infested bay, and shooting toys out of the air.
* Empowered had his arms and legs replaced with 'em. He also has a magical one stuck in his head.
* Empowered: Happens sometimes, often with a character saying something they don't

actually say or thinking more perverted thoughts. The violent variant does show up but is rarer. These segments are always ended with the phrase "END COUNTERFACTUAL SCENARIO."
* Empowered hard when he first laid eyes on her — it even broke him out of his terminal "Whatever." mood.
* Empowered: Has a character with fourth-wall-breaking expository bits between stories. She is also very aware of what happened to other characters written by Adam Warren.
* Empowered has an inversion of this. It does fit much like a second skin. She even has to shave her pubic region or she gets what's often referred to as steel wool. However, the costume tears really easily. The more insecure the more easily it tears. Given her powers come from how intact the costume is, she's made more insecure the weaker she gets, leading to her being practically naked quite often.
* Empowered has (at least) one race of them. They're huge (their liver weighs 700 kilograms alone!), have three eyes, and their veins seem to be on the outside of their bodies.
* Empowered has Ninjette, who deals out some pretty graphic violence on occasion.
* Empowered her thoughts - her subconscious associations etc. had a tendency to "bleed through", as in this telepathic conversation with Sistah Spooky:
* Empowered heterosexual sodomy, leaving The Lash to do all three parts). He's about to whip her but realises they're standing in front of a fabric store, which brings up traumatic childhood memories of being bored out of his skull while his mom shopped for fabric, so he calls it a draw and leaves.
* Empowered, including a "Kick Me" sign—which they changed to "Kidnap Me"—taped to her rear.
* Empowered. In-story, there are official Superhomey ringtones and themed T-shirts (and panties), plus action figures of their Rogues' Gallery.
* Empowered in-universe) that the costume gives fantastic cosmic powers limited only by the user self-confidence. As Empowered has the self-confidence of a used kleenex in a dirty cesspool, you can see how it works. So yes, she unconsciously granted herself the power of being easily aroused and multi-orgasming. Kudos!
* Empowered is one of these. Much of her collection of doujinshi is based off the other superheroes, much to their horror. The term "fujoshi" is also mentioned.
* Empowered is seen as this by the public at large, despite having several major victories to her credit. Ocelotina actually is one, being a costumed normal with no powers who uses the look to sell merchandise.
* Empowered is to get your humiliation fetish in your ironically-titled supers fantasy. It's also Justified in that the suit fragility is because of her body-image issues. If she could take pride in her body the suit would be tougher and thicker.
* Empowered loves speaking with alliterations, and even occasionally comments on how many he managed to queue. Ninjette occasionally does it when talking to him.
* Empowered Manny is conspicuous by his absence after a role in volume 4 that seemed to set him up as a recurring character.
* Empowered — her left half, Charity, is an angel, but her right half, Vanity, is a devil. The mind boggles...
* Empowered — her left half, Charity, is an angel, but her right half, Vanity, is a devil. They share a pair of wings (traditional style, that is feathery / bat-like, respectively).
* Empowered means his descriptions are anything but clinical and detached.
* Empowered meet her boyfriend Thugboy? She was a captured superheroine, he was the minion tying her up. Sparks flew. They don't like to talk about how they met.
* Empowered, Mind is interrupted when she declares her love to Sistah Spooky, who arrives precisely "three seconds too late" to save her from burning up in a descending space station.
* Empowered, most career villains (including mooks) avoid killing heroes unless absolutely necessary, particularly the weak, useless ones like Empowered — doing so will result in your victim's hero friend tracking you down to exact bloody vengeance instead of just arresting you.

* Empowered, Ninjette redirects Captain Havoc's super-strength punch with martial arts and throws him to the floor. Offscreen sound effects and dialog indicate she does it several more times, to the amusement of the other heroes. Ninjette later wonders why all super-strong heroes fight like "developmentally-disabled eight-year-olds."
* Empowered: Not one, not two, but three of the Superhomeys obtained their powers from sex with non-humans (one a robot!). In fact, they met in a support group for it. One of them gained his powers through an alien STD.
* Empowered not only lives most of the time on a space station to avoid getting headaches from reading other people's minds, but admits being tired of reading the filthy minds of lunatics.
* Empowered often finds that her moments of saving her Super Homeys' butts are often ignored for their chance of taking yet another potshot at her fragile suit.
* Empowered. One time, he knocked out the male superhero Major Havoc. Havok woke up with the following note:
* Empowered, particularly Sister Spooky (although she becomes more sympathetic and less hostile towards Emp in the later volumes).
* Empowered Portal Network granted to the Superhomeys. It has a Mass/distance limitation that would be higher if the team didn't chintz out on their network plan.
* Empowered, reanimated supers really hate the "z-word." Understandable, as aside from briefly post-reanimation, most are as smart as ever.
* Empowered recalls a moment where Major Havoc tried to do this when instructing her in the use of her powers. "Spread those legs! Give me the power stance!" This does not go over well.
* Empowered-related reasons. She then becomes a recurring character as a deliberate model for the fetish crowd that Emp keeps unintentionally feeding.
* Empowered, Sistah Spooky and Mindf██k were these once. It's really the only way that Mindf██k can have good sex.
* Empowered's super suit is canonically thinner than a soap bubble and so revealing it took her six months to work up enough nerve to wear it in public.
* Empowered's Syndablokk averts this entirely. He's a C-List super, but that's because he holds back.His power is elemental control of ARCHITECTURE. Villains have a 0% chance of touching him in a city, near a freeway, or basically anywhere. He never uses it except when really, really pressed, because of the massive collateral damage buildings-wise.
* Empowered superhero Divangelic) is definitely sexier (dressed) than her sister Charity, an angel.
* Empowered's verse. She has the shape of an attractive human woman and is anatomically correct. One of the Superhomeys sleeps with her, and her nanites turn him into a mecha.
* Empowered's weakness. Her costume is the source of her powers, but it loses all of its mojo when it gets damaged, and it has the resilience of tissue paper. Most of Emp's battles end up with her mostly stripped down and powerless, and she's the laughing stock of the hero community because of it.
* Empowered's world can learn all kinds of cool magic, like kyonyujutsu (fake boobery magic), sosuijutsu (fast/quick/early to be drunk magic), sekushi nyanko "Monroe walk" jutsu (sexy cat "Monroe walk" magic), and more.
* Empowered, Syndablokk can control concrete, brick, and asphalt. Thus, he can attack with streets and buildings themselves. He tends to only use his powers as a last resort because his powers are very destructive and effects linger for a while after he leaves, meaning there will be streets and buildings moving on their own.
* Empowered teammates who use the "youtoob" screenshot as their new monitor wallpaper.
* Empowered that Emp later uses to subdue and seal a similarly sesquipedalian supervillain whose stay proves significantly more substantial — Demonwolf.
* Empowered that she may have actually died on her first mission without actually realizing it. It makes sense (sort of) in context.
* Empowered, the bad guys do this as a survival mechanism. Smack around the hero

and leave him (her) tied up and escape with the diamonds? Good show, whatever. We'll get you next time! Shoot the hero? Every other hero will be after you. Unfortunately, there are villains who simply don't care and are powerful enough that the prospect of being hunted by every other hero doesn't worry them.
* Empowered, the death of Mindf**k. "I love you, Theresa. I'll always love y—"
* Empowered: The title character does this a lot, as does her best friend Ninjette. In Emp's case, it's because her super-suit massively enhances sensation and increases libido; she mentions that she never even bothers with "Mr. Shower Head" since she got it.
* Empowered the title character finds that the only job she can get is with a group of superhero impersonators impersonating herself. Nobody realizes that it's really her until she ends up having to save the group from several supervillains who had kidnapped them in order to blackmail the REAL superhero team. In this case, she really is wearing a poor replica of her real costume.
* Empowered, the titular heroine's original day job is wearing an elephant suit with a backwards baseball cap to advertise a department store, Value Mammoth. People make fun of her all day long, but she still finds it mildly preferable to wearing her too-revealing super-suit.
* Empowered: The titular heroine visits the grave of her daddy, whom she lost early in her life.
* Empowered, the villain King Tyrant Lizard (a human turned intelligent dinosaur) and the hero Homunculoid talk like this; the former has a tyrannosaur's jaws and teeth, the latter has oversized lips and tongue.
* Empowered they are along the lines of "Useless Lass" and "Captain Kidnapped".
* Empowered, Thugboy says he once worked for a supervillain called Super Caucasian. When Thugboy was eventually fired, he got his revenge by stealing the villain's collection of porn before he left the building.
* Empowered tips. She explains that most forms of sedation aren't instant, so you can try to fight it, but that will just piss off your captors and make them inclined to tie you up tighter when you do go down. Chloroform, especially, can kill you if your captors don't know what they're doing, so it's best to just go limp at the first sign of it and try to escape later.
* Empowered to be a team of three dudes, but long story short the one who was previously just "the Lash" had to take over the whole name after a while. One wonders how the other two fought.
* Empowered was a strictly humourous series that parodied (among other things) various tropes of superhero comics. Later on, it began to add serious elements to the story, becoming more like a straight superhero comic (with added humour) than a parody.
* Empowered wears what at first appears to be a full-body catsuit. In reality, she's actually nude — her creators gave her an aversion to clothing, while at the same time giving her body the ability to hide this fact via built-in full-body tattoo/bodypaint that she can control at will — she typically looks like she's wearing a full-body purple spandex catsuit with logos and patterns on it. They didn't explain this until several chapters in.
* Empowered when ThugBoy (accidentally) feels up Ninjette. The chapter's titled, "Elephants, Cups and Canoes".
* Empowered when ThugBoy is given three choices how to respond to Emp's question.
* Empowered, when Thugboy mentions this as a key difference between the way men and women love their partners; women, even when they do genuinely love their boyfriend as he is, often have an eye to the man he could be, while men tend to fall in love with a woman exactly as she is.
* Empowered, who is one of the few characters in the story to be as utterly repugnant, despicable, and horrifying as he is.
* Empowered, whose death leaves Sistah Spooky barely this side of catatonic and Emp herself with a heaping dose of survivor's guilt.
* Empowered who was enraged that nobody but a "lame-ass superhero" (her) came to stop him and inquired what the other heroes were doing. Emp: "They're doing...

superhero-ey stuff?" Cut to the other Superhomies watching "Dancing with the Superheroes".
* Empowered: Willy Pete, as a fire elemental, has a beard made of flame. "Evil" is rather understating it.
* Empowered with his teammates "Rum" and "Sodomy". Unfortunately, the team fell apart: Rum was always too drunk, and Sodomy, well... he was too busy.
* empowering incident, but it's still very jarring and weirds out the other characters.
* empowering incident will cause the government to do something to him. It's dismissed by Irene as him being paranoid. Four days later, he's missing from school and replaced by the above Sarah Travers.
* Empress). And then she breaks Morax's jaw in Issue #7. Surprise! She was actually an undefeated cage fighter.
* Empress Boa Hancock when she is trying to smuggle Luffy on board a Navy ship, hiding him under her coat. Had it been anyone else, she probably would've minded.
* Empress Celene of Orlais appears on the surface to be a peaceful high queen, but players who
* Empress Elisabeth of Austria-Hungary was stabbed through the heart with a sharpened nail file in 1898 while walking down a pier to board a ship—but the nail file was very thin and made a very narrow wound, and no one saw any external bleeding because of the tight corset the Empress was wearing. She actually got up after her assailant ran away, continued walking down the pier, and boarded the ship. After boarding the ship she whispered "What has happened to me?" and collapsed into unconsciousness, dying of internal bleeding shortly thereafter.
* Empress Elisabeth of Austria was extremely proud of her famously long and beautiful
* Empress Elisabeth of Austria was stabbed in the heart by an assassin. She fell over but was able to get back up and stated that she felt no pain, believing that he had simply missed (in reality, the 4-inch blade had gone all the way in). Later when she removed her clothes she promptly died from her wound, her corset being the only thing keeping her from bleeding out.
* Empress Elisabeth was this in later life, owing to her depression acquired after the death of Archduchess Sophie and exacerbated by the death of Crown Prince Rudolf. Accounts of her ladies-in-waiting who traveled with her talked of Sisi standing on the deck (only in rare cases will she dismiss her attendants) of ships in terrible storms, despite entreaties for her to go inside. She traveled in secrecy, not for her own safety but more because she was ashamed of having grown old and lost her famed beauty.
* Empress Elisabeth. When the empress had a headache (rather common, according to her), her hair was suspended by ribbons from the ceiling to take the weight off.
* Empresses Messalina and Agrippinilla both count as well, with the former being an out of control hedonist who manipulates her husband into having people she dislikes executed, while the latter falls much more in line with Livia, doing everything in her power to get her son on the throne even though he's not fit for it at all. An interesting subversion, however, is Caesonia,
* Empress Jingū. After her husband died in battle, she destroyed the rebels that had killed him, and then led an invasion of Korea.
* Empress Laseen, formerly known as Surly, is the founder of the Claw, which serves as both the Malazan Empire's
* Empress Michiko, consort of Emperor Emeritus Akihito of Japan and mother of the current Reiwa Emperor, was born to a
* Empress Nagako/Kojun of Japan allegedly opposed the marriage of her son, the then-Crown Prince Akihito to Michiko Shoda, due to the fact that Michiko was a commoner and her family was Roman Catholic. While they did marry, relations between Nagako and Michiko remained strained for the entirety of the empress' life, as she disapproved of Michiko's hands-on mothering in contrast to the traditional separation of imperial children from their parents and Michiko herself is said to have wondered why her mother-in-law disliked her. Some sources even say the intrigues took a life long toll on Michiko and that she never fully regained the

confidence she'd had in her youth.
* Empress of Mars a hole, causing targets' bodies to collapse into suitcase-sized bundles of flesh and clothing. Presumably, some sort of compressive force field is involved.
* Empress seriously, The Young Griffons get their first taste of war, complete with the loss of friends and family that goes with it, and Iroha goes from an unsure 14 year old girl to fighting down the greatest threat Vana'diel has ever seen.
* Empress Theodora). She eventually attracted the attention of then-Prince Justinian and married him in 525 A.D., becoming a co-ruler of the empire with her husband and pushing through many reforms in women's rights, including an outright ban on forced prostitution.
* Empress Theresa, has a habit of responding to every single piece of negative criticism he can find. He tends to call his critics losers, liars, and trolls.
* Emprise. Ultimately, it turns out that these new levels are the product of his overactive imagination.
* Emptiness and are the words "emptiness and". And even then, you can't tell if she's saying that or "happiness and".
* Empty Chair Memorial: Honoring someone's memory by leaving the chair they used to sit in empty.
* Empty City: Zhuge Liang sits alone in an empty city playing his harp while a rival army comes up. They know that Zhuge is a genius and is obviously up to something. Knowing they would know this, the city
* Empty Cop Threat: They may try it. But they do so knowing it's an empty threat. And really bad examples can be grounds for evidence to be suppressed or an entire case tossed.
* Empty Cop Threat: Withholding information from a police officer? That's not acceptable! Tell me what you know or you're under arrest!
* Empty Days & Sleepless Nights and even showing how his life was during the time his brother left.
* Empty Elevator: Will the hero/villain/monster be in the elevator when it opens? Of course not! He/she/it is hiding somewhere nearby, ready to kick ass.
* Empty Fridge, Empty Life: A poor character has hardly any food in their pantry/fridge.
* Empty Fridge, Empty Life: Poverty is a fridge with empty or near-empty shelves.
* Empty Levels: When the power actually makes your character weaker or increases the difficulty disproportionately.
* Empty Movement have a forum that was popular with fans before the rise of microblogging platforms.
* Empty Nest: After Harry overrules another doctor's treatment plan, she angrily declares, "I'm sick of you older doctors doing things like this!" As she storms off, the equally angry Harry rants:
* Empty Nest: A home where a couple's children have grown up and left the house.
* Empty Nest, Carol attends a support group for neurotic people with good parents. Having good parents can be a burden for people like Carol because they can't blame them for their problems.
* Empty Nest: Carol shouts at the blind man she's just met, annoy him and embarrassing her sister Barbara.
* Empty Nest episode has Carol and Charlie entering a chili-cooking contest. Charlie wins with Carol taking second. During his victory speech, Charlie thanks the folks at Hormell. After revealing that he was using store bought chili instead of making it himself, Charlie's disqualified and Carol wins.
* Empty Nest, fed up with her sister Barbara's bullying, Carol Weston publicly humiliates her by forcing her to admit that she threw up on the coroner the first time she saw a dead body.
* Empty Nest have to go to the bathroom!", leading his embarrassed producer to tell him to turn off his microphone.
* Empty Nest, Kristy McNichol and Dinah Manoff actually look like they could be sisters.
* Empty Nest. Womanizer Charlie Dietz becomes a meteorologist on the local news and

compares the size of some hailstones to the anchorwoman's breasts. Cue the trope.
* Empty Nest would frequently drop into Harry's kitchen just to raid his fridge and hit on his daughters.
* Empty Nights. The All-Death isn't there to gloat as the man expected, but rather to quietly usher him on to the next world.
* Empty Piles of Clothing: A person is killed in a way that their clothes are all that's left.
* Empty Places" and Anya's hair is suddenly curly instead of straight - where she wouldn't have had time to curl it, nor any reason to.
* Empty Places", Spike and Andrew have an exchange on their mutual love of onion blossoms while en route to a mission, ending with:
* Empty Promise: Someone makes a promise they cannot keep/don't believe.
* Empty Quiver: A nuke or other weapon of mass destruction has gone missing, and now the race is on to retrieve it before it falls into the wrong hands.
* Empty Quiver: When a nuclear bomb shows up in a story, it'll inevitably end up in the hands of the bad guys.
* Empty Quiver: When a nuclear weapon falls into the wrong hands (such as a ruthless terrorist organization).
* Empty Room Psych: The unintentional version is far more common. Knowing which author wrote the game you're playing helps a lot (good authors are probably really pulling a psych, new or bad authors probably just didn't bother to code the furniture).
* Empty Room Psych when the players go crazy trying to figure out what the useless inventory item is meant for.
* Empty Room Until the Trap: A dungeon room looks empty until you stumble upon the boss/trap.
* Empty Room Until the Trap: A dungeon room looks empty until you stumble upon to boss/trap.
* Empty Shell - A host that's without resistance from being taken over.
* Empty Shell is up and his soul is yours. Once you become the "landlord", so to speak, the house is yours and you can kick out any tenants.
* Empty Shell: This person's only alive from a base metabolic standpoint. Everything else of him is dead.
* Empty Shell: When the whole personality's gone, essentially leaving a philosophical-zombie.
* empyreal lords are far stronger than a mortal humanoid of their size and build. But then, they are demigods and not limited by normal rules of biology.
* Empyrean, Terra, and Titan himself, though only Terra lives for more than a few minutes afterwards.
* Empyre is to monitor alien threats to Earth, out of the loop on the Cotai is a key reason things got this bad in the first place.
* Empyre reveals that the Skrulls have such a device called "The Pyre". It detonates stars, intending to wipe out their system of planets in a desperate attempt to stave off the spread of genocidal Cotati.
* Empyromancy: Prophecy from viewing laurel leaves burning in a fire. Also Pyromancy.
* Emray's songs "V1rtual paradise" and "Bed H3ad" (the latter of which being the third version of "Bed Head")
* EMT & doctor tell Hunter to let them help, but he insists he's ok. Like in the previous example, he collapses after a few steps & is told again to let them help him.
* EMTs and Paramedics generally keep an emesis bag or two on hand in the back of the ambulance, not necessarily for the patient (though that can certainly happen) but for themselves or any family or other passengers who go with them. When you combine the motion of the ambulance, which often gets compared to the motion of a boat and is the reason "sea legs" are commonly talked about, along with the sorts of things they have to treat it's just something that happens.
* EMTs come to help him get up, but he shoves them away & leaves the arena on his own.

* Emu Hojo. He is also the teamwork guy. His efforts are usually have only mixed success, though.
* Emu Hojo is subtler than Gentaro, but has soon figured out that sometimes you have to deal some hard knocks if you want to be an All-Loving Hero in a crappy world like that of
* emulator games to demonstrate whatever enhancements the emulator has to offer over real hardware. When the bleem! team was sued by Sony for copyright infringement over their use of game screenshots, they resorted to using stock images of real-world objects or mockup renders and cheekily admitted to it in the fine print, pixelating the "before" "screenshot" to make it seem as though it came off an actual PlayStation.
* Emulators and virtual machines) inside VisualBoyAdvance (a GBA emulator for PC) inside VirtualBox.
* emulators are used, but only for the purpose of actually playing a game as opposed to using any of the available tools, aside from possibly any recording functions they may have. For segmented runs, some players may only use save states between segments as a method of saving time.
* Emulators exist for old consoles like the Game Boy and Game Boy Color, which allow users to play old favorite games (such as
* Emu, right there. The ship is mostly fueled by Parado's habit to invade people's personal space and stalk Emu through most of the main story.
* Emus have been used as mounts in much the same manner, though their much smaller size makes them unsuited for carrying an average adult human.
* Emus take this fallacy one step further: when approached by a car, they have a nasty habit of dashing in front of it for a few meters before crossing to the other side of the road. The roads in the Outback are littered with emu corpses,
* EMV chips for payment cards, despite becoming common in Europe and Australia in the 1990s, still have yet to achieve widespread use in the United States, with many major banks taking as late as the 2010s to start offering chip-embedded cards to customers, in spite of magnetic stripe readers being notorious for vulnerabilities that allow card thieves to easily obtain and abuse unsuspecting users' card info. The cost to upgrade and activate chip readers (many businesses will have terminals with chip readers disabled and taped over) are a couple reasons for this; it's become something of a meme for customers and retail workers to get headaches trying to figure out how they should use their card and instruct customers on which part of the terminal to use, respectively. Retailers only started moving toward EMV when the card companies put them on the hook for fraudulent charges unless they upgraded. Needless to say, Europeans are nonplussed whenever they have to make payments in the United States due to having to go back to swiping their cards, especially with all the vulnerabilities of magnetic stripe readers (compared to EMV) that make card fraud so common in the first place.
* Emyulamp: In "Pia Lamp", Piari, a young witch-in-training, hears that in order to pass an upcoming test, all familiars have to speak human-language. So she takes her cat to drink from a spring that will grant him human speech, only to find it guarded by a kappa, who looks mostly like a bishounen with spotted skin who attacks people using the plate on his head.
* enablement is this, as, if the enabler isn't outright encouraging a self-destructive/negative behavior in the other person, they're definitely not stopping or speaking out against it either.
* Enablers reinforce other enemies, making them invincible, faster and stronger - they're prime targets for
* enable your cat to open portals to alternate dimensions. Or maybe it's just made with some kind of kitty LSD.
* enabling him to use Miracle Draw effectively.) It's pointed out that Taizan's extensive "drawing training" has caused the rest of his Dueling skills to atrophy. We see characters in other YGO series later practice drawing in much the same way, though.
* Enabran Tain, possibly the most brilliant director in the history of the Obsidian Order (he was the only one to live to retirement), a genius tactician and

stunning power player, organizes a joint Order/Romulan Tal Shiar to destroy the Founders' homeworld. But for all his smarts, Tain missed the head of the Tal Shiar was a Changeling himself, leading to a trap that massacred the Cardassian/Romulan forces. In short, arguably the best leader the Order ever had is also responsible for its ultimate defeat.
* ENA: Happy ENA and Sad ENA are often split up into two entities and paired up.
* ENA: In "Temptation Stairway", ENA gets trapped in the Great Runas during a festival, and is told by Ulysses that she won't be able to escape until the next celebration. When asked how long of a wait, Ulysses responds 10,000 years in binary.
* ENA interchangeably, but leans more towards horror as the series goes on.
* ENA interchangeably, leaning more towards the latter as the series goes on.
* ENA is animated in the style of an experimental Japanese-only PS1 game, with dialogue performed in cutscenes with characters glitching and performing strange animation loops, while the segments inbetween animate similar to a first person adventure game. The final result is charmingly unsettling.
* ENA, starting to crack up after chanting "Turrón!" for as long as he does.
* en banc hearing the results were a very narrow rejection that took 17 months to decide and which resulted in one of the judges writing a 100 page dissent accusing the judge of deliberately sabotaging Cooper's hearing, as well as the police of forging evidence.)
* Encantadia: The childhood of two main characters happened in this decade. In the 2016 remake, the decade is moved to be when they were born.
* Encanto: Mirabel Madrigal will be Disney's first female protagonist with glasses.
* Encapsulated in Return of the Shirt. Ted decides that he wants to get back together with an old flame, Natalie, conveniently forgetting how he hurt her in their breakup. He finds her address and shows up uninvited, refusing to leave even when she slams the door in his face and eventually browbeats her into giving him another chance. Within a week, he's decided he doesn't like her anymore and breaks up with her...on her birthday...again. While he gets (comically) beaten up for dumping her, the show displays no concern about how he harassed her into accepting.
* "Enceladus vs. Europa", another Carrot and Celery duet, sung in "Which Moon is Best?". This time it's about them arguing about which moon is better - Enceladus or Europa.
* encephalogram), and could potentially cause the wrong testing procedure to be administered.
* Enchancia was widely theorized to be the equivalent of Britain, although
* Enchanted: A cartoon princess has some difficulty adjusting when she is sent to modern-day, live-action New York.
* Enchanted after her rape (even worse, he doesn't believe she was raped and that it's she who seduced her assailant). Either way, her original intended wants nothing more to do with her and so he forces her into another marriage so that he can look like a father sending his daughter off with her husband rather than exiling her.
* Enchanted after their respective significant others hook up with each other.
* Enchanted against the idea of romance, but he becomes extremely cautious about moving forward in his relationship with Nancy because his first wife left him; he also worries that fairy tale romances will set up his daughter for disappointment later in life. Him being a divorce attorney probably doesn't help either.
* Enchanted, allowing the characters who cross over into our world to be like this.
* Enchanted, and even helps him with his relationship, only to end up falling for him. For his part, Robert helps her find some firmer ground. It also helps that Giselle is the protagonist, and her livening up Robert's life is incidental while she's actively trying to make sense of the world around her.
* Enchanted, and how someone as naive as Giselle would react when she learns about sex.
* Enchanted and it wasn't until Giselle came along that he truly begun to love again.
* Enchanted. And naturally it happens just as Robert's girlfriend Nancy walks in.

* Enchanted Arms equivalent is omnipresent. The great majority of the Golems you encounter (and can recruit) were designed for non-combat purposes, ranging from maids and farmhands, to entertainers and guides. And yet, they all have some combat-capabilities, and few of them are even restrained to a support-role. Indeed, some of the bodyguard/soldier Golems you aquire early in the game, are soon outmatched in terms of offensive power by farm-tools and dancers...
* Enchanted Arms: Lord Tokimune uses Kunoichi golems as his personal bodyguards.
* Enchanted Arms. Suffice to say, if you are willing to get and train said Golem, ALL boss fights will be a breeze.
* Enchanted Arms, the main character Atsuma has the ability to negate various magics because of his right arm (Best seen in the hopeless fight against the Ice Queen Devil Golem). However early in the game has no control of this power.
* Enchanted Arms to popular student Toya in the game's introductory sequence.
* Enchanted Arms: Yuki. One of the youngest people depicted in the game, and easily on par with an experienced knight in combat prowess.
* Enchanted, a troll chases after Giselle in a tree to eat her. As she progresses along a thinning branch, he follows and the branch starts bending. Then Giselle falls, and the troll is sent flying.
* Enchanted begins with Prince Edward saving Giselle from a troll, resulting in their planning to get married the next day.
* Enchanted Castle Mademoiselle, the French teacher looking after the child protagonists takes down her knee length, raven black hair for the little girls who are immensely impressed. From that moment on they are convinced she is a princess in disguise.
* Enchanted Dominion has been reduced to a few of large floating landmasses containing the forest, the castle town, and the castle itself respectively. The first two are connected by a floating stream of water that collapses when Aqua crosses it. She then has to restore the landscape between the half-destroyed town and the castle by rewinding the castle's clock to before it collapsed.
* Enchanted end up in New York... because, naturally, New York is the opposite of a fairy-tale kingdom.
* Enchanted, even though both of them were glaring at their respective partners the whole time.
* Enchanted. Even when he writes a book, the author's name is listed only as "Nathaniel".
* Enchanted forced into New York. While she does work a lot of magic with her sunny attitude, she also has to learn that life is not idealized like a fairy tale and ends the story having found firmer ground.
* Enchanted Forest Chronicles, and wears black robes, but is also very practical, sensible, friendly, and attractive in a motherly way.
* Enchanted Forest Chronicles: As a rule, the more powerful the mage, the stealthier their teleportation.
* Enchanted Forest Chronicles by Patricia Wrede, with a mild twist. The dragon who was King before Kazul took the throne loved him some Turkish coffee brewed strong enough to take the roof off a dragon's mouth. No one's particularly surprised that his assassin just decided to poison his coffee; Kazul comments that you could have boiled a whole field of dragonsbane in a cup of the King's coffee and it wouldn't have changed the taste or texture enough that he'd have noticed.
* Enchanted Forest Chronicles can be used for scrying, but tend to work more like videophones, allowing one party to call another (provided they have a compatible unit) at convenience.
* Enchanted Forest Chronicles Cimorene, sensibly points out that it's getting dark and thus impractical to leave at that moment, plus he doesn't know Shiara from Adam and thus is uncertain as to whether or not he wants to rescue her. Shiara replies that she had been hoping he was a hero, as one can "talk them into anything".
* Enchanted Forest Chronicles. Cimorene's princess training included lessons in how to scream while being carried off by a giant (because being abducted by horrific monsters and rescued by a prince or knight is a major form of matchmaking in the setting). Fortunately for the plot, she's not that kind of princess.

* Enchanted Forest Chronicles. In "Dealing With Dragons", this trope would be played straight if she and Therandil had actually been a couple or even a team; Therandil is dull and doesn't seem to have any real strengths to speak of. In "Searching For Dragons" and beyond, it's averted, since Mendanbar is talented in his own right.
* Enchanted Forest Chronicles is a near-total immunity to others' magic, though they tend to be powerful spellcasters themselves.
* Enchanted Forest Chronicles it is, and thus the weaker their spells are. The deadliest wizards don't whirl away in a twinkling of light; they simply disappear.
* Enchanted Forest Chronicles. It's not that he doesn't like the children, it's just that they're expensive to feed, forcing him to run the same dodge all over again to get more money.
* Enchanted Forest Chronicles kind of breaks this mold, though-when she expresses a wish that she had better control over her fire magic and Daystar wishes she had better control over her temper, Daystar's magic sword compromises by granting both wishes; Shiara has perfect control of her fire magic, but can only use it when she's being polite. The books also feature regular witches, who are just regular human women who learned to do magic.
* Enchanted Forest Chronicles. Many princes attempt to rescue Cimorene, who doesn't want to be rescued. Cimorene says that if a princess wanted to make a good match, a good way would be to get kidnapped by a dragon. The other princesses kidnapped by dragons compete for who has the most princes attempting to rescue them. Princesses sometimes arrange to get kidnapped by giants and other creatures in order to get rescued by eligible princes (although the process more often happens spontaneously), suggesting that rescue romance is a codified form of arranged marriage in the fairy tale universe.
* Enchanted Forest Chronicles, Morwen has a large number of cats, all her familiars. This is frowned upon by more traditional witches because not only is one cat more traditional, but none of her cats are black. The cats can communicate with her and she can channel their energy for spells.
* Enchanted Forest Chronicles receive a christening curse from a wicked fairy as is tradition, starting a whole series of failed attempts to invoke various fairy tale tropes on Princess Alianora's behalf.
* Enchanted Forest Chronicles: The main character ends up offering her services to a dragon.
* Enchanted Forest Chronicles. The solution: wait for the son to grow up, give him the sword, and point him in the direction of the prison in the hope that he will figure out what he has to do himself. Consequently, most everyone he encounters knows more about his quest than he does, but can't tell him anything for fear of the Wizards finding him.
* Enchanted Forest Chronicles. They're only in a relationship because their parents decided to betroth them, and she can't stand him because he's utterly shallow. Most of their interactions consist of her trying to get out of the marriage or trying to convince him to go away after she moves in with a dragon to get out of the marriage and he tries to rescue her. Once she finally gets rid of him (by convincing him to rescue an equally shallow princess being held by a different dragon instead) he only ever gets mentioned when she's explaining to other people how she got him to leave.
* Enchanted Forest Chronicles trope... many of the people Mendanbar and Cimorene encounter assume they are in love, for extremely silly and superficial reasons that are obviously wrong, when they are both extremely practical, goal-oriented people, not sentimental lovebirds. But having those traits in common is exactly why they are indeed perfect for each other after all.
* Enchanted Forest feels uncomfortably hot to anyone not in the King's family line.
* Enchanted get together after an uncertain amount of time passes. Since the two travel to Andalasia to get married (rather than in the "real" world), where the fairytale nature of the realm can make spontaneous love work it's quite probable that they literally live happily ever after.
* Enchanted, Giselle and Prince Edward sing "True Love's Kiss" together when they

meet and fall in love in their fairy-tale world:
* Enchanted, Giselle and Robert seem to get very close after their "Can you say anything but 'no'?" argument, which was actually the first time Giselle felt angry about anything (she's quite thrilled).
* Enchanted Giselle, but at the end of the movie, she marries Giselle's ex-boyfriend Prince Edward.
* Enchanted: Giselle decides to stay in "real world" New York instead of returning to the fantasy world Andalasia, because that is where her real true love lives. She even starts up a boutique. She effectively switches places with her romantic rival, who runs off to Andalasia with the prince.
* Enchanted, Giselle gets out of her coach in her wedding dress, and Nathaniel is run over by all the animals that were apparently in the coach with her (even though her dress is so big, it's hard to tell how she fit herself).
* Enchanted, Giselle gets stuck in the doorway, although she's not fat, she's just wearing a lot of clothes.
* Enchanted, Giselle, just coming out of the shower, trips and falls on top of Robert, who had tried to catch her. Naturally, this is when Robert's girlfriend Nancy walks in and gets the wrong impresion.
* Enchanted: Giselle the cheery optimist, and Robert the sarcastic pessimist.
* Enchanted has one, which also happened to be a convenient "dance with somebody other than your date" song.
* Enchanted. He's good-natured, handsome, and heroic, but he's kind of thick. And it turns out he's not the right man for Giselle—but when he realizes this, he gallantly steps aside for her true prince.
* Enchanted, including Robert singing softly in Giselle's ear (when he earlier claimed that he didn't sing), leaning quite close to each other, when Nancy and Edward interrupted them.
* Enchanted in the Moonlight is a yukibito (a kind of snow spirit), and correspondingly has the ability to create and control snow.
* Enchanted in the Moonlight: Miyabi wants to make sure all the other guys know that the protagonist is with him. Much eye-rolling ensues among the rest of the cast, save for a very mortified Samon.
* Enchanted it in the live-action part - by having her singing charmed vermin in New York City into cleaning Robert's apartment.
* Enchanted: Justified as Edward and Giselle came from a fairy tale realm where the custom was to meet one day, fall in love and wed the next. Now both are in the human world.
* Enchanted, many of the characters are from a fairy tale world that resembles the Middle Ages who end up in modern day New York. They adjust fairly quickly. Giselle figures out how a vacuum cleaner and the shower works and Prince Edward figures out how a TV and remote control works. They just think of these devices as magical in nature. Edward sees the TV as a magic mirror that shows different scenes.
* Enchanted: Narissa on Nathaniel. Nathaniel begins to realize he's a dupe when he sees a soap opera variant.
* Enchanted, Nathaniel goes to open Giselle's coach, and gets slammed by the door as she bursts through.
* Enchanted, Nathaniel has written a self-help book, and Pip has written a memoir.
* Enchanted objects often have glowing lines and runes on them, usually in red or purple. Lemurian
* Enchanted Pony Academy to get anything magical done, and even then the animals have only a fraction of the power they did before.
* Enchanted: Prince Edward and Giselle believe they are each other's, but it's Robert's kiss that awakens Giselle, thus proving that he is her true love.
* Enchanted Prince Edward and Pip, a chipmunk friend of Giselle's, also become a live-action human and animalistic chipmunk, respectively, later in the film.
* Enchanted, Prince Edward ends up with Nancy, the last woman he meets in the real world.
* Enchanted, Prince Edward has no problem navigating either the forest or Manhattan this way.

* Enchanted probably counts: The musical accompaniment starts as being just a couple of street musicians, but quickly expands to a full orchestra without one actually being present.
* Enchanted: Queen Narissa ploted to destroy Giselle because she thinks Giselle is going to remove her from her throne once she married her son Prince Edward. Until Narissa reveals herself at the climax, Giselle has no idea about any of this and sincerely wants to become friends with her.
* Enchanted. Really, anything that Giselle does that makes little sense outside of an animated feature.
* Enchanted: Robert says this when Edward bursts into his apartment and threatens him with a sword.
* Enchanted: Rumbold hears whispers in the castle, calling on him to "Free me"/"Kill me"
* Enchanted Sceptres, there's a dead end with a mirror, which seems "as strong as steel" at first. A Black Knight sometimes appears out of the mirror, and if you smash it then, the knight "shatters into a thousand pieces".
* Enchanted sequence, as Giselle summons critters to help clean the flat, a flock of pigeons fly through the half-open window, save for one who smacks against the glass and slide down on the ledge. It's fine, though, to Giselle's relief.
* Enchanted, she uses it in a way that ends up with her dead. By the time she has Robert in her clutches, scaling the building, it's blatantly obvious Edward and Giselle aren't joined at the hip any longer, and Giselle is not your average fairy tale princess. Now, had Narissa taken, say, Edward up the building, she might have survived. Assuming Pip didn't go after her anyway, or Nathaniel didn't go after him, being his lackey and all...
* Enchanted still part of a greater Disney fairy tale, though, so it manages to work out.
* Enchanted: Stuffy, cynical divorce lawyer Robert meets literal fairytale princess Giselle.
* Enchanted. Sure, all the animals in fairy-tale land Andalasia can talk (and sing), but once Pip the Chipmunk is transported to the real world, he loses his ability to speak, and instead communicates using equally-improbable gesticulating, miming and (more probable) chipmunk sounds.
* Enchanted, the example is recursive. Giselle shows up at the ball (with Edward in tow) in this fashion. Funnily enough, the ball is an "old fashioned fancy dress" kind, involving clothing of the sort Giselle's been wearing for the whole movie — except now she shows up in a fairly simple modern dress. Robert still gets distracted away from his date Nancy, who is also dressed up fancily. The reason for Giselle's very striking effect is that she suddenly looks like a grown woman instead of a little girl playing dress-up with the Disney Princess dresses she'd worn until then.
* Enchanted", the heroine tells her husband that a "friend" of hers was raped to explain her fears of consummating their marriage. Only after they finally do make love does she admit that there was no friend and that it's she who was assaulted.
* Enchanted," then throws it to the floor with enough force to shatter it to bits.
* Enchanted (the page image, above), complete with the parasol and a mariachi band on a couple of other boats.
* Enchanted to a strange land, fight a "metal monster" (bus) with a sword, and search New York, just to save Giselle.
* Enchanted Towards the end of the film, when Robert and Giselle narrowly avoid falling off the roof of the building, they embrace one another in the rain and share a passionate kiss, properly establishing the nature of their relationship, at last.
* Enchanted, when Robert is about to call a cab and get Giselle out of his apartment, but changes his mind when he sees her sleeping serenely on his couch. After he hangs up, he watches her a moment longer, and can't help smiling warmly.
* Enchanted, which examines how common Disney Princess tropes would work in the real world. Oddly enough, it wasn't supposed to be a Disney film at first, but became one.

* Enchantment, especially in front of Katerina. However, while Katerina's culture has no taboo against nudity, there is a strong taboo against cross-dressing, so she is extremely resistant to giving him anything of hers to use to cover up. When they cross to the present and Katerina is the one who winds up naked, Ivan begs her to wear his shirt, and has to convince her that in his culture, it's perfectly all right for her to be wearing his shirt, and far, far worse for him to walk out of the woods with a completely naked girl.
* Enchantment: Ivan Smetski, college decathlete but otherwise normal grad student, saves a sleeping princess from a giant bear, and next thing he knows, he's in ninth-century Ukraine. Naked. It's never revealed who exactly summoned him.
* Enchantress delivers seven consecutive Little No's when ending up in Muspelheim.
* Enchantress from the Stars and it is never ever ever ever ever lots and lots of ever ever ever hinted on the truth of if Earth is involved in any way. The Enchantress in the title is a girl from the future in which people have psychic powers and gets a trip on her dad's starship to a more early world in the equivalent of Middle Ages ("dragon" is a mining thing from rebel imperialistic people from the future group.) and the other protagonists are from Mid Ages.
* Enchantress from the Stars, an extremely advanced society, fall in love with Georyn, a young man from a planet stuck in Middle Ages. Neither of them could be happy in another world, so they part once the Federation's expedition departs.
* Enchantress from the Stars, Evrek is clearly Elana's designated fiancé. The chemistry between them is... less than stellar.
* Enchantress from the Stars have an invisible alien as the protagonist. The mature sentient species have found that immature sentient species will suffer severe psychological scarring and never live up to their potential should they find out there are more advanced species out there, and so take great pains to stay invisible.
* Enchantress from the Stars prohibiting them of overtly taking a position. So they plan to get the Empire to withdraw by convincing them that local people have supernatural powers like telekinesis.
* Enchantress from the Stars, saving her. This scares the Imperials so much that they leave the planet and liberate all prisoners, conveniently removing the reason for Elana to die.
* Enchantress from the Stars's relationship with the Younglings (a primitive planet with medieval technology) was an allegory for how 19th century European scientists viewed other races as primitive animals.
* Enchantress from the Stars: The Andrecians view Imperial technology as magic wands that turn people to stone (stunners), dragons (rock-chewer), monsters with no faces (Imperials in suits) and the examples in the summary. Also, telepathy and psychokinesis among the Federal field agents are stand-ins for advanced technologies humankind can't think of yet.
* Enchantress Of The Stars believes that humans pass through 3 stages: childhood (which would probably be step 1), adolescence (which is probably steps 2-4) and adulthood (which is step 5 on).
* EnChroma glasses can apparently allow some red-green colour blind people to see those colours normally.
* Encino Man, except that no explanation is given as to how he didn't freeze to death (or how his icy coffin never thawed in the Mojave Desert before the two boys stumbled across it).
* Encino Man: Link can't say much, but he retains a few phrases from Spanish class when he accidentally crosses a Spanish-speaking bargoer.
* Encino Man, Link experiences one of these after Stoney's lesson on "wheezing the juice". His mouth is still full of Icee as he silently clutches at his head.
* Encino Man uncovers the truth. Seems very unlikely none of the school officials bothered to look at the paperwork (it was medical records for a dog).
* Enclosed Extraterrestrials: Aliens that are completely covered up vs. naked aliens.
* encode a personality matrix and create a clone of a human mind, though, and the Soul Hunters themselves do not believe in an afterlife, hence their obsession with

gathering up souls that would otherwise be lost.
* encoded into the very DNA structure of the planet's massive eliim trees.
* Encoding things in Binary does create certain limitations that wouldn't otherwise exist. The common standard binary floating point format, for instance, cannot exactly encode "1/10" as 0.1 is actually a
* Encore! Encore! as an opera singer who retires to the family winery after a throat injury ruins his singing voice.
* Encore Kids and Family went through a phase in 2016 where they would run
* Encore originally included a track titled "Christopher Reeve" — who died before the album's release. Eminem not only removed the track, but destroyed all copies of the song so that there was no chance of a leak.
* Encores at concerts. Although audiences usually expect them (especially if a band hasn't played its biggest hit yet), bands will typically pretend the show is over at the end of the main set, maybe even thanking the audience and saying good night.
* encounter a ghost just as you're about to use the toilet, leading your character to claim "I just remembered my grandmother's on fire and my cat has leprosy."
* Encounter at Farpoint", luminous and pliant, yet able to survive nicely in the vacuum of space.
* Encounter at Farpoint" subjects Groppler Zorn to, though the sounds he was making made it sound more like he was in a tickle ray.
* Encounter Critical. Small creatures can pass through The Vanishing Pyramid's ventilation system, but they must roll well or either get lost and exit in the wrong room or have to fight off packs of Raider Rats. If they survive they can scout out the contents of 2-8 rooms before having to roll again.
* Encounter Critical. The ancient vampire Kahglarth can be encountered inside the Vanishing Pyramid. If opposed by an obviously superior foe he will vanish in a puff of smoke and attempt vengeance on the foes later.
* Encounter Critical. The Shattered Dome is full of monsters of all sorts. The Wretched Hive Cantina always has a number of orcs, goblins and criminals present, and they regularly have fights among themselves.
* Encounter Critical, track them down relentlessly and ferociously attack them, doing double damage.
* encountered sequentially—and, ideally, quite by "coincidence"—during the course of the Quest, and will join in the Quest separately.
* Encountering it in the Abyss in Oolacile will change the cutscene to have Sif recognize the player and howl mournfully since it has sworn to protect Artorias's grave, and the only way to get the Covenant ring needed to face the Four Kings is by defeating Sif.
* encountering somebody who looks and acts exactly like the long-dead Basil Hallward in 2015 and viewing it as a second chance.
* Encounters at the End of the World among penguins as well as a prostitution arrangement in which the females copulate with males in return for rocks for their nest. Then Herzog asks if penguins ever go insane. Then we see a penguin toddling off into the depths of Antarctica to die.
* Encounters at the End of the World features a global nomad in Antarctica. Growing up in Communist Eastern Europe caused him to cherish the freedom of travel. He kept a backpack packed at all times so he could up and leave at a moment's notice.
* Encounters at the End of the World talks about how it's sad that after man made it to the South Pole, there were no more unknown spaces to explore.
* Encounters with the Prophets tended to involve visions of them appearing as other characters, in an area that is just like a recurring set, only red-lit.
* Encounters with the Thals, the Daleks' enemies, sometimes involved legends of the Doctor from when he had helped them on previous occasions. With the Daleks themselves the Doctor generated enough of a legend to incite irrational fear when encountered, which bled over into the books and the new series. The Ninth Doctor used this to face down the Daleks in
* encounter with Lung, is reduced to this, as most of her physical strength has been burned away, forcing her to rely on her (increasingly impressive) magic

skills.
* encounter with the Boneless, two-dimensional beings from another reality, who "flatten" people and objects (by siphoning their third dimension) and then attempt to come out into the third dimension by taking on shifting appearances of the people they've flattened and killed. Some of the scariest monsters of the season. Then they encounter "the man that stops the monsters".
* Encounter With Tiber Tiberians are actually two subspecies, but they both have a lot of similarities with each other and with humans. Instead of a single 4-chambered heart, they have lots of smaller hearts and lungs that connect to a blood mixer. They do, however, have something like kidneys and a brain.
* Encourage a "Silly Hat Day", to make the heroes think twice about wearing a stupid hat for this trope.
* encouraged. China moved to a two-child policy in 2016, but 35 years of the one-child policy has left its mark on China's demographics - according to the CIA, China is tied for the most male under-15 population in the world at 1.17 boys for every girl.
* Encouraged for Space Wolves players, where they not only have tons of named units, but also encourage the player to make their own characters with distinct personalities, plus the special rule that allows them to pick
* Encouraged Regifting: A character helps someone else find the right gift by giving them a present for someone else.
* Encouraged Regifting: Giving someone a gift you know will be given away.
* encouraged. The main purpose of the military is to keep people like this occupied and out of town; the city's real power is in its merchant class, and we're told that more than one invading nomadic horde has been let into the city without a fight only for them to find that they've somehow become just another ethnicity in the melting pot by the time they sober up. The aforementioned Tacticus is seen as an example of how dangerous a truly intelligent general can be, as he eventually became the duke of a rival city and ended up declaring war on Ankh-Morpork itself and caused the downfall of its empire.
* encouraged to do this against Native Americans during the Gold Rush. Many communities in California offered rewards of something around $25 for a male body part — or the whole body — and $5 for a child or a woman.
* encouraged, which is three-times the maximum of what your natural skill can be.
* Encouragement of Climb to her midle-school days about her and her friend Yuuka. Likewise, episode 20 is centered on Kokona's day.
* encourage Odie to use up all his remaining oxygen, while the quickie instead had Garfield berate Odie for being stupid enough to get himself locked in the car.
* encourage, some people have actually given in to her demands and it has resulted in a lot of various characters being nearly "rip-offs" of the artist's style.
* Encourage the minions to customize their uniforms in small ways, to make it harder for the heroes to impersonate them.
* encouraging Hergé to be racist, it was another abbot who urged him to be more sensitive and introduced him and Zhang to each other. The character of Chang Chong-Chen is based on Zhang.
* encouraging them to hook up in the creepiest way possible, Rarity and Applejack eventually respond by mocking him. In later episodes, other ponies can still hear Phil, but they all agree to ignore him.
* Enco was the name planned for a consolidation of the Enco and Esso brands of Standard Oil of New Jersey, until it was learned that "enco" means "stalled car" in Japanese. They decided to rebrand their stations as Exxon, instead.
* "Encroachment over 90%! Encroachment over 90%! Encroachment over 90%!"
* encrusted in order to resemble Bolas's horns, and bows have the horn shapes built into them.
* Encyclopaedia Galactica" printed in large friendly letters on the cover (as well as not taking up a parking lot).
* Encyclopaedic Knowledge: Sophisticated people who know all kinds of knowledge.
* Encyclopedae Vulcanis, the collected lore of everyone who had ever borne the mantle of Vulcan.

* Encyclopedia actually overwrote much of the first novel and some other story sources as well in an effort to tie the story presented in the fragmented multimedia together, and also to implement the personal ideas of its writer over those of some previous writers.
* Encyclopedia Brown, also by Sobol, often bases the solution of mysteries on assertions that a certain event could not have happened as described for a particular reason. In some cases, the reason would make the event unlikely, but not impossible. Other times, the reason is simply false.
* Encyclopedia Brown a measure of time over distance, i.e. one nautical mile per hour.
* Encyclopedia Brown arrested and thrown into a juvenile detention facility by the end of the third book. And even if he was released, the police would likely ignore any later accusations from Bugs on that grounds that he was a known perjurer.
* Encyclopedia Brown, a schoolboy who runs his own agency solving schoolyard mysteries, and sometimes assists his father who is the local police chief.
* Encyclopedia Brown book is notorious for this. The narration mentions that he once hired the title character to find his wristwatch when it was on his other wrist the whole time.
* Encyclopedia Brown, but he always gets an NST at some point. She beats him up multiple times, and he usually has one each time.
* Encyclopedia Brown, despite uneven ancestry: it depends on the sire. A mule will produce a horse with a horse and another mule with donkey; a hinny will produce a donkey with a donkey and another hinny with a horse. That said, there have been typical uneven hybrid results from backcrossing... a mere 3 out of 60 cases.
* Encyclopedia Brown: In book 2's "The Case of the Stomach Puncher", sixteen-year-old bully Biff Logan hits Encyclopedia in the stomach. Fortunately, Encyclopedia was warned of Biff's habits and so wore a piece of sheet metal under his clothes. As a result, he's knocked backward seven feet by the blow but emerges unharmed.
* Encyclopedia Brown liked solutions where the answer hinged on an American city having the same name as a foreign place that was generally more famous, for example Paris, Texas. This isn't usually conviction by contradiction, but became a case of it in the answer to one puzzle involving an American city called Palestine, where Encyclopedia declared that it
* Encyclopedia Brown mini-mystery uses this trope as its solution. The neighborhood Romeo, Tyrone Taylor, leaves a romantic message for his latest sweetheart, only for her to furiously tell him off and beat the stuffing out of him. Encyclopedia investigates and realizes that her little sister, who took the message, inadvertently punctuated it wrong, making the compliments seem like insults: "I want to say you're amazing. I can't stop thinking that you're the most beautiful girl in town" becomes "I want to say you're amazing—I can't. Stop thinking that you're the most beautiful girl in town," for example.
* Encyclopedia Brown mystery called "The Case of the Gold Rush". The first time can be excused as a common mistake, but the second time less so.
* Encyclopedia Brown mystery depended on the victim's strict adherence to this trope, and the fact that the non-express checkout lanes at the local supermarket took forever.
* Encyclopedia Brownper) because she accidentally broke the prize for first place, so she decided to deliberately try for second or third in order to get a working prize rather than the one she broke. When she's confronted with this, she admits the truth and cedes her own prize to the winner in place of the broken one.
* Encyclopedia Brown pinned a crime on a magician because he was wearing short sleeves. He claimed that all magicians wore long sleeves so that they could pull objects out of them... except good magicians don't need anything of the sort. Many, in fact, wear short sleeves solely to impress people with the undeniable fact they have nothing up them, and at least one group
* Encyclopedia Brown Sally to be his bodyguard. To what extent her affections eventually become engaged is less clear, and there is at least one mystery in which she defends another guy against Encyclopedia's (correct) accusations, although not physically.

* Encyclopedia Brown series has several cases that Encyclopedia solves involve friends of his or other kids around the same age as him and their love interests.
* Encyclopedia Brown, she added it in herself, turning the romantic line "I can't stop thinking you're the prettiest girl in the world" into "I can't. Stop thinking you're the prettiest girl in the world." He gets a fist to the gut due to this.
* Encyclopedia Brown. Someone asked Encyclopedia, "What do you know about Browning?" and Encyclopedia responded, "Not much, I've never browned."
* Encyclopedia Brown sometimes, especially when solving cases for his father over dinner.
* Encyclopedia Brown, starring Detective (no first name given) Haledjian:
* Encyclopedia Brown story. A witness claimed he saw a man known for handing out balloons abducting a child when one of his trademark balloons flew into a tree and got stuck. The witness said he climbed the tree to retrieve it when he saw the balloon man put the kid in his car and drive off. Encyclopedia deduced the witness was lying because the aforementioned balloon man always inflated his balloons by mouth, and therefore none would have flown.
* Encyclopedia Brown story did the same thing, but with the variation that the victim survived but had amnesia.
* Encyclopedia Brown story. EB deduces that the perp had not just just pulled up after a hours-long drive (as he claims) because a baby sits on the car hood and doesn't get burned; therefore the car must have been sitting there long enough to cool down. Played straight in some other cases, as when a perp offers him apple cider that has supposedly been sitting in an unused shed for months — the cider is still unfermented, which tells him the shed has been used recently.
* Encyclopedia Brown story featured a Gender Bender Name as the key to solving the case (a male doctor named Vivian) — while it's technically a unisex name, it's more commonly associated with women. Jody Turner, one of Encyclopedia’s friends, also has one.
* Encyclopedia Brown story "The Case of the Missing Statue", a statue is stolen just before of the premiere of Linda Wentworth's film about a statue that is stolen. Turns out the whole thing is a setup to promote said film.
* Encyclopedia Brown story was Brown solving the case of who stole a boy's clothes, leaving him naked in the woods.
* Encyclopedia Brown story, where a clown who drove an ice cream truck disappeared along with a young boy and was accused of kidnapping him. Turned out they'd both been kidnapped.
* Encyclopedia Brown: The canonical reason why none of the bullies and petty criminals whom Encyclopedia defeats retaliate against him is because his friend Sally beats up anyone who tries.
* Encyclopedia Brown: This happens quite a bit. Not generally for murders, but it happens.
* Encyclopedia Dramatica also has an article bashing Golden-Road.net.
* Encyclopedia Dramatica has an entire portal dedicated to suicide humour, labeled "An Heroes" after Mitchell Henderson.
* Encyclopedia Dramatica's page on Aboriginals is apparently blocked on Australian search engines.
* Encyclopedia Dramatica tends to do this with 4chan. To be honest they are almost the same except for the fact that one is a wiki and the other is an imageboard.
* Encyclopedia Dramatica, you'll find it there. Essentially a wiki maintained by the residents of 4chan, particularly /b/. It's generally seen as satirical rather than completely genuine hate though.
* Encyclopedia Exposita of Adventure I even includes a couple vocabulary sheets showing those similarities.
* Encyclopedia Galactica) and would only take up several large buildings if put on paper.
* Encyclopedia Galactica excerpt for Sociometrics, the general problem of social stability.
* Encyclopedia Galactica excerpt for the Early History of Foundation, which describes the early stage of psychohistory.

* Encyclopedia Galactica excerpt for the Galactic Prehistory, which explains that the lack of records for pre-galactic civilization is due to the multiple eras of warfare, the evidence for which is still extant.
* Encyclopedia Galactica excerpt for the General Theory of Psychohistory, describing some of the fundamental mathematics taken from thermodynamic expressions.
* Encyclopedia Galactica excerpt for the History of Biogenesis, the creation of worlds set aside for primate experiments, especially for the "pans", short for "pan troglodytes".
* Encyclopedia Obscura (active between 2001 and 2004). It contains reviews of basically any kind of media - from obscure NES games to crappy tie-in toys - most of them negative and full of snark, though sometimes he comes across genuinely good or interesting things.
* Encyclopedia of Stateless Nations, the author defines a stateless nation as a group that self identifies as a distinctive group, displaying outward trappings of a national identity (especially, but not always, a flag) and the formation of political pressure groups for great autonomy. It has within the United States: New Englanders, Texans, Southerners, Californians, Mormons, at least five American Indian nations, Alaskans, and Cajuns.
* Encyclopedia's dad described a case to him after the fact that involved a professional tennis instructor who reported that a set of ivory screens had been stolen that morning. He saw the thief's face; it could be either of two identical twins—one who worked as a cashier and one who played tennis. Encyclopedia figures out that the victim was just lying so he could get insurance money for the screens, because the crook was wearing a T-shirt, and if the tennis player had been the culprit, one arm would be more developed, while equal arms would incriminate the cashier. This assumes that the cashier had the presence of mind to make such an astute observation, and also assumes the
* end a civilization. However, what follows shows why the experience is labeled as 'horrible regret':
* end all fathers and his obsession for being hard can be interpretated as an intern conflict between injunctions to become a real man and other injunctions to give up this spirit.
* end and beginning are this. They're even credited as "Pumpkin" and "Honey Bunny."
* End and Save manages to be completely hilarious and unpredictable, all while murdering his way through obstacles.
* Endangered Soufflé = "soufflé" ("blown") is a French word originally
* Endangered Soufflé: Soufflés are so sensitive that even the slightest shock can cause one to collapse.
* Endangered Species (2015): Gull isn't very smart, but he's a good fellow at heart.
* Endangered Species: An (animal) species that is almost extinct due to natural or artificial causes.
* Endangered Species: A species that only has so many specimens that are still living.
* Endangered Species expansion pack does give you a worthwhile reward though. The final scenario is tougher than that of the original game, but completing it unlocks the Conservation Breeding Center, which helps endangered and critically endangered species breed easier.
* Endangered Species: "Merry Garbage Day" involves Pickle stuffing the stump full of garbage to celebrate the titular holiday, much to Merl's horror.
* endangering his opponents (almost all of Burfict's incidents involved potentially dangerous hits to a player's head), but he had more than his share of dirty acts, mostly in the form of kicking or stepping on opposing players (often well after a play was already blown dead). Suh did ultimately start keeping it clean in the later years of his career, but by then he was so known for dirty plays that he may never be able to fully shake off that reputation even if he never commits another ugly penalty again.

* end, a year after the movie had inspired the assassination attempt on Ronald Reagan: "TO OUR TELEVISION AUDIENCE - In the aftermath of violence, the distinction between hero and villain is sometimes a matter of interpretation or misinterpretation of facts. TAXI DRIVER suggests that tragic errors can be made. - The Filmmakers"
* End cities shaped like branching structures holding upside-down ziggurats appear in the End. They don't have many monsters besides endermen and camouflaged shulkers, but their chests hold valuable iron, diamonds and enchanted equipment, and rare elytrae which allow you to glide are found only here.
* end credits repeat that scene with other characters doing the same thing.
* Endearingly Dorky: A character finds someone else's awkwardness cute.
* Endearingly Dorky: A character's dorkiness makes them highly desirable.
* Endeavor is rocky, as few civilians look to him for inspiration and more villains start coming out of the woodwork to prey on this unease, something Endeavor is painfully aware of but has no idea how to counter.
* Endeavor, the #2 ranked hero, goes through some deplorable lengths to try to surpass All Might, which includes using his own family as a stepping stone.
* Endeavor, the main character's family sword marks the death of Malor, an ancient and malicious deity.
* Endeavour: A laxative prank turns fatal in "Canticle". The Rev. Golightly eats a box of chocolates laced with laxatives, but his liver is shot and the laxatives trigger a fatal heart attack.
* Endeavour and stole his commanding officer's identity. The girl had taken her stepfather's surname, so he had no idea who she was. This causes him to vomit.
* Endeavour displays a propensity to addiction, a history of suicide, depressive moods, savant qualities with regards to literature and opera, and particularly in early seasons a lack of social skills and seemingly unconscious recklessness. He is interpreted by many in the fanbase to be neurodivergent in some capacity.
* Endeavour episode "Harvest", Morse is given a Tarot reading that turns up the Fool, the Lovers (inverted; he's unlucky in love), Judgement, the Tower and Death.
* Endeavour: In "Cartouche", a house occupied by Kenyan Asians is torched by racists pouring petrol through the letterbox and igniting it.
* Endeavour: In "Fugue", Morse sniffs a teapot he suspects has been poisoned and comments "If that's the stuff chimps drink, then I'm a Chinaman."
* Endeavour: In "Harvest", Thursday and Morse are both (secretly) awarded the George Cross for preventing an act of terrorism at a nuclear power station.
* Endeavour: In "Rocket", Morse tells a protestor wielding a placard that he does not doubt his sincerity, but that he might get more respect if he spelled 'Levellers' correctly.
* Endeavour: In "Trove", a successful local businessman turns out to be a case of this. As a private during WWII, he was on long range patrol with his commanding officer when the officer was killed. Seeing a chance to escape his unhappy life at home, he stole the captain's rank and identity.
* Endeavour. Naturally, several aspects of the 'suicide' don't add up to Morse.
* Endeavour: Not exactly an appliance, but in "Harvest", Morse dumps a grenade inside a lead-lined drum intended to hold nuclear waste. The heavy drum acts as a sump and funnels the blast upwards.
* Endeavour to the above, about a young DC Morse being taken under the wing of DI Fred Thursday.
* Endeavour written on it. He initially goes looking for the girl and learns that she is a cigarette girl at a nightclub and brought the matchbooks home with her. When she goes missing, Morse uses the book to identify the club she works at and goes looking for her.
* ended up a villain only because the Reptites and Ayla's tribe were fighting each other for survival in the primeval world.
* ended up forbidding his son from watching. of attention from his schoolmates because his dad was the Master.
* Ended up getting a variation in Orton's case; he's recently become cheered as a face-by-default, thanks to feuding with

* ended up with an AO rating in New Zealand episodes aired in New Zealand are usually rated G (General Audiences) or PGR (Parental Guidance Recommended).
* Enderal is a friendly and likeable mercenary with few scruples about what he'll do for money. He later becomes more guilty about this, however.
* Enderal. The Forgotten Stories update adds another more minor female love interest (also bisexual) in the new Golden Sickle side questline.
* Ender believes this is the case with his final test at Command School. Fed up with everything and hoping to show that he's too savage to actually be given a command, he sacrifices his ships in a kamikaze attack and destroys the enemy homeworld. Then it turns out that
* Ender himself is said to be brutal when dealing with groups (thus fitting the trope) but not when working with individuals.
* Ender In Exile actually plays this one fairly straight as far as power goes. The starship engines work with a directional forcefield, dissolving space debris in front of the ship and propelling it out the back. Of course, it was the same dissolving technology that created the Little Doctor Device, a weapon that rips molecules apart, increasing by proximity of mass. Meaning that if someone drove the ship's engine into a sizable mass (say, a planet) the entire structure would unweave.
* Ender in Exile Graff goes on a long ramble in a letter to Ender telling him to have children, that children are amazing, breed, breed, breed.
* Ender in Exile, however. If it is, it is one inspired by the fact that the reason (according to the Hegemony) that Peter, Val, and Ender are so smart to begin with is that their family has such an excellent genetic history of intelligence.
* Ender in Exile. To really drive the trope home, after Bean and the three children with his genetic condition go into space to await a cure, Petra remarries to Peter Wiggin and has six more kids with him.
* Ender is constantly challenged by the teachers, who keep putting him in situations that prevent the use of old tactics, necessitating him to come up with new ones on the fly. Not only that, but the other armies keep adopting his tactics, so he can't use the same ones anyway.
* Ender is tired of playing games for the military, and does what he thinks is the most despicable and cruel thing he can possibly do in order to get out of it — slams the device into the alien planet and destroys the whole thing, including all of the ships in orbit from both sides. It's also his only choice for victory when faced with overwhelming odds. "The enemy's gate is down" indeed.
* Endermen are the most powerful naturally-spawning enemies in the Overworld. Their eyes glow purple, as do their particle effects.
* Endermen simply hate water. If they are outside when it is raining, they will teleport all over the place trying to seek shelter. Rainstorms are good if you want the Endermen to stay away.
* Ender series has a word for such a species: varelse. More than one of the species placed in this category were later reclassified as the understanding between them and humans improved.
* Ender's Game. After being hastily put together from, pretty much, every military force on the planet, the IF brass tries its damned best to make servicemen and women from wildly different cultures and traditions fit into the new structure. Corruption and careerism are the norm rather than the exception. Competent officers and soldiers are sidelined by their more politically-minded colleagues, who try to get the best deal they can for themselves... knowing that a vast Formic fleet is on the way and is expected to arrive in a few short years. Anyone with actual brains can only shake their head at this incredible short-sightedness. In an afterword, Card's co-author Aaron Johnston cites several retired servicemen, who have seen this sort of mess on a smaller scale in NATO and when working closely with other nations' militaries.
* Ender's Game Alive audioplay, Common is already an existing English-based language, and all Battle School children are required to speak it. Ender initially refuses to use Battle School slang (with words borrowed from a variety of languages, reflecting Battle School's multinational background) but is advised by

an older kid to try to fit in.
* Ender's Game, and Ender even has a psychological reason for it: mercy and good consequences should come from his troops' immediate commanders, discipline and bad consequences from he, Ender, as the overall commander, mainly so it bonds his squads into tighter units willing to protect each other.
* Ender's Game and is used to train future colony leaders and scout ship commanders, a wholly different skill set than for fleet commanders. It's also exclusive to children of IF officers and enlisted.
* Ender's Game, Andrew "Ender" Wiggin gains quite a bit of money by moving from star system to star system at relativistic speeds. After some careful managing and over a thousand years of travel his account is sufficient to buy a planet. It should be noted that the only reason it works for Ender (and his sister Valentine) is that he has a sentient AI operating in real time keeping track of his investments. His money isn't just sitting in an account gathering interest, it's actively and intelligently being invested even while he's in relativistic travel. Probably doesn't hurt that he started with an ungodly amount of seed money, being the acknowledged savior of the human race and having been paid accordingly by a grateful world populace.
* Ender's Game, and so puts him under strict orders to hang back and do absolutely nothing in battles, with the goal of gaming Ender's efficiency rating (no points will be deducted for missed shots if he never draws his gun) so he will be easier to trade to another army. When Ender sees Salamander losing one battle to Leopard Army—due to poor morale, no less—he springs into action at the last minute and inflicts just enough casualties to prevent Leopard from claiming victory. Bonzo rewards Ender for having turned a loss into a draw by beating him up because "no good soldier ever disobeys."
* Ender's Game, and the gravity-related tech turns out to be purely human, including the Little Doctor (whose prototype "gravity lasers" are used back during the First Invasion).
* Ender's Game are doing. In fact, when Peter finally learns that his parents have known all along that he is Locke, his father chides him, asking him where he thought his brilliant mind came from if not from his parents?
* Ender's Game, as Bean is really Ender's only confidant. He is a poor, lonely boy with the weight of the world on him.
* Ender's Game). A Speaker is something of a professional eulogizer, they speak at funerals and tell the story of the person who has died: the good, the bad, how they were seen by others, and how they saw themselves. The idea being to tell the story without applying judgment or justification, laying bare all the cold hard truths of the departed's life. In-universe, the concept became popular after it was done for the man who united humanity under a single government (the story including his sociopathic behavior as a young man, which included violent emotional and physical abuse and manipulation of his siblings).
* Ender's Game (a technology supposedly reverse-engineered from Bugger technology following the First Invasion).
* Ender's Game: Battle School is held aboard such a station. The central axis, which is in perpetual freefall, contains the training area for the cadets, allowing them to practice maneuvering and fighting in zero gravity.
* Ender's Game), battles frequently take place at close ranges, even though IF also has a number of dreadnoughts.
* Ender's Game, Bean delivers an awesome zinger of this type at Bernard when asked how he got such good test scores:
* Ender's Game, Bean has to step up to be in charge of Ender's toon, causing some resentment.
* Ender's Game books establish a scale of "alienness" between individuals and species, where on the farthest end of alienness it becomes possible to acknowledge that avoidance or xenocide are the only options for interaction between species because they simply cannot comprehend one another. The moral burden is upon the would-be exterminator to make certain there's no way to communicate with (or just avoid) the other species before committing to the extermination war, however.

* Ender's Game, Bozo and his friends confront Ender in the shower. Ender realizes that the most humiliating thing that he could do is beg for them to return his clothes, so he steps out and challenges them when he's still naked. Bozo actually strips himself so that the fight will be even.
* Ender's Game calls its Internet "the nets" and depicts it as several interconnecting but discrete networks, like in the old days of CompuServe and Prodigy (when the book was written). It also depicts participation in important political debates as by-invitation-only and closely moderated, rather than the free-for-all that politics on the modern Internet has become.
* Ender's Game, certain individual jurisdictions, particularly predominantly-Catholic ones, seem to have lax enforcement policies. Ender is a state-sponsored exception as his parents were supposed to breed a fleet-commanding prodigy and his older siblings turned out to be a sociopath and a pacifist.
* Ender's Game, Colonel Graff suggests that the Formics wanted to invade Earth for water, which their desert-like homeworld doesn't appear to have much of. Though they do attack a fleet of Formic ships harvesting ice from a gas cloud at one point. Note that this was not even discussed in the book, the theory there was that they were trying to colonize.
* Ender's Game: Ender challenges an older student to a game, but immediately states that he is going to win two out of three. The student wins the first match and tries to claim victory, but Ender convinces him that there's no pride in winning once against someone who've never played that game before and proceeds to win next two matches.
* Ender's Game: Ender's brother Peter is the aggressive, masculine Yang to their sister Valentine's passive, feminine Yin. Peter was rejected from Battle School because he was too prone to violence, while Valentine was rejected because she was too compassionate. Graff tells Ender he has to find the balance between these two emotions in order to be an effective commander.
* Ender's Game. Even people completely uninterested in sex (i.e. a man with no interest whatsoever) will settle down and get married, satisfied with adopted children but still hoping for a turkey baster miracle.
* Ender's Game explicitly take place 3000 years after the first one, so it's averted there.
* Ender's Game First Contact by being the first of his species to successfully communicate with a Hive Queen.
* Ender's Game flayed squirrels alive and subjected his brother to cruel games. His genius qualified him for Battle School, but he was rejected as too dangerous. As he grew up, his moral compass largely overcame his sadistic tendencies, and he used his intelligence for good.
* Ender's Game for an attempt at sabotage by the School administration and forbids him from taking part in the battles. By the fourth such match, he disobeys the order and singlehandedly turns a loss into a draw, making Bonzo hate him all the more.
* Ender's Game gets effectively banished from Earth for being one of these, since everyone is rightly terrified that if he decides to take over the world, no one would be able to do a damn thing to stop him. This only means that his sociopathic brother Peter takes over instead (creating a golden age of peace and unity). To be fair, it's less because he's invincible and more because he's got such a good reputation as Earth's savior that any cause he fights for will automatically gain the support it needs.
* Ender's Game gives us the Buggers, insectoid and telepathic aliens organized into hive minds each ruled by a queen. The story clarifies, however, that from the Buggers' point of view, this isn't a system of government because the hive is viewed as a single being, not a group of people whose society needs to be organized: the queen is effectively the "brain" of this being, while the other individuals are analogized to fingers or toes. Note that once the queen dies, so does everybody in the hive - they have no minds of their own telling them to eat or drink or save themselves.
* Ender's Game has a strategy winning a training battle that is discussed to Only

Work Once (it is technically an exploit of the battleroom rules). It works. A similar strategy comes into play in the end battle, recalling that moment.
* Ender's Game, he was also key in stopping the First Invasion, while still a member of the New Zealand SAS. Interestingly, the novels slightly deconstruct his greatness, showing that he failed his admittance test into the Mobile Operations Police (a multinational task force).
* Ender's Game him to break... because he would be less conflicted about giving the order (versus regular soldiers) until after giving it.[[/now]]
* Ender's Game: If you're paying attention to how many pages are left at the end of the book, you might guess the Command School "simulation" has to be the real thing, because there isn't enough time left in the book to do it all over again.
* Ender's Game In a pinch, they can be used as an impromptu shield, constantly moving in a cocoon-like shape around the ship, filling in "holes" in the "shield". The commanders even have a "shield integrity" gauge on the screen.
* Ender's Game in the conversation between Colonel Graff and Admiral Chamrajnagar, with the admiral loftily explaining that Graff's former students are "entering into the mysteries of the fleet [...] to which you, as a soldier, have never been introduced."
* Ender's Game in the Free Play game, but turns out to have a much more personal meaning for Ender.
* Ender's Game is even smarter than he is, but as amoral as you'd expect from a street kid.
* Ender's Game is revealed to be a wholly human invention, the Formics having to do without. That, of course, brings into question how their ships manage to maneuver so well without squishing the bugs.
* Ender's Game, it's implied that Ender's ability to think in three dimensions (which he sees as common sense) sets him apart from 99.9% of the human race, complete with rival schoolmates who don't get how he does it.
* Ender's Game). It's noted, however, that the soldier who turned the tide of the war was in fact not Jewish.
* Ender's Game. It's so prominent that the movie's attempts to hint at a romance between Ender and classmate Petra barely even register.
* Ender's Game, it's unknown whether it's standard-operating procedure to prevent letters from home to go through, but it's certainly one of the ways they isolate Ender. Eventually, a letter gets through from his loving sister Valentine, but Ender realizes that since she obviously had to write it under duress, it just means they have begun to use her to manipulate him as well.
* Ender's Game like a good soldier. Ender, who thinks like a warrior, disagrees.
* Ender's Game make commander, Dap salutes him and treats him with respect.
* Ender's Game, many of the Battle Room battles and fleet simulations given more detail in the book are shown as brief montages. In the first case, the montage makes it a point to show Ender's army's standing rising from the lowest to number one. Why bother showing how brilliant Ender is when you can say it?
* Ender's Game. Mazer Rackham, Earth's most successful commander against the Buggers, is forced to travel for fifty years at relativistic speeds so that he'll be able to transmit his knowledge to Ender, who was literally born and bred for the role.
* Ender's Game, most (if not all) of the Battle School commanders use the same formations that have been in place for years, due to fear of launching a failing strategy and tanking their army's standings. Ender's success is mostly due to him realizing this and coming up with new ways to innovate in every battle.
* Ender's Game: Peter and Valentine Wiggin use the pen names "Locke" and "Demosthenes" (respectively) to write blogs for political discourse. Ender later takes one of his own, "The Speaker for the Dead," to write biographies of his brother, the Hive Queen, and later for one of the pequeninos.
* Ender's Game, Petra, the best shot in Salamander, takes a hands-on approach to showing Ender how to aim his gun for greater accuracy.
* Ender's Game references at least one additional World War that ended with Mecca getting nuked.

* Ender's Game, Rose De Nose, the commander of Rat Army, tells his new recruit Ender that he can't use his holodesk until he freezes two soldiers in the same battle. Ender ignores him and uses it anyway, so Rose tries to humiliate him in battle by ordering him to be the first to enter the Battle Room, meaning he'll be completely alone against the enemy army. However, Ender turns it into a feat of glory by attacking Centipede Army while they're still entering the Battle Room, causing him to rack up an incredible kill count in a matter of seconds before he's frozen. After that, Rose leaves him alone.
* Ender's Game saga) focused on other characters from the original story.
* Ender's Game series are the Formics, more generally known as the Buggers due to their resemblance to giant ants.
* Ender's Game series. Half the IF is commanded by a bunch of prepubescent kids. Judging from Alai, puberty wreaks havoc with your political and military judgment.
* Ender's Game series take place thousands of years in the future, and there are subtle hints that none of the characters are speaking modern languages. Those who sound like they're speaking English are mentioned to be speaking "Stark" (likely a descendent of Starways Kommon, which itself was a phonetic, simplified variant of English). The appendices also mention that the languages identified as "Portuguese" and "Chinese" are descendent tongues, which sound nothing like their modern equivalents.
* Ender's Game. Since his parents and siblings were so intelligent, they figured any future kids would have to be around the same intelligence, and they still needed their military genius: someone who was not as sadistic as Peter while not nearly as compassionate as Valentine.
* Ender's Game. Somewhat subverted in that the Buggers actually know that this is their weakness and actively hide the Queen among the rest of the ships. It takes a genius tactician like Ender to figure out which one is the Queen ship, and even he can't do it in the middle of combat. On top of that, the Queen usually isn't even with her troops, being capable of instantaneous communication from halfway across the galaxy. As a result, Ender ends up having to wipe out whole fleets at a time.
* Ender's Game, so the ansibles are really the binding force for the entire interstellar civilization (to the point where one colony declares itself to be in rebellion and does the unthinkable by destroying their own ansible, or so it would seem...)
* Ender's Game spin-off series is focused on what happens to Battle School after the end of the war. It's renamed "Fleet School" and only children of IF parents are allowed to attend. Instead of war, children are taught to be future colony and expedition leaders, although it's noted a few times that the skillset isn't that much different.
* Ender's Game the academies most students move to after graduating Battle School.
* Ender's Game, the author of this adapted book, appears in a voice cameo as a pilot making an announcement to his passengers.
* Ender's Game the battle school students are basically forced to use this to its furthest extent in order to beat the game on their electronic desks.
* Ender's Game: The broader series has Lusitania, Trondheim, Pacifica, Ganges, Moskva, Albion and Zanzibar.
* Ender's Game, the ethical discussions appealed to fans of more philosophical sci-fi, the Earth-based political scenario appealed to fans of political thrillers, Battle School's inter-army competition appealed to fans of military fiction, and the realistic treatment of child development and psychological trauma appealed to lovers of literary fiction.
* Ender's Game. The film keeps this but undermines itself by making the mothership into a carrier ship many times larger than its drone swarms, thus making it the obvious target.
* Ender's Game. The Formics, for their part, appear to only use carriers that launch swarms of fighters, typical of their bug-like mentality.
* Ender's Game the punishment, as the teacher set him up to be resented by deliberately overpraising him to his classmates.
* Ender's Game: The series includes the planets Path, Hijra and Divine Wind.

* Ender's Game: The students at the battle school developed their own slang, though most of it doesn't apparently extend beyond its walls. Battle groups are called "toons" (short for "platoon"), rookie students are called "launchies" (as they've just recently arrived at the station via rocket launch), etc.
* Ender's Game they use, letting the commander quickly and easily control everything his team does. Ender, on the other hand, tends to give his team much more general instructions, and the resulting flexibility lets them make mincemeat of their opponents.
* Ender's Game This a rage quit from Ender because he's given up on strategy and is just trying to end the tests and go home as fast as possible.
* Ender's Game This has not been developed, but may be a plot thread for later books.
* Ender's Game under an assumed name, he gets people to sympathize with the Buggers; he found and communicated with a cocooned infant queen who reveals that they simply didn't understand that humans were sentient and intended to leave them alone once they realized it, but by then humanity was determined to wipe out the Buggers to protect themselves. A side effect is that thousands of years later, Ender is reviled as the monster who killed the Buggers. Never mind that the entire human race was onboard with doing so, it wasn't unreasonable based on what they knew, and Ender himself was partially tricked into doing it.
* Ender's Game universe. The books justify this by insisting that these kids are the first generation to be put through Battle School, where they are raised to think tactically all the time. Also this doesn't make older people incompetent - they're just using the children's special abilities in an all-out war. There are many types of leadership and competence.
* Ender's Game was (1) our radically different conceptions of individual personhood and (2) our inability to communicate that prevented the Buggers from apologizing and trying to make peace once they realized the mistake they had made — a rather dark take on this trope.
* Ender's Game when Ender asks why the buggers attacked Earth, Graff hazards a guess that they may have caught a transmission of our movies and thought we were too violent but the theory turns out not to be true.
* Ender's Game when Ender decides that if the people who run the games won't be fair, then he won't play the game.
* Ender's Game, when Ender is first assigned to Salamander Army, he doesn't know anyone there other than its commander is a boy named Bonzo Madrid. When Petra is the first person to approach him to talk, Ender thinks she might be Bonzo. Initially this could be an understandable mistake, since everyone involved is a prepubescent and there isn't much physical difference between boys and girls at that age—except one obvious one. Later on in that scene it's revealed she was standing there stark naked.
* Ender's Game, when Ender muses that the aliens (nicknamed "Buggers" by humans, presumably because they resemble giant bugs) probably refer to humans as "Slimies" owing to their soft oily exteriors rather than hard exoskeletons.
* Ender's Game when Ender realizes that this must mean that the queens aren't always in direct control over all the drones, and those that are left "on automatic" go back to their pre-sentience roots and try to "burrow" through space.
* Ender's Game when Ender switches armies in Battle School: The new army is a lot less disciplined than his previous one, to the point that Ender wonders if the leader even cares. Arguably, this trope is true for Battle School as a whole, who seem to be under a lot less rigid orders than the rest of the IF.
* Ender's Game where both child and adult characters are quite racially and ethnically diverse, including Black, Arab, Indian, Hispanic, Maori, etc., due to being cadets for the International Fleet, who recruit child prodigies from every nation on Earth. This is also the case in the book.
* Ender's Game While most of it is in self-defence, there's also instances where he beats people who were only nuisances to death, including the first bully he kills in the book.
* Ender's Game: While the books are usually mostly from human perspectives, many of

them have segments written from the perspectives of various aliens, as well as a sapient computer program named Jane. Each of those sections wouldn't really make sense if it was a human, even a super-powered one.
* Ender's Game, who are about to be defeated. They adopt false identities as the demagogues "Locke" and "Demosthenes" to warn citizens over the nets about the broiling situation in Russia.
* Ender's Game, who cracks into the desk system in the Battle School and figures out how to send messages under other student's names while preventing other students from using his name. This is only used for pranks, of course, as Ender is only six years old at the time. And the computer system is deliberately set up to allow and encourage this sort of competition/play/hacking.
* Ender's Game with a double marriage that seems to serve little point but to pair up all the remaining single characters of young adult age, among them an embodied fragment of another character's psyche and the recently created biological avatar of the future-internet's artificial intelligence.
* Ender's Shadow: Achilles doesn't want your pity, and in fact will kill you if he detects even a hint of it in any of your interactions. Of course, he may just kill you anyway. He's like that.
* Ender's Shadow, and he does his best to keep his children from inheriting it.
* Ender's Shadow, Bean mentions that the children used these during the increasingly long battles (and comments that he was never sure what the one girl used).
* Ender's Shadow books, Peter tells Petra that she's arguing like a nine-year-old, and that she might as well put her fingers in her ears and say "La la la, I can't hear you." Of course, she promptly does.
* Ender's Shadow but from the perspective of Bean, the youngest of Ender's generals.
* Ender's Shadow By the end of the first book he's taught himself at least five languages and by the end of the fourth speaks at least a dozen.
* Ender's Shadow Ender's father, after hearing a reference to a "dry dock", asks if there is also a "wet dock". Dimak's response is: "Nautical terminology dies hard."
* Ender's Shadow is his inverse. He doesn't take pleasure in the method of death, favors efficiency over pain, doesn't even need to witness it, and only goes out of his way to kill someone if they have shamed him in some way. Yet he is more evil than Peter.
* Ender's Shadow series, Anton the geneticist settles down, marries, and has a child in addition to his new step-children. He's also unashamedly gay, but can overcome his sexual urges in order to fulfill his social need for progeny. So, he's fine with being gay, and all, but...
* Ender's Shadow series, Bean commands a special unit of 200 Thai soldiers, who execute a number of critical missions, then commands the small army of the newly-created Free People of Earth under the Hegemon.
* Ender's Shadow, that it changes scenes to directly contradict the same scene in the original book and that it weakens Ender's victory from the original.
* Ender's Shadow This remains a major plot point over the rest of the "Shadow" novels.
* Ender's Shadow trilogy did not anticipate South Sudan becoming independent.
* Ender's Shadow Volescu had one set up for after his capture, possibly triggering a virus to fundamentally change the human race. In a more heart-warming example, Sister Carlotta has a note prepared to be sent to Bean that will automatically be sent to him if she doesn't check in for a period of time. Considering that he only receives it after her death, he realizes that Carlotta cared enough for him to do something every day of her life.
* Ender still took a lot of crap in school because of his Third status and, of course, no child would explain why being a Third is bad. Then again, when did kids (especially bullies) need a reason to be
* Ender suffers an even worse freak-out at the end of the story when he realizes
* Enderverse in the first place? The only explanation is that they didn't know how long the crisis would last and didn't trust their successors to dissolve the world

government peacefully, but that explanation raises further questions as well.
* Enderverse. The only girl of the group of kid space admirals that won the war, she went on to survive the global wars that followed the defeat of the buggers. In one scene, she is kidnapped by a special forces commando and calmly asks for the time to get dressed. When one member of the commando wants to hurry her, she calmly reminds them that her goodwill is worth more to his generals than his balls. In a bag. Now let me go to the bathroom before I go, please.
* Enderverse trilogy take place around Riberao Preto, Brazil? Card lives in Greensboro, and did his Mormon mission in Brazil.
* Ender Wiggin is a mix. On the one hand, he is the smartest kid in the entire Battle School, and while not the strongest is clever enough to crush much bigger and stronger foes with ease. He's constantly hailed as the only hope the human race has of defeating the buggers, and manages to win every battle of the war, as well as in the Battle School. That is really cool to read as a kid, especially when you get to imagine yourself playing through all the fun sounding battle simulation games Ender trains in. On the other hand, Ender is constantly targeted by bullies, the people who hail him as a savior of the human race have no respect for his mental health and well being beyond being able to defeat the buggers, and the stress eventually starts driving Ender a little crazy.
* "End Game": A disgraced former Marine captain wants information from one of his subordinates, so he kidnaps the man's father and sister to force him to give it up.
* Endgame and Ian Flynn's first issue and when they were together, they barely did much.
* End Game had these news interview segments interspersed with the real-time events of catching and interrogating the suspected shooter of the three detectives. Meldrick's interview is notable in that the, not-usually profane, Meldrick takes the opportunity to swear at the reporters, each of these instances covered with a 'bleep', which adds humour to an otherwise fairly bleak episode.
* "Endgame" of alien and renegade Earth ships led by Sheridan destroy the entire defense grid to stop this.
* Endgame opponents in the pet battle system fall into this. They use Epic- and even Legendary-quality pets, while the player (currently, at least) only has access to Superior-quality pets at best, meaning these NPC have pets with stat totals much higher than anything players can get ahold of. However, these opponents also attack in set patterns, meaning savvy players with the right pets and timing can walk all over them with minimal fuss. For example, Courageous Yon can be real trouble for unprepared players, but a player who knows the fight can send in an Anubisath Idol, solo the entire fight with it, and have it walk away with
* End Game Results Screen: A special screen at game's end that judges your overall performance.
* Endgame+ returns you to your most recent save point, but with new bonus content added to the gameworld somewhere.
* Endgame: Singularity has achieving this - and thus escaping mortality - as its final objective.
* Endgame S-rank weapons, meaning a weapon with their history should have been exhausted a long time ago. Some games do make the Lord's weapon indestructible, if only because these weapons tend to be effective against the final bosses and not doing so might make the endgame unwinnable, but "lesser" ones like the Regalia, the Sacred Twins, and the Legendary Weapons can break in as few as twenty to thirty hits. It's especially odd in cases where characters have tried to seal them away in some capacity, either for the ridiculous power of the weapons being too destructive, or to keep the weapons from being used against them, when simply smacking the weapon against a tree for a few minutes would probably do the trick.
* Endgame suffers from agoraphobia, and refuses to leave his hotel. So he has Sam, and various hotel staff members, do his legwork for him.
* Endgame Trilogy in order to show that the players don't play games, but are dead serious.
* Endgame Trilogy: Jago being ugly is constantly mentioned. His girlfriend Sarah, however, is described as inhumanly pretty.

* Endgame Trilogy: Markus dies right at The Calling. We only got two chapters to get to know him.
* "Endgame"; When Sheridan's forces arrive at Earth and easily overwhelm most of the remnants of EarthForce fleet,
* Endhiran starts out as your standard Terminator robot with Matrix effects, then he makes magnetized copies and becomes a macro-nanobot snake made of guys, taking the forms of a sphere, a cobra, and a giant, among others.
* end. How this game managed to avoid the M rating it so richly deserved is a mystery for the ages.
* Ending Aversion: Audiences are discouraged from checking out a work after hearing how bad the ending is.
* Ending Aversion: Audiences decide not to consume a work after hearing how bad the ending is.
* Ending by Ascending: A character going up a staircase or ladder means their journey is coming to an end.
* Ending by Ascending: A character going up a staircase or ladder symbolizes rebirth, rest, or new adventures.
* Ending by Ascending: A story ends with a character going up a staircase, ladder, etc.
* Ending C is a slightly modified version of the original ending where
* Ending Fatigue: Audiences feel that the work drags on after it should have just ended already.
* Ending Fatigue: Something of an effect more than a cause of Pacing Problems, this is when the reader loses interest before the end out of boredom, plot incoherence, or just plain disinterest, and outright stops reading. The story should end when it's over.
* Ending Fatigue: When a work drags on after it should have just ended.
* ending formula goes: "If they haven't died, they're still alive today."
* ending has the main character become this, much to the consternation of many fans.
* ending instead, but his brother, on whom Franco was based, objected and suggested the actual ending line.
* ending involving a nuclear reactor exploding and killing everyone. Also, Tom Thumb himself looks like a fetus.
* ending screen, but special mention has to go to "And prooved the justice of our culture". Even among one of the worst video game endings of all time, this sentence stands out as making absolutely no sense whatsoever. How does completing a video game prove the justice of our culture? And to whose culture is it even referring? Japan's culture? America's culture? The Ghostbusters' culture? Who knows!
* Ending Sentences With Prepositions: Long story short, it's perfectly acceptable to end sentences or clauses with prepositions. Even the Oxford English Dictionary says it's okay.
* Endings: "'There's always an ending,' said [someone or something]."
* endings. To make it worse, his girlfriend Amaya is standing on top of where he's buried but because she's deaf she can't hear his screams for help and to twist the knife further, the antagonists interfere with Matias' other communication attempts: blurring his mouth so Amaya can't read his lips during a video call and changing his texts to say "I wish I could sign better" to further taunt him.
* Ending Theme: A certain tune that plays at the end of all or most episodes.
* ending theme in the second season, XY&Z, where he and a group of Pikachus dance with and atop giant bottles of Ketchup.
* Ending Theme, with Louise mentioning taking Saito for a walk with the "chains of love" (or "leash of love", same thing). Given how she treats him normally, this is entirely unsurprising.
* , ending the movie right in the opening. The cops arrive, and the confused detective laments that his entire character is now pointless.
* ending with O'Connor, this time played by one of Walker's brothers, driving off into the sunset.
* ending. With the piano single as the background music, the lone pilot sorties

off...
* end it. In reality, detailed medical knowledge in no way translates into knowing how to fight, and in actual combat, there is no time to do precise things that require detailed knowledge. Modern shooters shoot center of mass and the head, neither of which it takes a medical degree to recognize. Likewise, modern fencing, HEMA, and martial arts practitioners don't sit for detailed classes in anatomy in the hopes of becoming better fighters. Being a doctor does not turn you into a fighter any more than being a fighter lets you practice medicine.
* Endless Blue: All sorts of islands float. When someone tells Mikhail that his warp drive won't work, this is what convinces him: a place with floating islands is not obeying normal physics.
* Endless Crab promotion, offering all-you-can eat snow crab legs and side dishes for $20. They vastly underestimated how much crab their customers could eat, and lost a total of $3.3 million on the promotion.
* Endless Daytime, and thus the minor gravitational pull from the other bodies in the system (or, barring that, other nearby stars) would nudge the planet enough to eventually pull it out of "orbit".
* endless debates and disagreements in general often claim Rau was one of its saving graces.
* Endless Eight, each episode is animated from scratch, despite the plot and dialogue of each being nearly identical. The voice actors even claim that they did eight recordings.
* Endless Eight episodes of the second season were released across four DVDs in Japan. Given that said arc consisted of the same episode eight times in a row, it's surprising that the first DVDs sold (relatively) well. Though the later ones to a lesser extent; the second and third sold only half the amount the first one did.
* Endless Forms Most Beautiful. This is a description that also applies fairly well to Nightwish itself.
* Endless Frontier also keeps track of how many times you cleared the game, with a gold star and a number next to your completed save file.
* Endless Frontier companion Aschen Brodel reminds him that she has in her memory banks video footage of him growing up from infancy. He demands that the data be deleted.
* Endless Frontier, crystals are quite helpful for new units, exchanging between the time shop, doubling medals, and other perks. You could wait for free crystals in the mail, but why not spend money for them and get some crystals right now?
* Endless Frontier had originally envisioned their W-Series forces to be this. They got as far as the prototype before realizing they had no way to accelerate his growth, so decided to go with androids instead.
* Endless Frontier is one happy man. In the sequel, the party is joined with a badass martial artist and an elven princess who's just as busty as the aforementioned Princess Knockers.
* Endless Frontier Kyon does this. A lot. Usually followed by "Oops. Now I have to kill you."
* Endless Frontier, to the point that it's rare for characters to call each other by their proper names at all.
* Endless Frontier, we have Haken Browning, with his black and red longcoat.
* Endless Game: A game that never ends; you just keep going to more and more levels.
* Endless game to cure the Game Disease and work towards a future where Bugsters and humans coexist.
* Endless: Ghosts are souls still trapped between Earth and the afterlife, "limbo" over some unfinished business. They're capable of teleporting from one place to another. With time they can also affect matter. Normally they can't communicate with the living. Jordan is astonished after Chris is able to speak with Riley, saying he had always heard it was impossible.
* Endless Legend and engineers dedicated to protecting the weak, this has caused significant angst and a schism within their leadership.
* Endless Legend and science, but cannot build anything. The beetles are

surprisingly agile for their sheer size, having the same four movement points as most infantry units.
* Endless Legend, and the ability to sacrifice citizens to appease their gods. Like the Cravers, they cannot engage in any diplomacy bar temporary ceasefire treaties.
* Endless Legend, are roughly tied with the Ardent Mages, another human faction focusing on research.
* Endless Legend heroes are implied to be these, generally as a result of coming into contact with Dust, which is capable of inducing sentience in non-sentient creatures.
* Endless Legend, it was the Vaulters who canonically conquer the dying planet Auriga and escape it (leaving almost everyone else to die out).
* Endless Legend robots, which have human-like ceramic faces with no eyes. Their marionette-like motion and odd anatomy - too many heads in weird places, generally - makes them unnerving to watch.
* Endless Legend salvaged from their vaults and augmented or repaired with magic. Prior to the start of the game, they lived almost completely underground.
* Endless Legend's to survive the long winters of Auriga. However they now become dependent on Dust to sustain themselves, the other alternatives is for them to drain the life force of other living beings.
* Endless Legend: The Broken Lords storyline has Marquis Suluzzo who encourages his people to continue draining Dust from other living beings, and part of the storyline quest involves taking him out.
* Endless Legend; the description then notes that the magic generated is well worth it despite the cost of screams and stench of cooked flesh and shit.
* Endless Legend. They have a unique leader in the diplomacy screen and alternate texture layouts for their units, but are otherwise identical to the Vaulters.
* Endless Legend to allow them to quickly relocate to exploit rare resources.
* Endless Legend, which gained true sentience from contact with Dust in a derelict Endless freighter.
* Endless Legend, while an empire of malfunctioning robots converts bands of orcs and trolls to join their cause in destroying the ruins of the Endless.
* Endless Legend will make the mercenary's allegiance hidden to other players. Other factions can also hire mercenaries and hide their allegiance, but the Roving Clans are by far the best at it due to their mercenaries having twice the health, faster movement, immediate access to the market, and earlier access to false-flag research. Players can infiltrate territory of two neutral powers and attack one to entice it to declare war on the other.
* Endless Legend, you can discover prototype weapon and armor designs during early quests. These prototypes are early ancient weapon designs from before that planet's cataclysm. When you find them, you only need the appropriate materials to manufacture them rather than having to research an entire research branch. The problem is that these prototypes are extremely weak compared to the weapons you can manufacture through researching. Many times the prototypes lack the extra bonuses and have far weaker stats than their researched counterparts and often use more material. For example one titanium bow prototype is a Tier 2 weapon that uses 6 titanium to manufacture and only does +4 damage. The lesser Tier 1 titanium weapon that you researched only takes 4 titanium, does +6 damage and has a +5 chance of doing a critical hit.
* Endless Love, and the extremes he goes to in order to be with the object of his obsession. Both films went for a straightforward romance:
* Endlessly complaining during a family walk around the neighborhood through the snow, ranting about how he's going to freeze to death, not even noticing when they actually arrive home -
* Endless Nights finally come in and try to close down the site, the archaeologist reveals that a bot will email a detailed account of the dig to multiple online news sources unless she checks it every 24 hours. They let her go.
* Endless Nights shows all the Endless around and established when the Earth was still cooling and lifeless, and the green energy of the Guardians of Oa was just a budding research project. So, at least four billion years old.

* Endless Ocean and its sequel contain specimens of goblin sharks in deep-sea regions. Realistic enough. However, their jaws are depicted as permanently protruding, an out-of-date assumption as we have learned more about goblin shark physiology.
* Endless Ocean features Adelies, Emperors, Gentoos, Rockhoppers, African penguins and Little penguins to be discovered. A few penguins even show up on the deck of the boat and hang out with the protagonist when the hidden credits sequence is triggered.
* Endless Ocean games have levels themed around diving into deep ocean trenches and meeting animals such as goblin sharks and sperm whales.
* Endless Ocean has Titles, special nicknames you can assign to your character that unlock by accomplishing various tasks. Some of the Titles come with physical rewards as well, like new diving equipment.
* Endless Ocean introduced underwater salvaging to earn extra money, and you won't know what any given object is until you get Nancy Young to appraise it. A small bottle could either be a priceless perfume or a discarded orange juice bottle, for instance.
* Endless Ocean, nobody's age is pinned down, but of note are Professor Sakurai, who is said by Oceana to be "too young" to have done all she's done; Oceana herself, who, at least in the NA version, has to be at least 15 since her father's accident is stated to have been 15 years ago, and is more likely to be 17 or so, as she was "very young" at the time rather than "not born" or "just a baby"; and the player character, who joins the diving service while taking a break from courses.
* Endless Ocean opens with whales absolutely everywhere, the player in a boat with a bunch of strangers, an entrance to a mysterious ruin... and then the flashback kicks in and you're asked what you look like and given your job interview.
* Endless Ocean several new Twitter followers, as her song "Prayer" was prominently featured in the first game.
* Endless Ocean songs, with "Prayer" being mostly closely identified as the title screen music and "The Water is Wide" for the credits.
* Endless Ocean, you can find 3 extinct creatures, including one distinctively called "Living Fossil", but most notably, a plesiosaur.
* Endless One Story Staircase that allows you to, and so you could climb those stairs for ten minutes or for three days, but turn around and all you traveled from where you started was maybe a couple meters.
* endless only make her more likeable — to the audience, at least. Most other characters rather fear her. Contrast to the Other who showers cutesy and "darlings" all the time, but tries too hard.
* Endless Pantheon, justifies the apparent excess of Goa'uld ships. Millennia ago the Goa'uld fought and lost a war against the faerie Courts and many Goa'uld still live in fear of sidhe assassins popping out of the Nevernever. The ornamented walls are in fact massive warding arrays meant to keep faerie attackers from infiltrating the ships.
* Endless Pantheon: The Goa'uld and Faerie Courts went to war several millennia ago due to Thoth's Folly, a series of events which saw the Goa'uld fall from grace. The exact details of the war are not clear as the Terms which ended the hostilities also rewrote much of the Goa'uld racial memory of what happened. To the modern day, the Goa'uld still consider this to have been the only war worth mentioning as such.
* Endless Pantheon, the Goa'uld have lived in fear of the Nevernever for millennia. The full body iron armor and melee weapons of jaffa are designed to counter faeries while the fancy ship decorations are in fact wards to prevent intrusions from the Nevernever.
* Endless plays Riley, who's biracial like her, with Black and White parents.
* Endless Quest Decide for yourself whether the title's talking about the circus being run by bad guys or all the usual circus animals and attractions being replaced by creatures from the D&D bestiary.
* Endless: Riley and Chris's romance doesn't die with him. It continues somewhat after he's dead and becomes a ghost.
* Endless: Riley blames herself for Chris's death, thinking she distracted him.

* Endless: Riley is the child of wealthy lawyers. Chris comes from a humble background with a single mom. There's friction as she gets accepted into a top college, while he clearly isn't going anywhere. Aside from this however it isn't an issue, and Riley's determined for them to be together.
* Endless: Riley starts to share parts of Chris's mind after they connect when he's a ghost, for instance taking up his food and music tastes.
* Endless Saturdays certainly fits. It's constructed from a red wagon, has cardboard wings, and uses an exploding propane tank as a source of propulsion.
* Endless Sky, and if you do gain the upper hand, they may self-destruct their ships to prevent being looted, unlike regular pirates.
* Endless Sky are souped-up versions of regular ships modified to increase their effectiveness, with some Marauders having a focus on either weaponry or speed.
* Endless Sky compared to "blaster" and particle weapons, which are traditional sublight projectiles.
* Endless Sky: Every planet that can be landed on has an accompanying landscape image, with some of the images having features ranging from a different-colored sky to a binary planet being visible from its twin, and visa versa.
* Endless Sky originate from a moon of a gas giant, with much lower gravity and pressure than Earth. While humanoid in appearance, their bodies are thin, fragile, and three metres tall, with digitigrade legs, and their lungs are so delicate they can only breathe very thin atmospheres.
* Endless Sky, pressing the Jump key with no hyperspace destination will have the game pick an exit route for you at random. The developers describe it as this trope; a panic button used when anywhere else is better than the system you're in.
* Endless Space 2; early in the beta their populations gave a bonus to Dust generation if they got to live on planets with the (now absent) 'Water' attribute.
* Endless Space 2 gives each empire's starting planet a unique name, averting this trope. It goes further by giving players the option to rename any planet they colonize, meaning you could have an entire empire of unique planets if you so choose.
* Endless Space 2. The Lumeris evolved on a tropical ocean planet and have long organised their society into families, clans and dynasties; they have long since grown past aristocracies, but still the real power brokers behind their civilisation are the so-called Four Families who control the agricultural, construction, shipbuilding and politics sectors. Though unfortunate infighting and backstabbing still happen from time to time, the Lumeris recognise the galaxy as both a grave threat and a great prize, so they have all sworn off stealing the fish from each other's plates, if only for the time being.
* Endless Space 2 the more hostile planet types and can terraform planets into more hostile variants.
* Endless Space 2 - The United Empire faction's intro video features a cheery propaganda montage hailing the glory of the Empire, which ends in a still that pans out to reveal it's actually a billboard on the real, highly polluted, slum-covered, United Empire homeworld.
* Endless Space adds fighters and bombers, which spend phase 2 getting into range and then attack for the next two phases (fighters go after enemy fighters first, then bombers, then ships; bombers go after ships).
* Endless Space, all owners of the base game were upgraded to the Emperor Edition, and the Sheredyn received a unique Affinity and bonuses separate (but similar) to the United Empire, though their ships remain as palette swap.
* Endless Space allows a fleet to attempt to disengage by immediately jumping to hyperspace. It is most effective at the beginning of battle, before the fleets close the distance and start engaging each other. Once you're in medium or close range, escape becomes much harder.
* Endless Space also possess spindly and blocky ships, while the Horatio which compose entirely of human clones have sleek and almost alien like designs.
* Endless Space and decided to clone an entire society of himself to serve his needs. He loved it so much he thought that the entire universe could do with being cleansed of life, replaced with billions and billions of clones of the most

beautiful creature to have ever existed: wonderful, gorgeous Horatio. The other factions have had to deal with his... their shit ever since.
* Endless Space and dub themselves the Automatons before moving into interstellar space in search of more of the substance.
* Endless Space and gold-plated prows on their starships; even the decadent United Empire can't match the bling of of the Sheredyn.
* Endless Space, and their capital ships have gyroscope-like assemblies made from gears.
* Endless Space are mystics and, through the magical mysteries of Dust nano-tech, implied to have extraordinary powers. On the individual level, all species — including robotic species — appear susceptible to becoming this when exposed to Dust, and come in a few general flavors that conveniently help you run various aspects of your economy or military more effectively.
* Endless Space as its main and probably only inhabitant. Plus it's unclear if he's even human by then; he doesn't seem to think so anymore.
* Endless Space as one of the most potent negative anomalies that can affect a planet. Many planets are host to the remains of long dead civilizations, and Kessler Syndrome is the result of a space-faring civilization dying back without taking their satellites with them, causing derelict satellites to smash into each other, generating debris which smashes into more satellite ad infinitum, turning the low and high orbits into rings of lethal debris, making space travel dangerous and expensive.
* Endless Space, as the game's main focus is economy. They consist of four stages: arrival (no shots exchanged), long-range (missiles most effective), mid-range (lasers most effective), and short-range (kinetic weapons most effective). If no side is obliterated by the last stage, the battle is a draw. Visually, ships simply travel towards a planet in standard naval battle lines and exchange shots. Combat is affected by tactics (which act as cards in card-based games) pre-selected at the start of the battle and locked in for that stage at the start of the stage. To this end, if you're not planning on changing your tactics/cards during battle, you may as well let it play out automatically. The result will be the same.
* Endless Space. Besides those, you can upgrade any version of a ship to the most modern if it's docked at one of your planets, meaning you can upgrade a several-hundred-year-old ship for just a little extra money than a year-old ship.
* Endless Space, bodyguards to the Emperor of the UE in the Praetorian tradition, have ships with the same structure but massive bling for massive win. The Pilgrims, who've had lots of interactions with the Sophon, have ships that are a mishmash of blocky and shiny curves aesthetics. The other races have every kind of design imaginable, from mechanical monstrosities to armored bacteria to sculpture to birdlike vessels to robot octopi. It's a pretty exciting galaxy you live in.
* Endless Space can load up the majority of their population and system infrastructure onto a massive ark, the Fleet Errant, which can then set up a new colony in a separate system. The Fleet leaves behind one population on each planet in the system it departs from, allowing it to rebuild. When the Fleet Errant settles down, it starts off a golden age in the system which massively boosts the production of food, industry, Dust, and science. However, it's generally used more for extremely rapid expansion rather than fleeing danger.
* Endless Space can seriously hamper your expansion. Their ship spawn in systems out of sensor range and are damn difficult to destroy in early stages. Luckily, you can disable them.
* Endless Space constantly expand and conquer other worlds and races, otherwise they will eat themselves into oblivion.
* Endless Space, exchanging some of the Empire's economic abilities for combat-based abilities, such as preventing enemies from retreating.
* Endless Space has the Horatio faction, an array of clones of ultra-rich Horatio the First. Some of them are female, because Horatio got bored with just his male clones.
* Endless Space has the Sheredyn, who were originally just the bodyguards for the emperors of the United Empire. By the time of the game, however, the Sheredyn have

begun to take over corporations along with building independent colonies and creating their own interstellar logistics networks in addition to their military forces operating outside the Imperial military's regular chain of command. This has transformed them from an elite bodyguard force into a powerful subfaction within the empire; to the point they are almost a state within a state.
* Endless Space has two species known as the Sowers and the Automatons. You can go to war with both of them. In this case however the two races are not malevolent machines out to destroy every non-organic beings. The Automatons prefer to isolate themselves, and the Sowers are only interested in terraforming worlds. If you get in their wrong side they will turn their efforts to military matters.
* Endless Space he found on a planet. (Out of boredom, no less!) He then decided to fill the galaxy with the most beautiful thing he knew of — himself.
* Endless Space in that there is no sex and gender discrimination present: women are viewed as equally capable of being warriors and leaders as men.
* Endless Space is populated by an unending tide of the perfect man, Horatio.
* Endless Space; like the Pilgrims, they receive no innate science bonus, but their vast industrial capacity allows them to pump out science from their extremely well developed solar systems.
* Endless Space of the Emperor, have since become an effectively independent entity after they assisted a coup and installed a new Emperor. Compared with the military/economic powerhouse of the Empire, the Sheredyn lean more towards military, with incredibly durable ships, some minor economic bonuses, and their special ability means that enemies cannot retreat. However, their sense of honor and asceticism means that happiness drops when they break a treaty and they receive reduced bonuses from luxury goods.
* Endless Space; planetary core taps, orbital shipyards, et cetera. The Pilgrims, a human nation of scientists and mystics, seek out the Endless's lost homeworld, Tor.
* Endless Space production for 45 turns. A Hissho player that is able to build momentum through conquest can quickly become unstoppable.
* Endless Space, the Cultists of the Eternal End were added at the game's release.
* Endless Space the Endless have found a way to transfer their minds into machines. This caused a great schism in the Endless society, between those who want to remain organic, and those who embrace virtulization. This sparked a massive war which lead to the extinction of the Endless.
* Endless Space The other two human factions in the game avert this trope.
* Endless Space. The Pilgrims receive indirect science and cash bonuses via their ability to easily establish trade routes, and the United Empire and Sheredyn's industrial might allows them to churn out scientific data.
* Endless Space, there are also a lot more planets that are inhospitable, although colonization is possible after extensive research. Even terraforming may be possible closer to the end of that research branch, although gas giants and asteroid belts (which can also be colonized) can never be turned into hospitable planets.
* Endless Space, uplifting creatures, and so on. Then they had to go and have a civil war and ended wiping themselves out, leaving the galaxy ripe for the taking for a dozen new upstarts - including humanity - a few millenia later.
* Endless Space, you're limited to this mode of travel. Later, you can discover technology to utilize wormholes that are generated randomly throughout the galaxy and another technology allowing your ships to go "off-road", even though this path is way longer. Either way, ships at FTL are unable to change direction.
* Endless Stairway, which you can climb/descend forever without getting anywhere as the whole thing is a magical illusion.
* Endless Summer fits this role to a T. From the first chapter, he is giving everyone nicknames; some characters even get multiple.
* Endless Summer revolves around a group of college students, along with their tour guide and pilot, finding themselves trapped on a Caribbean island.
* Endless Summer, the Vaanti concept of marriage, handfasting, has it told that if a couple married together for a year and a day still love each other after that time, they will be together forever.

* Endless: This is the reason are stuck in limbo, having something stopping them going on to the afterlife. For Chris, it was Riley. Jordan still hasn't at the end, though he seems happy with helping new ghosts adjust to their state (particularly young, attractive female ones). For him it seems to be atonement over his niece dying because he neglected to watch her enough.
* Endless Universe, is an example of "Generation Ship Planting FTL Gates".
* Endless Waltz, as did Mariemaia Khushrenada earlier, when she declared war on the Earth Sphere Unified Nation.
* Endless Waltz, Heero pulls this with Duo as enemy soldiers close in - and then KOs Duo immediately afterwards. Heero's rationale? "One for one - now we're even." This little trick allows both of them to escape individually when they would likely not have been able to do so otherwise.
* Endless Waltz, Quatre uses the gravity exerted by Venus to fling his ship back to Earth, because they are low on both time and fuel.
* Endless Waltz, there is the Tallgeese III's Mega Cannon, which Zechs uses to destroy the Mariemaia Army's base at asteroid MO-III. Like the Buster Rifles above its output is also variable, with its maximum output being comparable to the combined Twin Buster Rifles, but it cannot be split into two.
* Endless Waltz. This version of Heavyarms lacks any melee weapon unlike its appearance in the TV series.
* Endless Winter. Despite this, the fandom frequently has Anna calling her sister every time she gets mildly frustrated at her, although not when she is really angry at her sister.
* Endless Winter, putting its titular guardian in perpetual hibernation.
* Endless Wire, and the death of John Entwistle. Two "preview" tracks were released on a compilation album in 2003 - neither made it onto the final album.
* Endless Worlds part of your empire, since the spaceports and other orbital infrastructure are state-owned, but if they let you settle in the first place they're generally happy to start pitching in with this whole space-faring thing.
* Endling: Renzo is a skilled thief, and tends to loot as the group travels, to Khara's displeasure.
* Endlords plain that they are in fact cosmic forces of destruction which have been compressed into this shape, and are utterly inimical to life as we know it.
* Endo and Kobayashi's Live Commentary on the Villainess: Endo used to be in the baseball team, but an injury to his shoulder put an end to any dreams of going pro (which were unlikely seeing that he was "barely average" in his own words). Shortly after, he met Kobayashi who encouraged him to join the broadcasting club, suggesting that maybe he could become a sports commentator instead.
* End of an Age PC-98 games, Yuuka kept her original looks from that period, including a full head of long hair. Towards the end of the story, she takes note of the increasing number of powerful figures who've been making their presence known in Gensokyo and decides to get with the times, starting with her hair. With that decision, the PC-98 era is over at long last.
* End of an Age: The story is set during the end of a particular era in the story's setting, such as the end of the medieval era or the end of the American West.
* End of an Age: When an irrevocable loss happens, which removes the innocence of the hero or the world forever.
* End of Days and his methods of obtaining victory have not stopped their brutality.
* End of Days: Arnold Schwarzenegger tries to stop Armaggedon in New York City, 1999.
* End of Days: Bodybuilder Sven-Ole Thorsen appears as a thug breaking into Jericho's apartment.
* End of Days follows the attempts to prevent Satan from conceiving the Antichrist before the year 2000.
* End of Days. In interviews, Schwarzenegger said that he took this role because he thought it was the perfect script to make his return to action movies, which makes this part even more weird.
* End of Days, Jericho and Christine outrun an inferno chasing them down a hallway

after rescuing Christine from Satan near the end.
* End of Days: Jericho Caine throws himself on a sword to banish Satan back to Hell.
* End of Days, Jericho throws Satan out of a window and he lands on a parked car. Of course, seeing as how he's Satan, he copes with it.
* End of Days kills a guy by grabbing his head and twisting it 180 degrees.
* End of Days makes a smoothie that includes old takeaway food and beer.
* End of Days offers to save him in exchange for his soul. Jericho appears to agree, but when Satan reaches over to pull him up, Jericho screams, "Fuck you!" and yanks Satan out the window, where he falls into the street.
* End of Days, Satan offers Jericho a recreation of his deceased wife and child to win him over, but Jericho rejects it because he realizes it's ultimately not real. Satan turns the illusion nightmarish in response by forcing Jericho to relive his family's murder and unable to stop it.
* End of Days, Satan offers Jericho to forget his mission to protect the chosen girl from Satan and to bring back his dead wife and child in exchange and come work for him in his new hellworld. Jericho is genuinely tempted by the offer because of his grief, but he ultimately rejects.
* End of Days. Satan resurrects several of his minions after Jericho kills them because they still might prove useful to him.
* End of Days's wounds after Jericho shoots him. However, near the end he suffers so much damage that he doesn't even bother repairing it anymore and starts looking for a new body because he's running out of time to complete his plan.
* End of Days the appearance of a comet above the full moon known as "The Eye of God" by Vatican astronomers, and it's the sign of the prophesied birth of the woman that will give birth to the anti-Christ.
* End of Days", the chloroform version is used by Xander on Dawn when Buffy wants him to get her out of town before the final battle with the First. She's not happy with him when she wakes up, TASERs him, and drives them back to town.
* End of Days was played by the genuinely albinistic actor Victor Varnado.
* End-of-Episode Silliness, and Lillie falls asleep on top of Ash, while Lana rests her chin on Kiawe's back.
* End-of-Episode Silliness: An episode ends with a humorous scene or random bit of dialogue.
* End of Evangelion, after realizing the true meaning of AT-Field, Asuka dodges a MMM from the UN army with an apparently several miles high jump.
* End of Evangelion. Although their take-no-prisoners attitude does cause one to call their morality into question.
* End of Evangelion and become an everlasting monument. That she was used to fight Angels in the meantime is just a perk.
* End of Evangelion are two other such pieces (though the latter is played in violin). Several other tunes like that are tucked away in the S2 Works music collection. There are at least two piano versions of "Honeymoon with Anxiety" - the lonely one, and the really, really, REALLY lonely one.
* End of Evangelion does this masterfully with Third Impact. Poor Shinji completely loses his sanity.
* End Of Evangelion edition of the DVD has a racy clip of a Japanese model play on occasion when one leaves the Extras screen on the main menu open too long.
* End of Evangelion Gendo admits he avoided his son because he felt unworthy of being a parent and feared he would only do a bad job and mess up Shinji by raising him, and therefore reasoned that his son would ultimately be better off without him in his life.
* End of Evangelion gets crushed under the foot of a descending Mass Produced EVA, and the shot is framed in this way.
* End of Evangelion has begun and they are disintegrating into their base components.
* End of Evangelion has everyone getting hugged by a hallucination of their most loved person and then promptly collapsing into primordial soup. Anti-AT field: quick, painless and 100% effective.

* End of Evangelion. It isn't a human face though. Take a snake. Paint it white. Give it massive red lips, and a big block of square teeth. Now take its eyes away. And make it constantly smile, even when having its head blown off, back snapped, stabbed through the head.
* End of Evangelion. Misato's H&K USP makes some pretty satisfying metallic clicks.
* End of Evangelion occurs at the end. The part that made the franchise famous.
* End of Evangelion, this trope is mentioned as the true reason why the Evas were created: a monument that will outlast the universe itself.
* End of Evangelion when several characters are seen after apparently being shot.
* End of Evangelion where a JSSDF commando sneaks up on a NERV gate guard, grabs him by the face and pushes a knife into his back, quite horrifying as you see the guard arch his spine, groan and then go limp, and in another scene we see one gun down NERV staff whilst they're running away from the JSSDF with their backs turned.
* End of Evangelion, where nearly every sound out of her mouth is a wordless battle cry. Especially her last attempt at a kill where she starts squeezing the target's core with a demented growling; camera cuts away for a while then back where the growl amplified into a full-volume top-of-the-lung scream she continues until she sees the fake Lance flying towards her.
* End of Evangelion (which are actually in the middle of the movie) wind up the screen while spinning.
* End of Evangelion, with the comment "Humanity is the only creature capable of hating its own kind."
* End Of Infinity, Phantasmagoria is the world that dreamers go to when they're asleep. By taking off their Placidus mask, they can become Lucid Dreamers and interact directly with the Phantasmagorians, permanent residents of the dream world. Otherwise, they are Placid Dreamers, who experience Phantasmagoria as an ordinary dream.
* End Of Infinity, this seems to be Silver's default mode of speech. Per others' request, he attempts to tone it down and speak normally, with questionable success.
* End of Nations and became the strictly totalitarian government that is is by time the events of the game takes place.
* End of Nations has the Shadow Revolution use drones for both defense and assaults.
* End of Nations: Liberation Front (Powerhouse) and Shadow Revolution (Subversive).
* End of Nations that raise completely impenetrable shields on the units within an area for a very short time frame.
* End of Nations the player chooses to side with either the Liberation Front, and the Shadow Revolution, as they fight the Order of Nations and each other.
* "End of Overtime": The building where the Dwarf Council of Elders is held is surrounded by a deep chasm. When the Order of the Stick and their dwarf allies fight for its access, the ramp created by Durkon with a Wall of Stone spell is broken by the giant Death Worm. This leaves Sigdi Thundershield clinging one-armed to the ledge while Kandro struggles with the monster and Hoskin reaches for her. We get one panel showing the apparently bottomless pit, with some rocks and Sigdi's axe falling down.
* End of Part One begins one episode with the ribbon starting at the top left of the screen as usual, but instead of turning horizontal to form the "L" it continues straight down and falls offscreen with a loud crash.
* End-of-Series Awareness: A character is aware they're fictional and that their work is ending.
* End-of-Series Awareness: It can be depressing to see the characters of a television show actually acknowledge that their series has ended.
* End-of-Series Awareness: The ending of a series has the characters acknowledge that their show has come to an end.
* End-of-Series Awareness: The ending of the series has the characters acknowledge in-universe that their show is over.
* End-of-Series Awareness: The final episode or installment of the series actually has the characters acknowledge in-universe that the series has ended.

* "End of the Beginning" has Garrett and Coulson track down Thomas Nash, who they believe to be
* End of the Beginning", the first words out of Yang's mouth are to tell Ruby that she loves her.
* End of the Fishman Island arc and beginning of New World adventures proper includes a direct lecture from Pekoms about how just being a Logia is no longer enough to be invincible, punctuated by one-shotting Caribou with a punch to the gut despite the latter's attempt to transform into his living swamp form.
* End of the Line, upon receiving news about the train about to crash into their base, soldier looks around and is horrified to see an orphanage, kitten store, and kitten orphanage will be in the blast zone.
* end of the Painted Black arc, Ellen and unnamed operative are in full agreement about Human!Guineas's shirtless appearance.
* "End of the Road" is also a notable example for having the actors who play the main characters actually
* "End of the Road", the third part of the Season 3 finale, ends in a similar way to "Odds and Ends". Orla asks if Odd Squad should still exist now that the powers of every villain in the world are safely captured in Olizabeth's box (given to the Big O by her following her
* end of the universe, the Doctor mentions that humans went through periods of uploading, or being gas.
* end of the universe the transhumans have still regressed back to humanity, and keep going back to the same form.
* End of the World as We Know It and the coming of the Kingdom of God.
* End of the World As We Know It of the townsfolk of Patience coming after him with torches and pitchforks. Asta, staring at his increasingly alien body, comments that she can see how it could be a problem.
* "End of the World" Special: A character is given the power to recreate the whole world.
* End of Watch: After trading insults with a suspect, Zavala agrees to fight him. Zavala's victory, as well as his decision to only arrest the gangbanger on the original charge of disorderly conduct (when he could have added assault on a police officer), wins the gangbanger's respect.
* End of Watch: At the start of the story, two ambulance drivers named Rob Martin and Jason Rapsis are send to check on a man named Harvey Galen, who is suffering from severe chest pains. However, after a few belches and "a trombone blast from the nether regions that had his social X-ray of a wife booking for the kitchen", he already feels much better.
* End of Watch: The "Curbside" gang are a foursome of Latino gangbangers who do hits ordered by the Sinaloa Cartel in South Central LA.
* End of Watch: When asked why a gangbanger is named "Big Evil," he replies, "Because my evil is big!"
* End of Year Eight (June 3rd, 2016): Keene Milton is revealed to still be alive, but regains consciousness inside his limo, which has apparently been driven off a pier, is rapidly sinking, and his chauffeur has gone AWOL.
* End of Zoe is capable of literally ripping the Molded apart with his bare hands. Unlike Chris, he's just an aging outdoorsman with a lot of experience hunting gators (though he is implied to be a veteran).
* Endorsed in Deuteronomy 21:18-21: parents are allowed to bring their incorrigibly disobedient children to the elders of the city to be stoned to death. Also, in Exodus 21:15 and 17, children who simply strike or curse their parents were to be stoned to death.
* Endorsement deals are an expected part of the job for any popular superhero in
* endorses Jefferson over Burr, which helps Jefferson win the election. He hates Jefferson's ideals, but he would rather have a man who has
* Endorsi twice during fights, which always causes her a big disadvantage, and at one point, it was intended by her attacker. After that, she stopped wearing high-heels.
* End result, NASCAR penalized Michael Waltrip Racing by fining the team

$300,000—the highest fine imposed on a team in NASCAR's 67-year history. It also indefinitely suspended Ty Norris, placed all three of MWR crew chiefs on probation until December 31, and docked Bowyer and Truex 50 driver points. The penalty was retroactively applied to their point totals before the reset for the Chase, which effectively dropped Truex's point finish to 17th, causing him to be knocked out of the Chase and replaced with Newman.
* end results of Alain's victory over Ash. It’s okay if you say you like Alain, as he does have his fans. It’s also okay to bring up the other League losses, as they didn’t get nearly as much backlash as Kalos did.
* Endride and has no knowledge of Endora. It's a running gag for him to severely over- or underestimate Endoran wildlife, with others correcting him, and occasionally deceiving him.
* Endride and is on the run with a prince. He remains very ordinary regardless.
* Endride called Adamas lights up the sky in a very green hue during the day (with permanent rainbow streaks), and purple at night.
* Endride, dangerous people and quick with the knives, both magical and mundane.
* Endride Delzaine to avenge his real father but talk to him instead, especially since he's given zero thought to what happens to the kingdom after he kills the king. He hesitates at the last minute, only for someone else to kill Delzaine first. Emilio is, of course, seized with regret as Delzaine was his father figure and now he'll never get to talk it out.
* Endride, Eljuia gets called the "unluckiest guy you'll ever meet," although in-universe there is some glass half full debate as to whether he isn't really Born Lucky considering that despite his danger magnetism, nothing's yet killed him.
* Endride! Emilio criticizes him over his unflappable enthusiasm, but as Shun points out, if the alternative is to be total sourpuss like Emilio, he'd like to stay enthusiastic.
* Endride for hard labour and ship all the ones who were too weak to work to an island in the middle of the sea so they'd be out of sight.
* Endride. He even manages to gather the series' protagonists, one of whom is a prince, into his team rather than the other way around.
* Endride is such that he ends up causing the two protagonists to join up with his cause, rather than the other way around.
* Endride on his betrayer, who has a grudge towards members of the Ignauts and will come to them sooner or later.
* Endride, she barely displays more emotion than quiet jealousy and mistrust.
* Endride, the Ignauts form as a revolutionary army seeking an ideally non-violent overthrow of the kingship, in hopes of more equality and support for the disadvantaged. When King Delzaine is suddenly killed by a third party, a major wrench is thrown in their plans and they end up becoming something of a temporary peacekeeping militia instead as the country falls apart.
* Endride, the Ignauts. If they build enough allies, they think they might be able to sit down and negotiate with King Delzaine to step down and prevent things from coming to bloodshed.
* Endride, this is Shun and Emilio's favourite pastime be it insulting each other's temperaments, fighting skills, or lack of other life skills.
* Endride use it to prevent someone landing a blow, but almost always when there's a fight he's standing in the background carefully watching things unfold. Shun's first words to him lampshade his peaceful appearance.
* Endride who is noble-born, and some of the lords that the Ignauts reportedly managed to recruit to their cause.
* Endride who was always sneaking into the palace to play while they were growing up. She's the nice, wholesome sort, always ready to listen, and has some romantic interest in Emilio, but holds off on pursuing it since she's not sure it's reciprocated.
* End Run wasn't destroyed by it, but given the make-shift nature of escort carriers, the destruction of the bridge did put a serious cramp in operations, in that unlike a purpose-built warship, the CVEs didn't have a Combat Information Center deep inside the ship where it would be safe from most damage that didn't

outright kill the ship.
* ends an episode screaming at the hatching of a friendly alien's egg. Later, the growing child's screams are used as a weapon against the real villains.
* ends chapter one with Adrien remarking that Marinette doesn't seem like "the sneaking-around type". Chapter two opens with this:
* ends happily for everyone is possibly the most pointless concealment of a spoiler in the history of TV Tropes.
* ends just this way, with the reveal that the treasure chest is full of edible treats, (possibly chocolate coins, although the old black and white makes it hard to tell) but the Addams family, being the odd family they are, are quite content with their find anyway.
* ends Kenshin career as a swordsman at the end of the series. As Kenshin's fragile build can't fully withstand the pressures of his sword style which Megumi notes over time he won't be able to do anything major like he did in the past. Though Kenshin's fine with this as he wishes to settle down with Karou anyway.
* end slavery in Illastein. It quickly becomes messy, but he's smart enough — and has learned enough from Earth's history — to win the PR angle and minimise the alarm caused in all the neighbouring countries. His knowledge of guerrilla tactics doesn't hurt, either.
* ends this way, with Paul and Michelle separated, but holding out some hope that he will keep his promise to return to her again in three years when he's finished with college.
* Endstone — lots. Starting with the way Kyri's estranged husband tried to destroy the world.
* Endstone numerous: to when Jon tried to destroy the world, how he and Kyri met, facing down Drakyl — etc.
* Endstone, the Banestone. The most powerful overstone, and it drives its rockers mad.
* Endstone, the power of the Endstone. Also, characters who are not stoners can nullify the over-stones by taking them.
* Endstone who is actually a maiden temporary transformed in a dragon form.
* Endstone with a punch because he used her against her own mother and caused her to be alone in the world.
* ends up dead by the same machine-gun fire as one of them hits him while he shields Jesse. Jesse ends up surviving the series.
* ends up having one for breaking Chihiro's heart. Though such fact is still up to debate as his final words from that FLAG has been subject to various interpretations.
* ends up in Hell, Black Mage initially thinks he's dreamed the entire (mis)adventure to date:
* ends up making incoherent rants, slaughtering all of his servants and getting locked inside an asylum for the rest of his days
* ends with a resounding victory for him where he could have easily killed her had he wanted to.
* ends with Naruto squaring off against Kurama to determine who will be in control of Kurama's power and Naruto's body.
* ends with Numbuh One on the other side of this, trying to guide Lizzie into successfully landing a plane that's coming in hot.
* ends with Obi-Wan, Anakin, Ahsoka, and the 501st Legion and the 212th Attack Battalion disobeying the Jedi Council's orders and heading off to Mandalore to capture Darth Maul.
* ends with the both of them falling into a care package that Ty Lee was planning to send to her family. When some Fire Nation soldiers come across the crate, they assume that Ty Lee had already finished packing and promptly shipped the crate off.
* ends with the Mansion's library in ruins and Patchouli stuck in Jersey City until it can be rebuilt.
* ends with the restored townsfolk chasing down Starlight Glimmer and retrieving the Mane 6's cutie marks as the group has still been drained by her spell and can't even keep up the chase.

* ends with Xander finally being able to maintain a physical body 24/7 after months of existing only as an entity in Faith's mind. But the Mayor's Ascension is still coming up and life on the Hellmouth is always interesting.
* E.N.D., the master of the dark guild Tartaros, is sealed inside the book Zeref created him from, so his guild aims to break him out.
* end them. In one, she incinerates an alien fish disguised as a vampire. In another (which was all a dream), when Rory is hurt by a bunch of aliens disguised as old people, it creates the surreal image of Amy (at the end of a very large pregnancy) mowing down a group of elderly citizens in a van.
* End Times, Constantly. Trace, Harry, and Charlie are all seeped in pop-culture knowledge and talk in references, sometimes for humor and other times very much not so.
* End Times is all about this. The player characters find they can project their minds ten years into future and learn of an upcoming apocalypse. They switch back and forth between the present and future to prevent it (whatever it may be). Problem is that these apocalypses actively work to thwart them, even sending back powerful, in-human Hunters. Player characters may also have to deal with the remnants of other apocalypses defeated by past generations of time travelers.
* End Times is one of these. Lampshaded by Harry when Trace first starts recording the videos, and a few times afterward.
* End Times, this is offered twice to Settra the Imperishable. The first time was shortly after he's defeated at the hands of Nagash when the First Necromancer offered Settra a place at his side and command over his old kingdom, and the second time was when the Chaos Gods restored him in exchange for his service in destroying the world. Both times Settra ends up spitting in their faces, and he only allies with Nagash so he can have the pleasure of killing the necromancer himself.
* Endtown: Appears to have managed the remarkable feat of jumping straight from Stage 3 to some variation on Stage 6.
* Endtown. As in, they're literally nothing but a north arrow and "here be dragons".
* Endtown Beans go in it, and come out looking like roast turkeys that taste like "creosote flavored cow flop" according to Albert.
* Endtown, but a person who starts reading now would be most likely confused.
* Endtown handheld disintegration rays are commonplace, and D-bombs were one of the most common weapons of the apocalypse resulting in the surface being a vast wasteland. D-rays can also be dialed back to stun instead of kill.
* Endtown reappear, they don't mention him. He is also one of the examples in which he had no minions or a dragon — he operated completely by himself.
* Endtown, releases monthly messages to those of his fans who support him on Patreon. His December 2016 Patreon letter reeks of this trope, being largely a loud and strenuous defence of his recent storytelling decisions after apparently getting some amount of negative feedback.
* Endtown, the mental stress can cause the mutant's mind to snap and become a danger to himself and others.
* Endtown. Then the characters spend several months just getting back home and getting clearance. This isn't going onto the "Milk and Eggs" arc or the flashback arc...
* Endtown, the serial-killing Butcher, pretends to be one of their own victims so they can blame their accomplice. Bonus points for claiming that Portia was the heroine who stopped the killer, because they knew that they dealt fatal wounds. Unfortunately for her, Portia managed to survive long enough to point out the real traitor.
* Endtown: The titular city is the Apocalypse Bunker version crossed over with Inhuman Borough because most of the inhabitants are mutated humans.
* Endtown). This is after spending the previous several years drawing large amounts of shipping art of Holly and her partner Wally before suddenly stopping around the time he had to go on a hiatus from the comic due to a bout of serious illness that threatened him with the loss of his legs. Notably, Holly had never previously lashed out at anyone close to her during her periods of infirmity (instead tending

to flee and once attempting suicide), only doing so once plot circumstances meant it would handily push Wally away from her and into the arms of Kirbee, who had been made part of the main cast during the same rewrite that added the event that shattered Holly's remaining sanity.
* Endtown, two waitresses do various stunts with insincere apologies in order to torment their new co-worker.
* end up in each other's bodies they have a lot of difficulty with each other's powers. Both of their powers are controled by emotions but in different ways. Raven has to suppress her emotions to keep them from going out of control, which causes a problem when the very emotional Starfire is in her body, and Starfire needs to feel strong emotions in order to activate her powers, and so Raven has to let out the emotions she normally suppresses to use them.
* Endurance adheres to this asthetic particularly on the outside, though her interiors are also well-lit and decorated in mostly lighter colours.
* Endurance Duel: A showdown to see who can last the longest doing dangerous activities.
* Endurance Duel: Face it! You're too fatigue to compete against me in who can withstand the most pain!
* Endurance includes a spinning ring of modules where the astronauts spend most of their time.
* Endurance of the Death Guard: Flagship of Mortarion, Primarch of the XIV Legion. Took part in the major battles of the Heresy, corrupted by the Plague God during its warp-transit to Terra, becoming a living ship.
* Endurance races such as 24 Heures du Mans, the 24 Hours of Le Mans, which is
* endure heat for Belkar, causing him to turn bright red for a few strips (whether this was due to sunburn or heat exhaustion is unclear).
* endure several hits from Saitama himself. Of course, he is still no match for Saitama...
* enduringly insane", they get stuck in the London Underground, making them even more ridiculous.
* EndWar against each other in a three-way conventional war; they simply don't nuke each other into oblivion due to a nuclear missile defence shield covering the territories of all combatants.
* EndWar, and the JSF are middle of the road with a focus on precision.
* EndWar by Israel, who manage to remain neutral throughout the war with no lasting repercussions.
* EndWar has Russian forces disguising themselves as "The Forgotten Army", who "are" a band of soldiers from various nations misused by the US and Europe.
* EndWar, part of the win conditions for defeating a superpower is taking their capital city in a three part battle. These capitals are Washington, DC for the United States, Paris for the European Federation, and Moscow for Russia.
* EndWar Schwarzkopf is like a suped-up M1 Abrams featuring things like like depleted uranium armour and a RAVEN 20mm autocannon; the Panther 1A3 is a sleek, high-tech tank described as a "who's who" of Europe's premier auto and tech companies, it runs off a clean hydrogen fuel powerblock and can be upgraded with an experimental high-power microwave emitter; and the T-100 Ogre which is frankly a steel monster, armed with a massive 152mm smoothbore cannon, a co-axial flamethrower and even a pair of autocannons for anti-air work.
* EndWar's" franchise is a scenario of what might happen if humanity created a system of lasers that made nuclear weapons obsolete, the E.U. and Russia emerged as superpowers equal to the United States, and we all had a great big war. Oh, and there's peak oil too as a reason, which is how Russia managed to regain power in the world.
* EndWar, since it's the American capital, Washington DC can be invaded.
* EndWar the JSF (America)'s WMD is a Kinetic Strike from the Freedom Star space station. Basically a large metal rod fired from space. The trailer shows 3 rods being fired at Paris to defeat the Russian forces overwhelming an American battle group.
* EndWar. Units under fire while at half health are described as being suppressed

by your XO and their info tab, but it really means nothing more than being at half health (on the other hand, any unit at half health probably has little chance against what they're fighting anyway)
* EndWar, which are used to defend control points and mobile command vehicles, bonus points in that the Russian 'drones' are actually just infantry soldiers, who still get to be called drones.. In addition, all three playable factions can deploy air drones, which are used to scout out areas from above, as well as harass enemies with light weaponry.
* EndWar who was leery of being the world's largest supplier of oil once several other nations have hit Hubbert's Peak, and wanted the US to declare war on Europe so they could "aid their allies" in making Europe go away before the United States and Europe would turn Russia into Iraq II for their oil. As false flag operations go, this one is subverted; the plan goes off without a hitch... until the United States wigs right out when Russia starts making gains in the conflict and declares war on them, too.
* Endworld series carries a pair of Bowie knives that he loves obsessively on his person at all times.
* Endworld series has the SEAL, an amphibious armoured van (made of nearly indestructible plastic) that carries twin .50 caliber machine guns, a rocket launcher, a FLAMETHROWER, and stinger missiles.
* Endymion a trap made of monomolecular wire gets noticed when one of the heroes realizes he doesn't have an arm any more.
* Endymion when Raul considers stealing a thopter from a fishing platform. He quickly dismisses the idea because he has no idea how to fly it. Raul notes that in the holodramas he has seen, the hero was capable of flying anything they could steal. Raul, on the other hand, had evidently "missed Hero Basic Training."
* end your own existence, but why not try to see how long you last just in case that doesn't happen? Lots of interesting hypotheses have been made for escaping the universal heat-death, as well, although how well those would work in practice is anybody's guess. There're countless of billions of years to test them, so there's hardly any hurry. Also, given that some people can eat certain foods or consume certain media over and over again without getting bored or fed up, our future knowledge and technology might even curb boredom/ennui so that truly nothing interferes with your immortal enjoyment.
* "End your potato famine here!". It's been stated to be a major rival to Big Belly Burgers.
* Ene also acts as one to Shintaro, constantly urging him to go outside. She just so happens to also be a complete
* Enel can move as quickly as lightning, but doesn't use it too often in his battle with Luffy (though he is too overconfident despite Luffy being immune to electricity).
* Enel Luffy is completely immune to electricity so Enel's blasts are redundant.
* Enema of the State, has a hidden message in the fold. It says, in somewhat hard to spot white text, "Viking Wizard Eyes, Wizard Full of Lies."
* Enemies and Allies, Lex Luthor's Russian allies have a large kryptonite-bearing meteorite implied to be the Tunguska rock. The radiation has horribly deformed the trees and wildlife around the area, and does the same to humans.
* Enemies: Anklyosaur, Cryotron, Death Commando, The Green Knight, The Juggernaut, Lady Blue, Ladybug, Mechassassin, and Professor Muerte.
* Enemies are usually monsters like werewolves, wyverns, dragons, ghosts, living snowmen, golems, zombies, skeletons, ghouls, killer birds, killer insects, killer crabs, killer robots, murder dolls, demon boars, demons, homunculi, giants, possessed samurai armor, sphinxes,
* Enemies", Buffy and Angel emerge from a theatre with rumpled clothing after watching an erotic French film.
* Enemies can also occasionally drop lives and the game seems to show mercy by MASSIVELY increasing the chance of this happening if you're low on them and have been dying a lot. Notably it might throw you a bone and let 2-3 enemies in a row drop them if you're on your last.

* Enemies? Dante gets impaled with his own sword in every installment. This somehow fazed him only the first time it happened. Must have been the novelty.
* Enemies deliberately miss their first few shots at the player, alerting you to their presence so you aren't instantly killed. Their first shot is
* Enemies do it too, of course. A non-battle example: after Younger Toguro finishes his
* Enemies Equals Greatness: Opposition or mistreatment from others is what gets a character highly motivated to do great things.
* Enemies Equals Greatness: People hating your guts proves you're better than them.
* Enemies Equals Greatness seems to hold that the only reason why people have enemies is because of their choice to follow God. Joseph was hated by his brothers for being favored by Israel, David was resented by King Saul for being the only one to defeat Goliath, and there's Jesus who had set an example to humanity, much to the disgust of the Pharisees.
* Enemies Equals Greatness: What defines us as the only righteous people is the antagonism from the many lowly pathetic people who know we're better than them and can't stand it.
* Enemies Equals Greatness: When being hated means you are better than them.
* "Enemies Foreign" starts with the team busting an identity thief. One of the identities she stole leads them to a pair of
* Enemies in Reason (he's even called a "Wandering Jew" by one character).
* enemies is an open question, since on the one hand giving your enemies an honorable burial is a, well, really honorable thing to do. On the other hand.. they obviously just didn't want to have to talk about named characters dying that early in the season. Also, you can briefly see the characters through the windows in their coffins so I don't see how they were planning to fool anybody.
* Enemies of the Guardians, such as Larfleeze, Atrocitus, and the older Manhunters, also have ages in the billions.
* Enemies such as the Duma Faithful have zero points of Luck, representing their lack of Mila's blessings in favor of Duma's power.
* enemies. The scene is then revealed to be a dream he experienced while testing a psychic-power enhancement device.
* Enemies who only roll a few dice are vulnerable to all sorts of status effects: Shock can shut down their offence, Freeze can limit the amount of damage they can do, and so on. Fireman is particularly weak to Freeze, for example, over and above his taking double damage from ice; all his attacks require even numbers, so every die turned into a 1 by Freeze is a die he doesn't have much use for. Enough freeze can even wreck the day of high-level enemies like the Rat King, whose endlessly recycling dice become a lot less deadly when it takes all his dice to even start the chain, leaving him one bad roll away from failing, or the Kraken, who has only one attack that doesn't require an even result.
* Enemies will also sometimes leave behind droppings when they are defeated, and the heroes can actually search through it to find treasure.
* Enemies will never deal more than 90% of your maximum health + whatever your shield is if you have one. This means you can't die in one shot by a single powerful attack you didn't see coming, and you're invincible for a tenth of a second after you get hit. However, this benefit is lost if your maximum health is reduced, usually
* Enemies you defeat bare handed are always treated injured but alive. Even if the finishing move used against them clearly snapped their spine.
* Enemil has Shit-Five (Mierdahinco), a living poop that represents a Spanish television channel infamous for plagiarizing other movies and series in his creations.
* Enemy 585 in a platformer than finished before the real game started (which was to rescue Enemy 585 after he was trapped in the boss' castle after the "game").
* Enemy Ace #1, Von Hammer is confronted by a shell-shocked pilot wielding a pistol who blames him for the deaths of the other men in his squad. Unarmed, Von Hammer just stands there staring at him, unmoving. His gaze is so intense that the pilot's aim wavers and then he breaks: the pistol going going off and missing Von Hammer

and shattering the goggles he is holding in his hand.
* Enemy Ace: A group of unidentified pilots trying to down a zeppelin. Hans manages to shoot down two of them, but one does a kamikaze run into the blimp.
* Enemy Ace flying. Von-Hammer tells him to take the night off, and gives him a wine bottle he salvaged from a downed B-17 bomber and says: "Now go and get drunk Ubben. That's an order."
* Enemy Ace Hans von Hammer is often portrayed as a Worthy Opponent. He is obviously inspired by the real-life Red Baron, mentioned below.
* Enemy Ace of an Me-262 fighter jet, while "testing" the firing mechanism that he thought wasn't loaded.
* Enemy Ace. When he discovers the truth about the death camps, he immediately leads his men in surrendering to the Allies, although he does destroy the prototype jets first.
* Enemy Ace (WWII) version. However, when he discovered the Nazi death camps of the Final Solution in the final days of the war, that was the last straw for him and he led a mutiny with his unit.
* Enemy at the Door, and less a sign of the Germans' superiority than a reflection of the fact that the islands were entirely defenseless; the British High Command had decided that trying to fight the Germans off would cause a lot of collateral damage to no worthwhile effect, and had withdrawn their entire military presence from the islands a few weeks before the Germans showed up.
* Enemy at the Door episode "After the Ball", John Weston is an overprotective dad to his only daughter. He doesn't threaten Marie's dates, because he hasn't even got to the stage where he lets her have any; he supervises her social life very closely and has never let her had any kind of unchaperoned contact with the opposite sex. (She's not a legal adult yet, but she is old enough to reasonably find his attitude unfairly restrictive.) When she takes an opportunity to slip away and have a good time on her own initiative, it goes badly, at least partly because her sheltered upbringing has left her unprepared for what might go wrong.
* Enemy at the Door episode "Escape", a farmer is arrested by the German authorities after being caught trying to hide the body of a German soldier (who had repeatedly stolen things from the farm, leading to a violent confrontation). Another character, who is about to make a break for England, offers to leave behind a letter confessing to the murder since he's determined to make it or die trying so either way the Germans won't be able to do anything to him. At the end of the episode, the German commander receives the letter and immediately recognizes it for what it is, but seems to be considering accepting it at face value so the situation may be smoothed over; the episode ends without revealing his decision.
* Enemy at the Door episode "Judgement of Solomon", two sixteen-year-old boys are caught with a camera in a restricted zone, and developing the film shows that they've been taking photos of German military installations. Not wishing to apply the mandatory death sentence for espionage to a pair of children, Major Richter orders the officer investigating the matter to destroy the prints and negatives and proceed as if the boys had been found trespassing with no evidence of their intentions.
* Enemy at the Door episode "No Quarter Given", two inhabitants of German-occupied Guernsey (a businessman who has had his house and business confiscated by the Germans and a fisherman who's struggling to man his boat after his offsider was jailed for publicly questioning Hitler's sanity) are drowning their sorrows with a sympathetic German NCO (who is in the sights of the SS, who regard him as being too sympathetic to the locals). The businessman asks the fisherman if he's ever considered making a break for England, and the fisherman replies that he has done so, frequently, but he's not allowed to take the boat out without a German soldier on board. Their gazes turn to the German, who looks from one to the other, then remarks that he wouldn't say no to a day's fishing.
* Enemy at the Door episode "V for Victory," Kluge attempts to gain the confidence of a young suspect this way, recruiting SS officer Reinicke to be the Bad Cop. It doesn't go according to plan.
* Enemy at the Door episode "War Game", the format for the chess championship final

match is for two games (with players alternating colours), with provision for a third tie-breaking game if one is required. Naturally, it is.
* Enemy at the Door is set during the German occupation of the Channel Islands in World War II, but the series is more about exploring the dramatic possibilities of the situation than re-enacting history. All the characters who appear on-screen are fictional, including those prominent enough to have appeared in the historical record; for instance, the major in charge of the occupying forces, though he shares some similarities with his real-life counterpart, is basically an invented character with an invented name. The plots are likewise invented. Some of the scenes in the first episode depicting the arrival of the Germans are based on actual events, but even those take full advantage of dramatic license.
* Enemy at the Door, set during World War II, most of the recurring German characters are in the Wehrmacht (regular military), but Reinicke is an officer of the Waffen-SS (which had a separate command structure and its own ranks). Early episodes aren't consistent about recognising that the SS had different ranks from the regular army, with Reinicke frequently addressed or referred to with the army rank of "Hauptmann" instead of the SS rank of "Hauptsturmführer".
* Enemy at the Door, set in German-occupied Guernsey during World War II, the episode "The Prussian Officer" revolves around an establishment of French prostitutes imported to the island for the use of the German soldiers.
* Enemy at the Door, set in German-occupied territory during World War II. The locals tend to assume so, leading to German characters sometimes having to explain (with varying degrees of annoyance) that it's not the case. The SS officer Reinicke is, as would be expected, but the episode "Call of the Dead" establishes explicitly that the other major recurring German characters (Oberst Richter, the garrison commander; Major Freidel, the governor; and Oberleutnant Kluge, the head of the Feldpolizei) aren't.
* Enemy at the Door, set in German-occupied territory during World War II, this is a recurring hazard not only for the German characters (as in the episode "After the Ball", which features the court-martial of a German soldier accused of sexually assaulting a local) but also for any civilian who transgresses against the German military rule (as in the episode "The Librarian", in which the title character is brought before the German military court after clashing with German soldiers tasked with searching the library and confiscating any books banned by the German authorities).
* Enemy at the Door, with the Germans fresh from rolling over France. In "Steel Hand From the Sea", Reinicke expresses confidence that they will be in London before the summer's end.
* Enemy at the Gates also focuses on the Soviet side of the battle of Stalingrad (it's even titled "Stalingrad" in some countries).
* Enemy at the Gates) and several neutral countries (Switzerland, Spain, Turkey) as well. Although one possibility is that they're simply showing the german spread of influence, whether by military conquest or by converting nations into sympathetic allies.
* Enemy at the Gates enough) Nikita Khrushchev. All of them are Brits. None of them used fake-Russian accents in that movie, however. Some of the American actors affected British accents as well. Led to some oddity when the Germans were primarily American actors, using American accents.
* Enemy at the Gates Germans dress a captured Soviet soldier as a German signaller and send him to the battlefield to sink a cable. Unfortunately enemy signallers are priority targets for snipers and the poor sob gets shot by his comrades. The German sniper uses the kill to pinpoint the location of the Soviets.
* Enemy at the Gates has a political officer hiding in a fountain with Vasily Zaitsev and about to shoot at a Nazi command team in an area the Nazis believe to be clear. As his spectacles are broken, he then turns to ask Zaitsev if he is able to shoot. Zaitsev modestly admits that he can, takes the rifle... and takes aim directly at the Nazi commander as he is about to have a shower.
* Enemy at the Gates of Visily, an ace sniper that became a propaganda hero, and his duel against his German counterpart (who was not real).

* Enemy at the Gates party because they're happy they're alive for another day and may be dead tomorrow. Veterans of the actual battle criticized this scene, saying that they instead spent their downtime sleeping or eating.
* Enemy at the Gates tells one of the characters, "He isn't dead. Do you know how I know that? Because I haven't killed him yet." It should be mentioned that the line is rendered extra-creepy by the fact that it's Ed frickin' Harris.
* Enemy at the Gates, the Germans capture a Russian soldier and force him to wear a German uniform and run telephone wire right in front of where they know a Russian sniper is taking people out.
* Enemy at the Gates uses a mirror shard to reflect sunlight right into the German's scope, making him flinch just long enough for Vasili to take a snap-shot at him and get away.
* Enemy at the Gates where he dispatches five Germans with five shots purposefully timed to coincide with artillery explosions.
* Enemy at the Gates who learned shooting hunting with his grandfather as a child.
* Enemy Boss Leader comes back in the middle of the story, also with no explanation.
* Enemy Chatter: "...and he says 'Aren't you a little old to be believing in leprechauns?' Then I threw him out the window! Hah! I love that one."
* Enemy Chatter has a soldier comment how hot the zombie girls are if you put a bag on their head. Another soldier openly questions how he got past the psych eval.
* Enemy Chatter. The captains do go and enact battles against other captains, but orcs do it all the time anyway. They won't reveal their true allegiance unless Talion is openly engaged in the fight.
* Enemy Civil War' influence, the Korath decide to wipe out any non-Drengin from the galaxy (they actually succeed in wiping out two races). However, since the Drengin economy hinges on slaves, they can't have the Korath be doing that.
* Enemy Civil War. Secondly, good and bad reputations give you stat bonuses on missions. For example: If you're unsubtle and threatening while Albatross is your handler, you get a health bonus. But if you're stealthy and manipulative instead, you'll get a stealth bonus.
* Enemy Coast Ahead is a memoir by WW2 bomber pilot Guy Gibson. The last day of peace finds him in a boat with his girlfriend Ann. "Windy, my all-swimming and all-flying cat, who had put in more flying hours than most cats, lay purring in her lap." Since most cats have zero flying hours, having more than most cannot have taken Windy very long.
* Enemy Eats Your Lunch: Eating an enemy's lunch in front of them to assert dominance.
* Enemy forces commonly possessed of magic, including the mercenaries of the
* Enemy gang members will do this too. Unfortunately, they tend to grab random civilians rather than members of your gang, meaning there's little emotion and more "Man, having to waste random bullets". One boss fight does use
* Enemy generals always say something just before Destiny of an Emperor's nonrandom battles, and about half of them are trash talk.
* Enemy Lines, and on the verge of execution. In order to prove her worth to them (and spare her life long enough to escape), she pretends to have found a conspiracy against the Warmaster: the "shapers" (their equivalent of scientists and doctors) are deliberately causing one of his artificial limbs to be rejected. As it turns out, the conspiracy not only exists, but is found and rooted out relatively quickly—more quickly, it also turns out, than Shesh would have liked.
* Enemy Lines duology, the New Republic forces make use of a Mock Guffin to lure the Yuuzhan Vong into a trap, by creating a quartet of flyable, but otherwise nonfunctional ships, and faking a test firing so that they appear to be a new superweapon.
* Enemy Mime: A villain or threat who happens to be a mime or exhibit mime-like qualities.
* Enemy Mime: The fact that they don't talk at all just makes them all the scarier.
* Enemy Mind where the player controls a mysterious entity that has to proceed through the level by possessing the pilots of enemy ships and turning them against

their allies. In-between waves, the player can hear radio chatter of the other pilots freaking out over this weird...thing that keeps turning their allies against them.
* Enemy Mine against Attuma, but Doom being Doom steals the machine Attuma had been using in preparation for one of his plots. The Avengers pursue and fight him, but the Vision chooses to sneak in and destroy the machine rather than risk it being used by anyone. Doom immediately realises what has happened and curses the Vision, but then simply flies away rather than continue a pointless battle. The Avengers briefly debate continuing the pursuit, but also decide that continued conflict is pointless.
* Enemy Mine, a human and a Drac pilot who are on opposites sides of a space war learn to set aside their racial and political differences to survive on a hostile planet. They start out trying to kill each other but become good friends.
* Enemy Mine, all Drac are both male and female, and reproduce by self-fertilization. (As the novelette put it, "Don't tell a Drac to boff himself, 'cause it just might!")
* Enemy Mine and spanning a continent between them, which are actually working together to maintain the power of their respective puppetmasters.
* Enemy Mine arrangements. As a powerful Demon with teleportation magic, he even makes these unannounced visits in their car — while they're driving on the freeway.
* Enemy Mine begins with a closeup of a dead pilot amidst the wreckage of his fighter during the battle.
* Enemy Mine, but Sam is enraged and horrified and kills her as she relishes the moment of succeeding in her deep-cover mission and boasts of her unmatched loyalty to Lucifer.
* Enemy Mine collaboration, warns the Babylon 5 staff about this so they can thwart it.
* Enemy Mine ensued, but it's heavily implied that Asgard was winning and the Avalonians are still carrying a grudge.
* Enemy Mine, fueled in large part by her growing affection for Castiel. She, not the Winchesters, cares for and protects Castiel after his nervous breakdown, and she saves the Winchesters more than once.
* Enemy Mine he got there with don't win. He says it the best when the Maximals have the chance to return to Cybertron and he opts not to go with them:
* Enemy Mine: He shares a common enemy with the heroes, in some cases a rival faction of his own race.
* Enemy Mine is a Messianic Archetype and dies halfway through the movie. Fortunately, he gets better.
* Enemy Mine" It helped that the line was functionally identical to a famous quote from a great Drac teacher Shigan follows.
* Enemy Mine, Jeriba has Davidge tied up; Davidge is ravenous and yells at the alien to give him some food. Jeriba comes over with a large grub impaled on a stick. After hesitating for a moment in disgust, Davidge leans forward and bites the thing in half, still showing disgust while he's chewing. Later in the film, after the two of them have become friends, Davidge offers Jeriba a bite of roasted grub; Jeriba shivers in disgust and Davidge counters, "Don't forget, you helped me acquire the taste."
* Enemy Mine over-the-top evil, and shouts almost every line through a huge mouthful of scenery.
* Enemy Mine situation against both Garlic Jr. and later against Raditz.
* Enemy Mine situation and Xavier's vision of the future shows they get a fairly happy ending. It's moments like "no good deed" that cement Lance's status as an Anti Villain.
* Enemy Mine: Sometimes you have to work with your usual enemies to stop an even greater threat. Can be an idealism trope depending on the handling.
* Enemy Mine, so while Davidge pretends to storm off, he's having to bite back a laugh - and Jerry later apologizes for the blasphemy.
* Enemy Mine, stopping just long enough for the bored technicians on duty to check

the deceased's religion and play the appropriate prerecorded last rites.
* Enemy Mine: The hero and the villain reluctantly join forces to defeat a mutual enemy.
* Enemy Mine: The villain realizes they need to cooperate with their enemy to achieve a common goal. That doesn't mean they have to be nice about it.
* Enemy Mine: Two enemies team up to achieve a common goal, which can lead to a genuine friendship (whether it sticks is another matter).
* Enemy Mine: Two forces normally at odds join forces against a greater enemy. (Note: Can be an Cynicism trope depending on the context.)
* Enemy Mine, where the alien race, despite being Reptilian Space Muslims, aren't fighting for religion. They're just defending themselves against Human incursion into their space.
* Enemy Mine, where those that object to it based on religious grounds are paired with those that object to it on economic grounds. The former see it as an affront to God by interfering with His design, while the latter see it as causing the gap between wealthy and poor to become even wider, as those that have augments will get preferential treatment because they're physically more capable.
* Enemy Mine with al-Qaeda and later ISIS. As of 2020, some Ba’athist militant groups continue to hold out, although they are heavily diminished and no longer a threat to the Iraqi federal government.
* Enemy Mine with Nazi Germany and Imperial Japan that never really did get broad support).
* Enemy Mine with the supervillains they locked away in Prison 42 against Annihilus, several supervillains perish in the fight, these being Iron Man villain Blizzard, Thor villain Radioactive Man, and Ant-Man villain Whirlwind.
* Enemy Mine with Valmont in one episode. Jade sneaks along as usual, and Valmont comments that he now understands why Jade is always there when he and Jackie fight, saying that previously he had always assumed Jackie was just an incredibly irresponsible caregiver.
* Enemy of My Enemy fanfic, has Shipmaster Vtan, alone with a jammed weapon, hearing the enemy charging at his position and absently remarking, "Disconcerting."
* Enemy of My Enemy has Sarah Jennings - a young, human girl - form a strong bond of friendship with two Seperatist Hunters whom she dubs 'Jib' and 'Jubb'.
* Enemy of My Enemy. One scene describes an unfortunate messenger's skull fragments spread across the area around Torikus after a particularly bad development for the Brutes.
* Enemy Of The Daleks - and having to relive the horror of her childhood enslavement all over again - causes her to completely break down. Ace finds her collapsed in the kitchen, borderline catatonic and whimpering a lullaby.
* Enemy of the State and Gene Hackman still have time to duke it out mano-a-mano while the pursuers are stuck behind the train.
* Enemy of the State: At the end of the film, Robert and Carla are watching a TV news interview with Congressman Albert and this trope is discussed both on the TV and then by them.
* Enemy of the State: Daniel runs through a the kitchen of a club to escape the pursuing federal agents.
* Enemy of the State earlier) in one scene, on one that follows shortly afterwards it takes many men to maintain constant line of sight of a conversation that the villains want to overhear, and later on a satellite just happens to apparently always be orbiting over Philadelphia and is able to perfectly play back the travel of a single vehicle from someplace in the suburbs to an industrial park a great many miles away, information that is as easy to recall as giving the computer the coordinates and time from which the vehicle started to move.
* Enemy of the State. Eventually he does... to the enjoyment of an Asian lady.
* Enemy of the State, Reynolds' goons thrash Dean's house, both because they're looking for the hidden file (which isn't in the house at the time) and so they can place bugs in both the house and Dean's clothes without anyone questioning any inconsistencies. They also steal his blender, just because.
* Enemy of the State: Robert Dean's struggle against the NSA begins when he

encounters a friend while purchasing a Christmas gift for his wife.
* Enemy of the State, the tape gets passed surreptitiously to attorney Robert Dean. Dean becomes target of a massive manhunt by the NSA.
* Enemy on Board: Lucius, a crew member, only wears a shoulder plate and a bandolier. No shirt.
* Enemy on Board: Monkus, one of the crewmembers you can play as is a monkey in a spacesuit.
* Enemy: One popular interpretation of the film is that it takes place mostly in Adam's head, with Anthony being a symptom of his delusions.
* Enemy prosecutor/detective; aggressive, has a defining characteristic (e.g. famous guitarist Klavier, coffee addict with visor Godot, German sadist with a whip Von Karma, etc. etc.)
* Enemy Quest, a fast-food chain called "Tesla's" is mentioned. They carry an item called "Bugzapper burgers", but apparently only sell them on the anniversary of the day when the truce with the Visitors was signed.
* Enemy Quest bruisers with a cultural focus on competitiveness. During the Visitor's war with humanity, Warriors were noted for putting on brass armor, charging through hails of bullets, and killing with their bare hands.
* Enemy Quest. However, a Visitor would never be mistaken for a human.
* Enemy Quest: Most of the alien Visitors share a basic humanoid shape with some differences. The Skut don't count because they look like short dog/rodent/lizard hybrid creatures with six eyes.
* Enemy Rising Behind: Some one (or some thing) hostile is coming into view from behind and below.
* Enemy's Enemy, where the main character's mission involves killing the spy Stig Sandström who had escaped from prison and fled to Moscow, which is what the real-life spy Stig Bergling had done two years earlier. The big difference is that the character also had killed his wife, while Bergling's wife had fled the country with him. After Bergling turned himself in to the authorities in 1994, he called Guillou from prison and said that he probably deserved a signed copy of the book, which Guillou agreed to, and sent him a book where he wrote that "this is the strangest dedication I've ever written."
* enemy's moat and discovering something fascinating to move the plot along when the heroes could have avoided the place entirely.
* enemy spies who express remorse over their actions and don't seem to have any choice but to carry out their mission.
* Enemy Territory: Quake Wars: Engineers can create anti-vehicular defensive turrets (missile launchers that other classes can designate targets for). They will *only* attack vehicles, allowing enemy soldiers to destroy it if undefended.
* Enemy Territory: Quake Wars: Engineers can place an anti-personnel defensive turret (a machine gun). It will only attack soldiers, though-which means that it's possible to attack it freely with a vehicle if it's undefended.
* Enemy Territory: Quake Wars It revives you with half health, recharges almost instantaneously, and requires no timing. Some people will shock you to down you and immediately revive you if you're noticeably below half health.
* Enemy Territory: Quake Wars, Strogg players will hear the countdown announcer use the phrase "Ten Earth seconds remaining!"
* Enemy: The fiend imposes a penalty to its victim. Usually, they do this if the victim resists control attempts.
* Enemy to All Living Things: A villain whose powers/aura hurt everything that breathes.
* Enemy to All Living Things: I have the power to kill every living thing in my presence, and don't think I won't take advantage of it!
* Enemy to All Living Things: Someone who animals are scared of, or who causes living things to die.
* Enemy Unknown more mobile, easily infect civilians where you can't reach them, and zombies are often even tougher than Chryssalids.
* Enemy Within even states "Security Status RED" before fighting off an attacker.
* Enemy Within expansion adds giant MEC armor, which turns its users into walking

tanks with built in flamethrowers, power fists and grenade launchers; on the downside, it can only be used by special cyborg troopers who must have all four limbs amputated before they can use the armor.
* Enemy Within, failing "XCOM Base Defense" will result in an instant Game Over.
* Enemy Within. On a lesser note, it also has good utility value even if you don't use the KSM: simply having it on the MEC increases mobility by 3 tiles in regular movement, or 6 tiles when dashing, just like the Support's Sprinter skill.
* Enemy Within: Tal sent two of his people to get Erika's daughter at the park. Video of her and knowing she was there in their custody gets Erika to give up the information he wants.
* Enemy Within: This was how Tal got Erika working for him. His minions picked up her daughter and he then threatened her life. She's returned unharmed after she gives him the names of her operatives, but he clearly shows it could happen.
* Enemy Within to, much like the Astartes mentioned above, extensively modify your soldiers' bodies. You can give them chameleon skin, two hearts, regenerative bone marrow, leg muscles to allow them to jump like fleas, aim-correcting eyeballs; the list goes on and on...
* Enemy Within tournaments don't allow people to die, though they still feel pain during the fight, so Sheik uses this to her advantage. She can inflict as much damage as she likes wih no fatalities, and it's all allowed in the tournament.
* Enemy Within who uses his powers a lot more efficiently and can even fly.
* Enemy Without, tenuously called "Evil Korra", moves like this exclusively. It's something no other bender in the entire series has been able to do.
* energetic are knitted by her. She even has one with a light-bulb on it that lights up when pressed, so it can light the way (as seen in "Into The Bunker").
* Energized Protodermis was capable of stabilizing it, making it safe to use.
* Energize had remained unfinished for years but was finally completed in 2013.
* Energizer batteries, a goofy-looking clumsy rabbit that trips over his own ears, and the Energizer Bunny himself. The animator doesn't like any of the three rabbits, and while the first two get erased by a mechanical eraser, the Energizer Bunny doesn't, as the Supervolt battery in the mechanical eraser runs out of power at that point.
* Energizer batteries attempting to destroy the Energizer Bunny by setting him on fire with her broom. She ends up setting off a sprinkler system that melts her.
* Energizer batteries by marching across the skyscraper. As the Bunny does this, he falls off the skyscraper, but lands on a steel girder being lifted by a crane, much to the bewilderment of the two workers.
* Energizer batteries. If the scientist told the truth about whether or not Energizer outlasted Duracell in digital cameras, the Bunny would be safe, and if not, the Bunny would take a dive.
* Energizer batteries, the Bunny escapes from the Bermuda Triangle after having spent three days in it.
* Energizer batteries to destroy the Energizer Bunny. At the end of the first part, Blofeld has a miniature one hidden in his cane, which he uses to zap a picture of the Bunny with. In the second part, Blofeld has a giant one in his mountain lair, set to zap the Bunny when he passes by. Unfortunately for Blofeld, the short life of the Supervolt batteries powering the ray put a stop to that plan.
* Energizer Bunny commercials. A battery powered toy rabbit, initially created for a straight commercial, wanders off the set, due to the unstoppable powers of the Energizer battery. The rabbit wanders through other advertisements, interrupting them as the Energizer voice-over guy announces "It keeps going, and going, and going..."
* Energizer Bunny commercials used a similar trick, with the bunny interrupting a commercial for another (fictional) product.
* Energizer Bunny for the Energizer brand of batteries for over 20 years, was originally a parody of an ad campaign by rival Duracell, in which a small and cute bunny with a small drum powered by their battery would last longer than one powered by their chief rival — which in the commercial was Everlast to not name Energizer (owned by Eveready at the time) by name. (Energizer's ad was that its

bunny, like its battery, was too large and impressive for Duracell's ad.) In part due to its effectiveness as a campaign and in part due to Duracell not keeping up with the trademarks, the original bunny is all but forgotten in North America (although still active in other continents). Duracell claimed that 40% of the audience thought they were still Duracell ads, but never really tried to back that up.
* Energizer Bunny. In this commercial, after having outlasted the other tortoises, the Duracell-powered tortoise passes by a pink rabbit sleeping under a tree, implying that by this point, Duracell did compare its batteries to those of its alkaline rivals.
* Energizer Bunny: it causes hair to sprout not just on his head, but also on his back when the excess spills and even on the concrete pool surface when the Bunny knocks the bottle over.
* Energizer Bunny of sorts, eliminating the need for proper eyes to be seen.
* Energizer Bunny. The Bunny's drumming caused The Clapper to turn the lights on and off in a flickering way.
* Energizer commercial only aired a few times before being pulled after the Oklahoma City bombing.
* Energon, and goes kaboom quite nicely when manhandled. In its natural state, though, it is unstable and gives off radiation that's hurtful to Transformers in large concentrations (though confusingly organic material is generally immune to it).
* Energon) was intended to be a third series in the same continuity, but (in Japan, at least) it was made its own series relatively late in development, leading to mass inconsistencies with the existing story and characters in its US adaptation, where it was kept as the third series in the so-called "Unicron Trilogy".
* Energon with highways, while Speed Planet, as far as depicted onscreen, is all desert.)
* Energy Absorption if the user can absorb and fire back any amount of energy they wish.
* Energy attacks are pretty common for anyone skilled in shinsu control in
* Energy Ball which must be physically thrown at enemies, or cut an object in two by making a slashing motion in its direction.
* Energy Being episode "Kremzeek", a duplicate that hid out in Blaster jumps out and hops away, leaving the Autobots to chase it all over again.
* Energy Being, even though the creation of biological life was a side-effect, and it doesn't care about us.
* Energy Being, he is able to project himself into robotic bodies, and create cloned bodies based on Superman's DNA, into which he then integrates any technology he captures.
* Energy Being of the other speedsters (in fact, when he became Zoom, he was in constant pain in large part because the air friction was burning his skin from moving so fast), he's still capable of other strange abilities.
* Energy Beings: Angels, gods, and goddesses are sometimes depicted this way to avoid religious connotations.
* Energy Beings from orbit for fear that their antenna may allow Starfleet to penetrate their cloak.
* Energy Beings, given that they had no physical form and little power to influence the world until their followers gave them bodies.
* Energy Beings manner), etc.; probably even the Q, since they seem to think humans are on the path to becoming like them.
* Energy Beings: The afterlife is occasionally presented as this to avoid any religious connotations.
* Energy Beings) want to communicate with a character, they usually present themselves as various characters from the series walking around in various familiar environments.
* Energy Beings who require host bodies to survive. They forge a deal with humanity allowing them to reanimate and take possession of the bodies of the recently deceased. Although Dr. Michael Alders, the Director of the Department of Alien

Studies, becomes concerned that they may have an ulterior motive, it turns out that the N'Tal have been completely honest and straightforward in their dealings with Earth.
* Energy Bow that allows the user to shoot light arrows into portals. One use of it is to shoot an arrow to multiple close targets at once, even those behind walls. Another is to shoot a "delayed portal arrow" so that you can summon a portal that shoots the arrow at a later time, either to surprise your opponent or to extend your combos. Its strongest attack is to trap a target inside a big portal sphere, then the user shoots multiple arrows that come from multiple angles.
* Energy Breaker finally received a translation patch in September 2012.
* Energy Breaker, pumpkin-headed monsters known as bogeymen show up as enemies. They're pink humanoids with grass clothes. The pumpkin head itself is brown, yet when they attack these enemies let out a cry that summons a kabocha to fall on their target.
* Energy Breaker, scarecrows show up as enemies. They're made of white cloth and well-stuffed. Their method of attack is to jump and bodyslam into their target.
* Energy Breaker, the party gives one of these to the final boss just before fighting him. These do tend to occur just before final boss battles.
* energy drained from alien prisoners just to fight him at all. After all that, the suit is relatively fragile, and Supergirl is able to strip it off him without trouble when she can actually fight him.
* Energy drinks. Like are Venom: Death Adder, which claims to be "the cold-blooded venom of the Death Adder, delivered in a fruit punch strike," and the Monster coffee energy drinks, which are "coffee done the Monster way, straight up, with a take no prisoners attitude and the experience and know-how to back it up."
* "energy for the whole morning"... when combined with fruit, dairy and a drink.
* Energy is released from matter as it falls into a black hole from the accretion disc. This can be captured and turned into useful forms.
* Energy/Magic or a dumping ground for a setting's magical effects which can't be tied into any standard element.
* energy or strategic resources from celestial bodies, while Research Stations make use of science-boosting features. These stations are presumably manned, but don't require any management beyond constructing them.
* energy rifle more powerful than a Peacekeeper Pulse Rifle. It actually is ancient- it's been passed down through generations of D'argo's ancestors.
* energy shielded prow and a pair of heavy infantry scale weapons mounted on top, while their Falcon grav-tank fits into the IFV role, being able to carry smaller squads than the Wave Serpent but having superior weaponry for suppressing enemy armor and infantry.
* Energy shots are derived from Japanese "tonics", which were small amounts of extremely potent liquid that would do different things. When Energy Drinks became popular, it was a no-brainer to combine "This drink that does something to you" and "This extremely potent drink that does something to you in small doses". Whose bright idea was it to cram all the crap of an energy drink into a 2 oz. package?
* Energy shots, that concentrate in a small package (around 3-4 oz, 100-120ml) the caffeine of
* Energy Transfer allows the caster to pay life points to give their own special attack energy to an ally (who is, presumably, better at fighting than the Lunar Mage, and could put that energy to better use). Heal
* energy type associated with it. Fire had fire damage (duh), water had cold, air had lightning, and earth had acid. Then, there was poor, lonely sonic damage...
* energy (vector product). Thus while the unit of both are newtonmetre in SI system, the unit of energy has its own name, joule (J): 1 J = 1 Nm. The unit of torque is newtonmetre, but cross-product (N x m). When you lift a weight of one newton up one metre, it is energy of one joule; when you pivot a lever, length of one metre, by force of one newton, it is torque of one newtonmetre).
* Energy weapon beams actually did travel instantaneously once, but once the special effects budget increased,
* Energy Weapon — Laser weapons always add a bit more punch to a shootout.

* Energy Weapon Mk. III is the only one that resembles the name. Also, the Mk. II is more powerful than the Mk. III. The game is close to the ultimate example of this trope given you play a loser who becomes an assassin simply because he won a beam katana on the Internet. The game especially reinforces how great katanas are given the diversity and craziness of your opponents' weapons.
* energy weaponry by attacking the competition (i.e. the Gun Runners), who only sells traditional guns in the Mojave Wasteland because of that.
* Energy weapons trope. It doesn't matter how powerful your laser is (and how many gazillions of kilometers it can go) if you have a 99.99% chance of missing anyway.
* energy when the morph ball is activated. The Space Pirates that attempted to replicate the technology didn't catch the "to energy" part, and so attempted to get their test subjects to crunch into little balls. Which, as mentioned above, didn't work. Samus's supposed other superhuman abilities have not been seen in canon.
* Energy-X game; presumably more would have been revealed had a third game been made.
* Enerjak. Demigod powers at his minimum, he constantly underestimates his opponents, becomes extremely frustrated with those on his level that he can't simply steamroll over, (causing him to make careless mistakes), and doesn't know how to strategize. Not helping is the fact that prior to gaining his power, Dimitri was a scientist echidna, not a warrior, so he has no experience in actual fighting. Knuckles, who is a trained fighter, lands several good hits on him, and even points out to him. "All that power and I'm still surprised at what a glass jaw you have!" and; "You may be stronger, but do you even know how to fight?"
* Eneru/Enel from the Skypiea Arc could fit this as well. No regard for others, carelessly strikes down anyone with a dissenting opinion, an
* Eneru gets this twice in his fight. First when Luffy manages to actually hurt him since near virtually no one could thanks to his electrical powers (rubber doesn't conduct it though) and again in the final strikes when he finds he can't counter Luffy's attack despite having the power to predict it.
* E!! Network (formerly CH, after flagship station CHCH Hamilton) Secondary network to Global, formed from the leftovers of Canwest's acquisition of Western International Communications (WIC) in 2000; the group owned affiliates of several networks, but the majority of its Western stations switched to Global, and the rest became part of CH.
* En Familia con Chabelo) is a Mexican game/variety show starring Xavier Lopez "Chabelo" that ran almost every Sunday since 1968. After 47 years, the show ended its run on December 20, 2015.
* Enfante Terrible Darla Dimple's two voice actors (speaking and singing) were both in their early teens at the time of the movie's release.
* Enfante Terrible episode "Provenance". Twice — her birth family and her adoptive one.
* Enfante Terrible: Out-of-control children who consistently resist all attempts at parental direction, habitually run away and/or are truant, and are involved in wantonly self-destructive, violent, or criminal behavior can be subject to a child in need of supervision (CHINS) petition (nomenclature may differ depending on the locale), which gets family services involved and typically starts with family counseling and community-based care. Incorrigibility petitions exist in some jurisdictions, and those are for more severe cases — if a child is successfully declared incorrigible, they pose a clear, present, and immediate danger to themselves or others, or are so disruptive that they create an unsafe environment for others.
* Enfante Terrible than Louise is her rival/stalker Millie Frock, who wore a pink bunny costume for Halloween while trapping several other kids in a fort in "Fort Night".
* Enfant Terrible: Adults are so easy to manipulate! I can do whatever I want to whoever I want, nobody will ever suspect a cute little kid like me!!!
* Enfant Terrible has sequences set on a number of different holidays; in order, they're a birthday, Halloween, an anniversary, Thanksgiving, Christmas, New Year's Eve, Valentine's Day and Easter, which the climax occurs on.

* Enfant Terrible villains seen in the show avert this trope, as it's eventually revealed how they came to be villains in the first place.
* Enfant Terrible who often pulls Butters into dangerous or humiliating situations. It helps that Butters seems to have some affection for Cartman and is often far too trusting towards him.
* En-fêtes, producing mild effects on the speech bubbles spoken by the characters (one will have reversed text, another will have hairy speech bubbles...).
* Enforced Also, the Book weapons in the game only have magical attacks.
* Enforced, and the Great Curse ensures they will be passionate enough to destroy in pursuit of their goals.
* Enforced, as the promoter was already a successful businessman who decided to fly in talent from beyond the state of Nuevo Leon and beyond the Mexican boarder not long after deciding that wasn't enough.
* Enforced by technology, so he explains that his return is only temporary and true resurrection is the domain of the "Almighty Spirit".
* enforced by the game, as subjobbing will often lead you to leveling classes that you hadn't quite anticipated to in order to play the main class at its full power. Having multiple jobs at max level only compounds this.
* Enforced did not threaten to pull out if they didn't change it back, but he did strongly suggest they do so.
* enforced for Taiwan: officially, the Republic of China not only claims the whole territory of the People's Republic of China, but also Mongolia, parts of Burma and Tajikstan, and anywhere else even nominally part of the Empire when it fell apart (not much different from PRC today). This is because although even the hardliners have no intention of reconquering all of this territory, actually changing their definition of the Republic in any way would be an official acknowledgement of "two Chinas", and thus would be perceived as a provocative move by the People's Republic.
* Enforced give adequate warning before they launch any attack against the Freehold. Some Keepers try to twist the warnings and make them too cryptic to decipher, but most make a virtue of necessity and go for the grand spectacle in hopes of intimidating the Changelings.
* Enforced, has a background check done, sees through the alias in seconds, but goes with it anyway in order to see what Thor does.
* Enforced in a 70's-era TV movie about a minister who was assigned to a new church. When he got there he discovered that due to budget shortfalls, the building was only partly done. He decided to give his first sermon in the unfinished framework of the church, hoping to encourage the congregation to donate. Unfortunately, it rained that Sunday. Some game souls sat in the pews in raincoats and umbrellas, and other watched from their cars, so the pastor decided to stand at the pulpit, in the rain, and give his sermon. But the rain washed the ink off his notes, so he crumbled it up and said:
* Enforced in areas controlled by United Mankind. Their longstanding rivalry with the Abh has made any form of transhumanism anaethema to them and descendandts of those who might have received treatments before their homeworld came under United Mankind control are heavily discriminated against.
* Enforced in China by the government's one-child policy, to keep the already humongous population from completely exploding. It's been estimated that without this policy, there would be 400 million more Chinese people. However, ethnic minorities were exempted, and people who lost their child were allowed to have another. People also widely got around it by abandoning children (most are girls) or killing them. Now the government has scrapped the policy, fearing it went too far with a lopsided sex ratio.
* enforced in his nature how dangerous they consider Sheogorath's whims to be.
* Enforced in "I Second That Emotion." When Leela is offered up as a "virgin" sacrifice by the sewer mutants, the mutant leader orders a minion to chain her to a post, then tear her shirt a little.
* Enforced in most galaxies. So if you want your ship to have any staying power,

you can't really use those technologies, which requires a fallback to physical weaponry whose principles are universal across civilizations.
* Enforced in Starlight Glimmer's town in the season five premiere of
* Enforced in the case of the Putnams' daughter, since the Putnam girl who was an accuser in the Salem Witch Trials was named Ann, a name she shared with her mother (officially, they were Ann Putnam Jr. and Ann Putnam Sr.). The play changes the daughter's name to Ruth to prevent audiences from confusing the two.
* Enforced in the case of Tohsaka Tokiomi, who upon siring two talented daughters, made Rin his heir and gave Sakura to be the heir to the heir-less Matou house. The only problem is the Matou family treated Sakura horribly.
* Enforced in "To The Rescue Part II," when Chip angrily sends Dale home after the latter badly screwed up and ruined an attempt to recover the Clutchcoin Ruby. Dale does so, only to return later to save Chip's life.
* Enforced in-universe. Due to a three day limit being placed on initial trials, each individual case in the series takes place over a maximum of four days, including the initial investigation. In fact, only the latter two cases of the first game (three if you count Rise From the Ashes) actually take the full three days, so in most cases, that's three days.
* Enforced Inversion enough to hold onto her no matter what ugly form she took.
* enforced later on with Arthur, your AI companion, who copied himself into a blank biochip in your suit. Out of fear of what would happen if two of the same person met, he auto-recalls you from the time period if you try to reach his original self again.
* Enforced Method Acting: Getting the best acting by not telling actors about upcoming scenes or lines
* Enforced Method Acting the first take for the vast majority of scenes.
* Enforced Method Acting to coax realistic prisoner behavior out of him. It doesn't work, as Spike knows Angel too well and thus knows he's faking it.
* Enforced Method Acting: Using external conditions to force a genuine reaction from the actor.
* Enforced Method Acting: Using techniques and conditions to force a genuine reaction from the actor.
* Enforced Method Acting: Using techniques to force a genuine reaction from the actor.
* enforced of a martial art involves more than just learning the school's existing techniques and philosophy, but to fully understand and even expand on them. A 10th Dan (or the equivalent; some martial arts only have 5 Dan ranks) denotes the level of mastery that would be impossible without a lifetime of training, and thus many martial arts only confer it either with an age requirement or a requirement for number of years in the previous rank.
* Enforced Plugs are common on bigger TV events. Between matches, commentators will sloppily segue into a plug for the upcoming Pay-Per-View event, a sponsor’s product, the latest movie starring one of the wrestlers, the WWE Network, whatever. Commentators on independent shows will often employ even sloppier plugs for their upcoming live shows. Like many sports broadcasts, recap or highlight segments will have a sponsor.
* Enforced plugs are endemic on sports telecasts. Pretty much every segment or statistic now has its own sponsor (
* Enforced prepared to nuke an inhabited planet... before cooling down enough to have second thoughts and coming to Jack to ask for another option.
* Enforced's spike. Jacobs would blame himself for the instance and proceed to campaign against the American healthcare system in his Age Of The Fall.
* Enforced states that the Falcon's trip from Hoth to Bespin took several months because of the aforementioned issues, giving Luke enough time to get a crash course in Jedi training and arrive on Bespin at roughly the same time as them.
* Enforced Technology Levels: Only certain kinds of technology, or a certain level of technology, is allowed. By law, manmade or natural.
* Enforced Technology Levels: Rules exist limiting what kind of tech people can have.

* enforced. The Ecclesiarchy and the Adeptus Terra work to actively suppress knowledge of Chaos and the other forces in the galaxy that pose the most serious threats to the Imperium from the general populace, on the grounds that if everyone beyond the Imperium's armies really knew how badly everything in the galaxy was out to get them, the resulting panic and despair would tear the Imperium asunder.
* Enforced, the whole ordeal ends with one hostage getting executed with another getting killed during the ensuing S.A.S raid. All but one terrorist were also killed in the aftermath.
* enforced, they've all taken to giving themselves nicknames to differentiate from one another. Twilights being Twilights, they get their bureaucracy to give them short-form designations instead. (It probably makes filling out forms more convenient.)
* Enforced throughout the rest of the game, though, as killing a civilian in any other level will give you a
* enforced to compete with local talent and give more legitimacy to it's then new international image.
* enforced to expand their vocabulary. Usually dies out in high school/secondary school as students' lexicons expand to more appropriate words and usually less accessibility to dictionaries/thesauruses due to more rotating classes and thus not always being in English/Language Arts classrooms (where these books would probably be found and necessary more than in other classrooms).
* enforced, to learn compassion, but to gain it suddenly (such as by psychic projection), is such a shock that it is instantly fatal to the Brood in question.
* Enforced to subvert the "innocent" part of their cohabitation, but Gray won't let her, starting by the fact that they sleep in separate beds, much to her dismay.
* enforced. Tough, really. To get rid of those so-called agendas, you've got to get rid of me." (The heartbreakingly beautiful rendition of the hymn "The Old Rugged Cross" in "Gridlock" notwithstanding, apparently.)
* Enforced Trope and grow even stronger), Luffy, Boss, and Cross and his partners realize why the beasts are following them: the animals have been driving them into the paths of the alpha beasts (which they inevitably beat), the ones who had consumed enough toxin to stand strong alone until now, and as such have invited the other animals to feed on their corpses and grow even stronger in a very short amount of time. And since these animals have been trained to believe that eating the strong will make them stronger, they've already set their eyes on their final targets, those that have established themselves as the strongest on the archipelago. Guess who that is?
* Enforced Trope: apparently, after the first series of the show aired, one (or both) of them were approached by a Latino gangster who asked them why they didn't make any jokes about Latino gangsters. Key and Peele obliged, so in the second season, we got the "Chairs are for pussies" sketch.
* Enforced Trope are, unless from a confirmed Ph.D, the subject of ridicule.
* Enforced Trope games with CGA graphics, since the commonly-used Palette 1's only colors besides white and black were cyan and magenta. (Palette 0 was less commonly used since its four colors did not include white. CGA could be made to display 16 simultaneous colors by adapting one of its graphics modes for composite video output, which some monitors didn't support, or by hacking a semi-graphic character-based mode to increase the number of character rows, but relatively few games did either.)
* Enforced Trope. Gun season for deer is often only a week or two (with half that time dedicated to black powder arms), while bow season is open for the entire winter.
* Enforced Trope in Ancient Rome: Enslaving a Roman citizen was generally illegal, so there were fraudsters that pretended to be slaves and sold themselves to other people, only to run away with the money. The legal punishment for such people was to lose their citizenship and become a slave.
* Enforced Trope in Europe; since university sports are considered a purely amateur affair that brings in negligible revenue for the institution, there's no incentive to give a brilliant athlete any leeway where academic performance is concerned like

certain less reputable US colleges have been accused of.
* Enforced Trope in France, where laws punish those without visible means to gain their livelihood but who are consorting with persons involved into drug trafficking, prostitution or terrorism.
* Enforced Trope in particular is in full effect, with some ads being borderline pornographic.
* Enforced Trope. Of course, this causes problems for mundane tasks like getting dressed, going to the bathroom or opening doors.
* Enforced Trope one of their matches because Vince thought their punches were "too good."
* Enforced Trope, putting out a rollicking crowd-pleaser to attract people to their more serious work.
* Enforced Trope's "small army" each appear to be only four foot tall, due to a misreading of "minute men."
* Enforced Trope was in charge. He required that any story involving aliens must show them to be inferior to humans to reflect his personal belief that white men were superior to other races.
* enforced uniformity. It had the exact opposite effect to what it was intended to do, made even worse by blatant selective enforcement, and the relaxed attitude to dress codes is a legacy of the backlash against that period in history.
* enforced", uses and abuses that ability on the protagonists to make them do all of her dirty work for her.
* enforced ways (letting them faint in battle and spamming them with bitter Herbal medicines) to reduce it.
* Enforced were frequently cast as women—which made sense in an age where few women took up acting or singing in operas, which was seen as unladylike somehow. When female opera singing became more socially acceptable and stealing the manhoods of little boys was not, the practice gradually disappeared, and was finally banned in its primary center (Italy) in 1861 (shortly after unification).
* Enforced When a soldier gathers enough experience, he is upgraded to the next level and this is indicated by the soldier waving his weapon in the air happily, while wearing his new uniform. Since this usually happens in the middle of a battle, any damage to this unit is disabled until the transformation is complete.
* Enforced whenever uniforms are mandated to be worn, or if there is a sufficiently stringent dress code that prohibits a large enough section of garments to the point where fashion choices are extremely limited.
* Enforced when you do as much as graze a civilian with a stray bullet.
* Enforced, which has long refused to air matches where blood is spilled without editing the blood out first. This did not stop Mexico City mayor, Lic. Ernesto Uruchurtu, from banning televised professional wrestling matches during his term. Luckily for CMLL, magazines were the primary lucha libre media anyway and they were much less averse to blood, though getting back on TV lead to a business boom for them.
* Enforcement DiscretionThis trope is averted in many states for police officers, where any case brought by a county-prosecutor is required to go before a grand jury. Grand juries determine whether the prosecution has enough evidence (probable cause) of a case for a criminal indictment. It may be hard to secure a criminal indictment on police because many police departments have statutes authorizing "reasonable use of force" by their officers in order to cause an arrest or if the officer believes the person a danger to society. This is backed by ruling of the Supreme Court (Tennessee v. Garner 1985) which has deemed that police can use lethal force if they have a "reasonable belief" they are facing danger to their life.
* Enforcement of this trope is the reason that in Islamic Law a Caliph has to be in possession of all his senses. A blind man could rule, but he couldn't go to war.
* Enforcer demonstrate this well, lacking armor in some areas but being powerful infighters.
* enforcer). When Ron became a multi-millionaire, Shego considers switching sides.
* enforce this upon the game. If you switch on the "Historical Rulers" option, your

nation will have the same monarch names as in real life and the same relative military, diplomatic and administrative capabilities. Of course, given that a lot of nations in an average game will exist outside of when they did historically (or nations may exist that were never formed in reality) you can easily end up stuck with the same inept King for hundreds of years. With this option switched off, rulers will be generated randomly
* enforcing (fanfics must resemble an official installment as closely as possible).
* En forelskelse with the dad. Subverted in that the boy is the one who makes the first move.
* Engadlin, the region directly between warring Arcas and Luxia, has had this done to it so many times that the regional character trait is swift capitulation and a disturbingly relaxed attitude regarding cannibalism due to enduring a hundred years of famine. Even when it's the
* engaged to a female cub named either "Timira" or "Kirijah". Despite this, there's never been any source on this info and no one involved on the project seems to remember her. The closest source listed is a "Dan T. Guyton" but no one by that name worked on the film.
* Engaged to the Unidentified Since Kobeni is the only person in their house that can cook, Mashiro immediately apologizes to her.
* Engaged to the Unidentified, where on her sixteenth birthday Kobeni suddenly finds out that apparently her long-departed grandfather set her up with the grandson of one of his old friends from the countryside... And said surprise fiancé suddenly moves into her family's house in the city, with his bratty younger sister in tow as a "chaperone".
* Engage has the highest enemy count in the game with 35, as well as a constant neverending barrage of high-speed missiles heading straight for you. Not only that, but almost all of the enemy formations are very far away, leaving more room for a missile to block your shots and requiring more precise aim, and every enemy aircraft that you let escape will fire another missile on top of everything else. It is very likely that you will either run out of fuel trying to gun down all 35 enemies or get your aircraft destroyed by 5 of the 50+ enemy missiles that will bombard you throughout the mission.
* engage in behaviors that violate the boundaries of caste to be manufactured imperfectly, using technological augmentation to make up for things like reduced height and missing powers.
* Engagement Challenge: A set of rules, tests or tasks that one must meet in order to prove worthy of a spouse as their prize.
* Engagement Challenge, she is quite glad: "Let all of his complexion choose me so."
* Engagement Challenge), that the sons of Feanor, the creator of the silmarils, swore a terrible oath to not let anyoneelse, but them possess. Beren and Luthien in the end succeeded, but soon after Beren was killed by Carcharoth, the largest werewolf to ever live. Stricken by grief, Luthien died after him, and her soul went to Mandos, the vala of souls and fates, and she sang him such a beatiful song, it moved his heart, offering her two choices: be reincarnated by herself, and live-on as an elf forever in Valinor, the land of the gods, or be reborn, along with Beren as mortals, and live a short life together in Middle-Earth, and upon dying her soul would leave the world, and go where the souls of men do. She chose the latter. The subversion comes from the implication, that not only was their love destined, it was destined to succeed, since nothing in the world, not even the different afterlives meant for humans and elves, could keep them apart. Furthermore, they should't have been able to meet in the first place: the Girdle of Melian, a protective enchanment, was supposed to keep everyone out of Thingol's kigdom, that he did not allow to enter, and Melian even prophesied that someone sent by a higher power than herself would get around it.
* Engagement Challenge", the chief of Naharin makes suitors for his daughter climb a tall cliff to her window.
* engagement, to protect Harry from a proposed law that would require half-bloods to accept any marriage proposal from a pure-blood. The intent is that they won't

actually marry, but it will insulate Harry from any proposals until she's at least of age.
* engages in a similar behavior at the end of Blood Rites. By way of explanation, it's not pure sexual slavery, it's complete mental control, achieved through the use of their supernatural mojo.
* Engaging Conversation: Suddenly proposing to someone almost immediately after meeting them.
* engaging in oral sex with each other is that the oral sex is meant to be seen as a sign of the strength of their bond as sisters. A sporker of the series honestly couldn't tell if it was a joke or not when the girls declared themselves to be dating.
* Engaging in this practice on an Internet forum (or wiki) is derisively called "white knighting". Doing it is particularly laughable due to most net denizens being aware of
* En Garde! will be sentenced to serve in a frontier regiment as punishment for their crimes, or as a condition for having a death sentence commuted.
* Engelke's parodies of politician Regine Hildebrandt were also prominent for a while. There is a rumor that Hildebrandt once entered a cab and the driver was completely surprised that she was actually real.
* Engel killed off every adult in the world. And it happened more than once. No wonder that centuries from now Earth has managed to rebuild itself into a feudal level society.
* Engel when the wings can at most be folded to occupy 3 metres, as is simply lying down.
* engie and piono introduced each other to their split personalities.
* Engie-Tan to be a devotee of the Adeptus Mechanicus. And turns out to be surprised and a touch annoyed when no one else has any idea what a 'machine spirit' is.
* engine cars inside their engine cars, since it's as good a place to put them as any.
* engine, commonly splashed into other decks, that is the real Tier Zero.
* Engineer Corps and Signal Corps are treated as Technical Arms in the Finnish Army, and they tend to overlap (and co-operate)
* Engineered Heroics, with hardly any disguise. Both the King and his guards are completely fooled. Though it can be justified, since the guards quickly flee the scene and the King is scared senseless.
* Engineered Public Confession, but even after this, once the Elrics leave the city, Envy uses his shapeshifting powers to impersonate Cornello, successfully regaining enough followers to plunge the city into civil war, a perfect pretext for Amestrian military intervention.
* Engineered Public Confession by tricking him into publicly revealing his true colors.
* Engineered Public Confession, Fowler gets the case thrown out by revealing that Goody was still wearing the prototype uniform that he was modeling when he found the planted evidence.
* Engineered Public Confession gambit before preparing to unleash her Negative Hollows on the group... only to find that they're ignoring her in favor of salvaging what's left of the welcome meal that Hogback and Cindry had prepared for them.
* Engineered Public Confession gets exposed by the heroes when they trick him into publicly admitting that he's really a rotten scumbag playing everyone for saps.
* Engineered Public Confession gets exposed when the heroes trick him into openly confessing that he's really a rotten scumbag manipulating everyone.
* Engineered Public Confession, ironically right after chastising Gabbo for the faux pas.
* Engineered Public Confession: You succeed in getting someone to broadcast the truth in their own despite.
* engineered to be the "Party Posse" boy band debuts on the stage of the Springfield Elementary auditorium. The following follows:

* Engineering Solution 1: Hit it with a hammer. Solution 2: Hit it with a bigger hammer.
* Engineering teleporters. 4/5 times they will teleport you to a preset location, but that other 1/5 times...anything can happen, your character turns into the last person who went through, split into a "good" and "evil" side, turned into various small critters, end up anywhere else on the continent, and the most infamous one, simply teleport a mere 100 yards away from the teleport pad, or 100 yards straight up.
* Engineer Roger Boisjoly found evidence that an essential component of the Space Shuttle's rocket booster was rendered unreliable by cold temperatures
* Engineers) and blends into their skin. Buttons seems to be some kind of fatty nodule, and their architecture has plenty of rib-like ornamentation. The Aliens themselves grew out of their weapons program.
* Engineers at 3M were not initially happy to discover their efforts at making an improved adhesive were weak enough to be pulled away by hand. Then one of them, tired of having the bookmarks in his church hymnal fall out, added some of the weak adhesive to it. And that's why we have Post-It Notes.
* Engineers can also build a Gnomish Poultryfier, which will temporarily turn the target into a chicken, making it unable to attack. It has a chance to malfunction and turn the user into a chicken or turn the target into a giant chicken, increasing it's attack power.
* Engineers can get the Transporter Malfunction debuff "YOU ARE ON FIRE!!!"
* Engineers can make a Gnomish Battle Chicken. It usually hits for pitiful amounts of damage but occasionally enrages. It may also buff its owner with extra attack power. A non-combat version is also available from a series of quests
* Engineers can take over enemy buildings if given the time, while Spies and Ninja can shut down individual buildings (or, if they infiltrate a Nanocore Mainframe, simultaneously murder your entire fleet of Giga Fortresses).
* Engineers have an Orbital Strike power for use during ground missions that deals a lot of damage in a very localized area. A targeting grid appears on the ground, then a couple seconds later a
* Engineers, one of the main characters — Ziani Vaatzes — escapes prison after being sentenced to death. While escaping, he kills a guard with a lamp, dismembers another and decapitates a third. He then commits theft, arson, identity theft, and breaking and entering while escaping. The original crime he was sentenced to execution for? Creating a machine that contained components up to 1/8 inches off of the commercial standard — for personal use.
* Engine manufacturer S&S Cycle had to come up with their own designations for the Harley-Davidson clone motors they manufacture, e.g. "
* engine on a planet when all fuel sources were poisoned to keep the Transformers' battle away from them. The bad news is that both give up some autonomy.
* Engine Sentai Go-onger. A chainsaw monster goes on a sawing rampage, filling the air in a building with sawdust. A spark is all it takes for the whole building to go up.
* Engine Sentai Go-onger. A later episode involves a high school with a drama club that's rehearsing a scene straight out of Korean drama, complete with an impression of Korean drama idol Bae Yong-Jun.
* Engine Sentai Go-onger, an ancient counterpart of the villains known as the Horonderthals caused the dinosaurs to destroy themselves.
* Engine Sentai Go-onger are mechanical lifeforms from a parallel universe. Likewise, their enemies, the Barbaric Machine Clan Gaiark also fit this trope, as they are a race of robotic humanoids without a real origin.
* Engine Sentai Go-onger are this, most evident in Yogostein. They often praise their Monsters of the Week for doing well, even if they still didn't beat the good guys.
* Engine Sentai Go-onger can maintain their large forms in our universe for 10 minutes before rusting.
* Engine Sentai Go-onger: Engine Kishamoth / Paleozord. The main portion of the final mecha combination introduced, armed with freezing mist like ZyuMammoth.

* Engine Sentai Go-onger fits this pretty well, to the extent that other characters on the show have actually dubbed him the mom of the group.
* Engine Sentai Go-onger. Fortunately, once JumboWhale shows up, he's much friendlier and manages to talk them around.
* Engine Sentai Go-onger, Hant's got a different part-time job every time his work situation comes up.
* Engine Sentai Go-onger has the villains reviving the monster who destroyed the dinosaurs.
* Engine Sentai Go-onger: Hiramechimedes has his body destroyed, but returns in the next episode as a ghost. His ghost is then exorcised, which finally destroys him for good.
* Engine Sentai Go-onger Hiroto and Miu Suto being much more serious than the rest of the team. That being said, Hiroto has a very comical fear of ghosts and whenever Miu learns about whatever the main team is up to, her response is generally along the lines to "This is the dumbest idea I've ever heard, let me join you guys."
* Engine Sentai Go-onger (in her 40s and married with a daughter.) He is 16.
* Engine Sentai Go-onger Miu. Would also apply to the popular fan-pairing of Saki with Miu's brother Hiroto.
* Engine Sentai Go-onger showed that Sosuke and Miu had feelings for each other, but ultimately nothing comes of it and they return to their respective lives.
* Engine Sentai Go-onger's unusualness, such as the mecha designs, and poking fun at some of the franchise's tropes altogether.
* Engine Sentai Go-onger themselves all take turns narrating episodes, relating them like a story in the life of their Go-Onger partners
* Engine Sentai Go-onger. Villain Hiramechimedes has three lightbulbs on his head that light up in quick succession whenever he gets an idea.
* "ENGINES MUST OBEY CONTROL! ENGINES MUST OBEY CONTROL! DO WHAT YOU'RE TOLD!", only to be rebuffed by all the trains and carriages with a "SHUT IT!" in unison.
* Engines of Creation, is the story of a small Canadian town that finds itself trapped knee-deep in political turmoil and medieval magick when it is suddenly and mysteriously transported into the mystical Pactlands.
* Engines of Creation, Terra Murphy, a small-town Canadian girl and marijuana enthusiast suffers from the occasional debilitating vision-induced seizure.
* Engines of Creation: Terra Murphy is given the abilities of a Green Seer immediately after her arrival in the Pactlands through birthright.
* Enginesof Creation, the character of Boomer is quite adept at Parkour.
* Engines of Creation, the characters of Sergeant Boone and Lily Rasmussen are exceptionally adept at throwing numerous swear words into their dialogue.
* Engines of Creation, the various forms of magi utilize control over various elements.
* Engines of War, the Doctor describes a TARDIS graveyard as a home for old friends and points out to Cinder you can't run away with one without its permission.
* England’s Goodwood Festival of Speed has recreated the cars from
* England and China do this, mourning and sobbing spectacularly about their younger brothers America and Japan, both who had rebelled and separated from them. In the second case, China's mourning is
* England and Japan because of this. The strip featuring this event is even titled "The Anglo-Japanese Alliance Between Two Lonely People".
* England and Russia, which isn't what you'd expect from two of the main characters. In-universe, England's got a long-running
* England cricketer Ian Botham is well-known among fans of the sport for his rollercoaster professional career (the high point of which was leading England to snatch victory from the jaws of defeat at Headingley in the 1981 Ashes against Australia) and colourful personal life, but his football/soccer career is not as well-known - he made 17 appearances (and scored one goal) for Yeovil Town FC and 11 appearances for Scunthorpe United FC between 1978 and 1985, at the same time as his heroics on the cricket pitch.
* England, England focuses on the creation of a literal Theme Park Version of well, England, on the Isle of Wight.

* England goes to give America a chocolate bar that he had heard America wanted but sees that he already has an entire bucket full of chocolate.
* England has a city called Newcastle and a town also called Newcastle - more precisely speaking, the city is Newcastle-upon-Tyne, while the town is Newcastle-under-Lyme. "Newcastle" on its own is generally taken to be the city, unless perhaps you're near the market town.
* England himself has delved into some odd fantasies. Black Magic, Imaginary Friends and even characters from familiar books that often make some countries grow concerned about him (particularly America). Outside the series, it's actually quite true that the Real England did have some odd characters, for example, King Cholera, and some fans actually think England and Belarus seem suitable together (an underrated ship, however).
* England leaves the young America and tells him to grow taller and stronger. When they see each other again... oh, my. America is quite taller than England.
* England made a first tentative step to this when it came to their monarchy back with Queen Mary I (daughter of Henry VIII and older sister of Elizabeth I). It should be noted, however, that Mary only became Queen because her younger brother Edward (who had already reigned as King Edward VI) died with no issue and she was next in line for the throne. However, for the next 500 years (or so) England and its successor state, Great Britain, practiced male-preference primogeniture: i.e. a woman would inherit only if she had no brothers. That rule changed in March 2015, when the
* England runs afoul this trope in the Can't Escape from Italy strips. His Italian disguise is eventually perfected with the help of a spy, right down to taping a curl to the side of his head, but Germany sniffs him out when England stands posturing instead of hitting on the attractive women who pass by.
* England's Interregnum – the period between the execution of Charles I and the restoration of the monarchy under Charles II – lasted only 11½ years, from 1649 to 1660. However, the events during that time had a profound impact on English culture – it showed the English people would no longer take kindly to absolute rule, and was the first of many times Parliament would prove its superiority over the King. The excesses of
* England vs. Germany hosts. Except the steering car has been turned upside down, but only for the Australian team.
* English actors Amelia Bullmore and Ben Miller as Scottish relatives living in the Highlands in
* English actors Jim Sturgess and William Houston as IRA members, both very convincing. Englishwoman Natalie Press is also decent enough as the love interest Lara.
* English as a Second Language (ESL) teachers of adult learners are often split on the topic of just how clean your speech needs to be in class. On the one hand, teachers should be professional and this includes appropriate language. On the other, part of teaching your students about usage includes vulgarity (so they at least know just how bad
* "English as a Second Language", when Chang's replacement threatens to fail the Study group for walking out of their Spanish final to rescue Annie from Chang, Jeff and Britta respond in perfect Spanish, only for Pierce to do this ("Land of fire!").
* English As She Is Spoke began life as a mid-19th-century Portuguese-to-French phrasebook. It was translated—almost certainly without the author’s knowledge or consent—into English by a Portuguese writer who knew neither French nor English, working from an antiquated dictionary. The result is a comic classic.
* English author Zadie Smith avoided the ghetto with her first novel,
* English Billiards. Of course English Billiards can be exciting: this was the game played in Billiards rooms in a thousand murder mysteries and in Clue/Cluedo.
* "English Channel" by singer/songwriter Mark Spiro is written from the perspective of a man pining away for his loved one, who was forced to leave him behind in Continental Europe in order to live and work in London; he notes that

he's desperate enough to swim the English Channel just to see her again.
* English Civil War, but even he was unable to stop his officers' and men's tendency to go off in mad pursuit after a successful charge. Because his opposite number Oliver Cromwell, a newcomer to the military, averted the Cavalry Officer trope and always maintained strict discipline, the Parliamentarian side was able to exploit the absence of the Royalist horse, e. g. in the battle of Marston Moor.
* English Civil War. In the end, though, muskets had one massive advantage over longbows: while it takes years to train a man to use a longbow, it only takes weeks to train that same man to use a musket with comparable lethality.
* English Civil War of the 1640s often had the Royalists, Parliamentarians, and 'Club Men'. The latter were locals who just thought the other two factions should go and fight over the fate of the country somewhere else.
* English Civil War) the penalty for the opposition was only removal from office, not death, and most of the deposed MPs returned to Parliament after the Restoration of 1660.
* English Civil War was another rather good example of the limitations of castles versus artillery. Most of the remaining intact examples in the UK either missed the worst of the fighting, surrendered quickly or happened to be besieged by a force that was low on gunpowder; when the defenders chose to hold out there tended not to be much left except picturesque ruins.
* English Civil War what warrant Joyce had; after a few uncomfortable attempts to think of a reason or avoid the question, Joyce pointed to his soldiers.
* English class requires you to play a mini-game where you must unscramble letters to form as many words as you can. One level includes the letters F, G, H, I, S, T. If you spell 'shit' using those four letters, it doesn't count, and the teacher just gives an amused response. The PAL version updated English class so players get the same "funny but it doesn't count" response for 'git'.
* English comedian Les Dawson made a career out of telling mother-in-law jokes. His own mother-in-law thought they were hilarious.
* English comedian Russ Abbott's character of "See You Jimmy" is on the face of it a really insulting caricature of Scottish people in general and Glaswegians in particular. Sales of "See You Jimmy" hats and wigs in Scotland soar every time there is a national event, however, and the character was voted the third best Scottish person in a poll by the Glasgow Herald newspaper.
* English comedian Russell Howard said in a stand-up show that if he had a super power, it would be the ability to make people orgasm just by touching them once. In his words, "Not for sexual purposes, but that would be amazing in a fight." 'Kill him, Steve!' 'I'm trying to, but I'm too horny!' Either that, or he'd be "in a zoo, causing a great deal of mischief".
* English cricketer Ashley Giles (spin bowler and useful late-order bat) obtained an unlikely nickname in this manner when he ordered a batch of souvenir mugs for his benefit year that were meant to proclaim "Ashley Giles, the King of Spin". When the mugs arrived from the manufacturer they instead proclaimed him "The King of Spain". His fans embraced this, singing Viva España and
* English examples. England's 1966 World Cup winning squad (the England team of later years has been more notorious for its failures). Liverpool in the 1980's (after being crowned champions in 1990, they would have to wait until
* English folklore has traditionally used a variety of nondescript creatures given names such as "bogey", "bogeyman" or "bugbear", all generally derived from the word
* English folklore is full of ghostly hounds, typically haunting graveyards.
* English football team throughout England as MK Dons were relegated to League Two, meaning that in 2018–19, AFCW would play at a higher level than MK Dons for the first time. Though that only lasted one season; MK returned to League One for 2019–20, and both remain at that level in 2020–21.
* English gets a bad rap, but people tend to not mention that French is also very different from its written form. To an Anglophone learner, it may seem as if half of every word is silent because they represent sounds which are no longer pronounced but included for etymological reasons. In 1990 the French Academy instituted spelling changes for this reason, such as getting rid of the circumflex

over vowels in many instances, changing the spelling of some words, and eliminating the hyphen in the middle of many compound words (
* English history contains the Battle of Hastings, wherein the saxon King leading the English troops got an arrow to the eye and said troops broke formation and fell for a fake retreat. Since few people really cared who was king at the time, William the Conqueror pretty much won by default.
* English is a veteran inmate in Alcatraz prison in 1961. He tells Frank Morris his story of how he wound up in there. He was harassed by two men, who tried to attack him with knives. English killed them both. The reason why he got two life sentences, back-to-back?
* English is stated to be "the human language of commerce", which explains why most people in a major human-built hub of trade and diplomacy can speak or at least understand it.
* English is three languages stacked on top of one another in a trenchcoat pretending to be one language."
* English language cartoons end up with this trope when translated for a Japanese audience as many bits of the original dialogue and song lyrics (if there are songs) are retained as is for various reasons.
* English locomotives used to have an excellent reputation due to being the country in which they were invented. Today France, Germany, and Japan are regarded as the best in terms of
* Englishman: After accidentally getting out of his car while it was doing 70 mph on a motorway, Englishman adds: "So I notice, Mr Prime Minister. On behalf of centipedes everywhere I graciously accept this award for services to government corruption" before falling over.
* Englishman has a habit of stealing landmarks from other countries and relocating them to Paris.
* Englishman uses blatant spoonerised names of any real life individuals who appear.
* english paper: "Can't nobody say Strong Bad never did nothing for the peoples."
* English Premier League has also flourished in the U.S. under NBC and NBCSN. With its goal of not trying to "Americanize" its coverage (accomplished primarily by hiring British on-air talent, and helping to popularize the "Men in Blazers" duo of Roger Bennett and Michael Davies) to provide more authentic insights and not alienate actual soccer fans, offering every match through its platforms, along with increased U.S. interest in the sport in general, overall interest in the league has increased since NBC first acquired the contract (replacing a previous split between ESPN and Fox Sports).
* English Premier League's regal crowned lion with a leg propped up by a football.
* English Premier League The journalists burst out laughing — and so did Wilkinson.
* English Premier League this tends to manifest as "Second Season Syndrome," whereby a newly promoted team will excel in their first season, only to crash and burn (or at least do much poorer) in their second season after promotion. Examples include:
* English Premier League title for Arsenal, on which they went completely undefeated. This is not only strange in world football, it only had happened once in the highest level of English football... 115 years before.
* English Premier League to the Premier League title; Liverpool in the 2004/05 season — which came back from 3-0 down in the 2005 Champions League final against a heavily favored AC Milan, and then won on penalties; Leicester City in the 2015/16 season — which defied all expectations by winning the title after seriously risking relegation the previous season; Manchester City in the 2017/18 season — which broke numerous league records (including highest points tally, longest winning run, and most goals scored) on their way to the title; and finally, Liverpool again between 2018 and 2020, which not only won the club's sixth Champions League in 2019, but also won the English league title in 2020 after a 30-year-long wait.
* English princes (and Later Kings) Richard, Geoffrey and John, as depicted in

both
* English rioters during the Peasants' Revolt went around looking for Flemish weavers to beat up, identifying them by demanding people say "bread and cheese", which the Flemings did with a distinctive accent.
* English Rose: An archetypal English character with similar properties; popular standard for a Proper Lady's looks.
* English Rose: An English lady who's beautiful, modest, and upper class
* English Russia The only thing rather ominous about it is that the scientists went to some rather extreme lengths to keep everyone out of there, so much so that no one successfully broke in for upwards of fifteen years. They could have just been trying to assure that their research was found by the right people, though.
* English seaside resort Skegness had a famous advertising slogan: "Skegness is
* English Software 3, "Chop Suey" on 4 and 5 and "Elektra Glide" on 5, 6 and 7.
* English speakers also snicker at the name, as the first two syllables are pronounced exactly like "titty," a slang term for a woman's breasts, while the last two syllables are a common euphemism for the word "shit."
* English speakers learning German often have trouble with the sounds spelled "ie" and "ei." In military language schools, you can count on at least one student in each class habitually confusing the verbs
* English speakers who want to describe something they don't have a word for sometimes employ the French "
* "English Sports": The main components of the game are shown to be rolling a ring across the lawn in different ways, moving coloured pegs on a board similar to a chess board, and sitting behind a door in the middle of the field. Meanwhile, the referee speaks nonsense stuff with numbers, and the commentators calmly comment on each throw or move in a way guaranteed to make no sense and sometimes containing incomprehensible mumbled terms.
* English-style riding (also known as classical or European style riding, and is the type seen at the Olympics) places a lot of emphasis on the rider looking like they're doing nothing at all. This isn't a factor in Western riding. So, to use a bending (weaving in and out of poles/around barrels) exercise as an example, an English-style rider will touch the horse's left flank very gently with their heel to get them to turn to the left, and increase the pressure depending on how much of a turn is required (pressing firmly with the calf will usually get a well-trained horse turning almost 90 degrees.) In Western style riding, all steering is done with the reins; touching your heels to a horse or applying pressure with your legs will only tell it to move faster.
* English Vinglish, Shashi calls up the English class, and the lady there recites the different classes they have at high speed. Shashi asks her to speak slowly. The lady repeats what she said, more slowly and more loudly. Shashi understands it this time.
* English was one of several languages Delenn had to learn for her role as ambassador.
* English words written below it in Japanese letters, and one street sign says "I love you". Other store signs say "1234567" or "Monday"
* English you're using. In America, a date is written as month, day and year (March 30, 1998 or 3/30/1998) while in the rest of the English-speaking world, it's day, month and year (30 March, 1998 or 30/3/1998). Now, does 2/1/2000 mean January 2nd or February 1st?
* Engrenages, an apparently trivial incident in which a child was bitten by an inadequately-trained security dog leads to the uncovering of large-scale council corruption (the use of the dangerous dog was a sign of general corrupt penny-pinching).
* Engrenages, and then the fifth season heavily features a small group of racially-integrated female Gang Bangers who are just as violent and ruthless as the male variety.
* Engrenages featured a traffic accident investigator played by an extremely short actor. He was shown to use various aids to use normal-sized furniture but his stature was never discussed in dialogue.

* Engrenages had a murder-of-the-week in its second season in which a stereotypical alienated teen boy murdered his slightly older online girlfriend after they met face to face and she rejected him for being too young, then killed himself. However, the general tone of the ep didn't condemn the internet so much as his parents for not noticing how screwed-up he was.
* Engrenages, Joséphine Karlsson demonstrates her skills in this, when she manages to have a younger, less confident fellow lawyer beg her to take her (potentially sensational) case, after enthusiastically telling her how awesome it is to work on an affair with horrible odds that can potentially ruin your career.
* Engrenages Karlsson hates the police in general, because when she was a child the local cops covered up her mother being abused by her father because he was a judge, which eventually led to her mother killing herself.
* Engrish, and generally being competent, none of the non-white characters were racist caricatures, at least by '60s standards. They weren't always pretty, but they were far better than portrayals from earlier decades.
* Engrish.com, is dedicated for the inversion of this trope (Western malaproprisms and mistakes in Oriental languages and script).
* Engrish: Japanese promotion names such as Wrestle And Romance (later Wrestle Association R) and Big Mouth Loud. American wrestlers/promoters/reporters who never learned Japanese often find themselves speaking in broken English when they're with Japanese wrestlers.
* Enguerrand, though not a Seosten himself, has their powers. In addition to possessing his opponents, he occasionally possesses
* Enguerrand VII de Coucy had much the same stature as Charny in the later half of the 14th century. He was given to the English as a hostage to secure the release of King Jean II, who had been captured in the battle of Poitiers, but King Edward III of England was so impressed with his courtesy and character that he allowed him to marry his eldest daughter, Princess Isabel. He later returned all his English lands and titles upon the accession of Richard II. Coucy became the role model for a whole generation of young French knights as an experienced campaigner and paragon of virtue. Finally in 1397, he was wounded and captured in the Battle of Nicopolis against Ottoman Sultan Bayezid I, and died before he could be ransomed.
* Engutturalment Cephaloslamectomy to his band being described as wigger slam.
* Enhance Button algorithms they use for their own, actual spy satellites.
* enhanced agility exhibited by the hostages you rescue (they can keep up with the Warframes), and other general oddities.
* Enhanced by the fact that the title character's CG persona when talking to his employers was a pretty obvious Bruce Willis look-alike.
* Enhanced Configuration Project, occupants of exploded vehicles will sometimes leap out and run around, on fire and screaming in agony, until they expire or are put out of their misery.
* Enhanced Editions added some other quality of life improvements. The original games obviously didn't allow you to equip a shield and a two-handed weapon (like bows) at the same time. But if you wanted to equip a shield in the off hand, you had to pause, access the inventory, remove any two-handed weapons from the first-hand slots even if you were equipping a one-handed weapon at the moment, then equip a shield. This was rather tedious. In the EE, you can place a shield in the off hand, but it won't be used (nor will it be shown) while equipping two-handed weapons. If you swap to a one-handed weapon from the quick slots, the shield will be automatically equipped as if you did the passages above, just without micromanaging. This also frees a slot in the backpack that would be otherwise occupied by an unused shield.
* Enhanced Edition, the first game even had female models only for humans and elves: female dwarves, halflings or gnomes were the same as their male counterparts.
* Enhanced human tale: MAD WANG 1160 mentions planet-sized ships but also claims their large size tend to make them a big target thus are relatively rare.
* Enhanced Interrogation Techniques: Non-physical forms of torture, usually psychological, that still freak someone out enough to work.

* Enhanced Interrogation Techniques, the cops know very well that it's illegal and will move heaven and earth to keep it out of the courthouse.
* enhancement touch is limited to his stamina, gets a stamina-boosting belt.
* Enhance, one of the 27 Dead Apostle Ancestors, is hunting down his own kin to slay all vampires. If he shows up at a vampire coven, he'll leave no survivors.
* Enhancer: Gives the possessed item special abilities depending on how powerful the fiend is.
* Enhancing your Speed attribute or Athletics skill to extreme levels will lead to this. Whether it's through the
* Enheduanna (c. 2285-2250 BC), Akkadian high priestess, poet and composer, possibly the earliest known author in any genre and also possibly the earliest known woman in human history.
* Enid and Dr. Stern have faith that once the military gets to the facility in force, the trope will be soundly
* Enid Blyton has even more - even in-story Irene's talent for maths and music is called "genius", Mavis has the voice of an opera singer at the age of fourteen or fifteen, and no-one can match Belinda's drawing skills.
* Enid Blyton is to have the girls sneak out of their dorms to have a midnight party, usually to celebrate someone's birthday.
* Enid Blyton rescue her friend dangling off a cliff, and they just barely hang on to each other until help arrives.
* Enid Blyton's "Adventure" series, although being a children's series this takes the form of shouting obnoxious quotes rather than swearing per se.
* Enid Blyton's many stories for children sometimes use this: authority figures like parents sometimes routinely deny a misbehaving child their dinner, sometimes combining this with locking them in their bedroom for the day or night. In the fourth Famous Five novel, "Five Go to Smuggler's Top", the Five are staying with a friend at the eerie eponymous old mansion (Timmy the dog in hiding, as he was forbidden from Smuggler's Top), and the unpleasant deaf servant Block punishes George by locking her in her room and serving her only bread and water, which she throws back in his face defiantly. He is literally deaf to any objections to the way he punishes her
* Enid Blyton's short story "The Determined Dustbin", the dustbin of the title becomes animate after its owner throws away a pair of shoes enchanted with a get-about spell. The spell transfers to the dustbin and gives it the power to move.
* Enid Blyton turns up to carry the heroes to safety before the tribe realize they've been had.
* Enid Jones a pretty young widow courted by Detective Murdoch when his on-again-off-again relationship with Dr. Ogden is off. She likes him a lot, but her son Alwyn is the most important person in her life, so she breaks it off because Murdoch appears too undecided and she doesn't want to see her son hurt.
* Enid Jones, a young widow courted by Detective Murdoch, bakes cake for Detective Murdoch as a thank you gift for helping to find her son, and she later brings him some food when he's sick and she even
* Enigma and transports them to a cardboard box somewhere else at random.
* Enigma definitely took place, and the British and US governments did indeed suppress evidence of it in order to keep their fragile alliance with the Soviet Union from falling apart, but the events as depicted in the book are entirely fabricated; the only spy to make it to the Bletchley Park station was British and passing information to the Soviets. The 2001 film takes it up a notch by cutting Alan Turing out of the film completely and assigning his role in the war to protagonist Tom Jericho, where in the book Jericho is a junior member of Turing's cryptanalysis staff.
* Enigma features The Head, a lizard monster that sucks peoples brains out through their noses.
* Enigma has the bad guys break into a lab, with explicit orders to steal a prototype and destroy its plans.
* Enigma, he simply said, "Never heard of them." Guess who performed a song revealing one of his predictions at the end of the show?

* Enigma: Rising Tide with an aft flight deck but still having her two forward 14.96" turrets.
* Enigma's Greatest Hits album is also planned to be re-released with a Giorno-themed cover thanks to "Modern Crusaders" being used as the second ending theme to Part 5.
* Enigmatic Minion: An antagonist whose villainy, and true agenda, are ambiguous and not fully known.
* Enigmatic Minion the Big Bad) whose actual agenda is left a mystery.
* "Enigmatic Observers" are the "Fanatic Xenophile" variant of Fallen Empire. They are arguably the only benevolent example in that their defining ideology is their intense fascination with alien life and their respect for the sovereignty of surrounding nations, they are nevertheless both scary and dogmatic. Dogmatic because their ideology will prompt them to intervene if/when sapient rights are violated, whether that be because sapient species are being either enslaved or purged. Scary because they have the endgame tech to discourage players from roleplaying their own scary dogmatic aliens.
* Enigmatic Observers/Fanatic Xenophiles can be seen as this or haughty but
* Enigmatis 2: The Mists of Ravenwood is a long-abandoned attraction magically disguised as a functioning facility in order to lure in sacrificial victims.
* Enigmatis. The subtitles make it clear that his response is an emotional one, but the voice acting... not so much.
* Enigmatis trilogy, when the detective has to climb the cliffs to the monastery. Her last few steps are especially tricky, but a friendly hand appears to stop her from falling.
* Enigmatis trilogy, with the older and world-weary Rick treating his younger colleague almost like a daughter in some respects.
* Enigme has the protagonist Haiba Sumio always trying to screw destiny towards his dream diary ability which foretells the future, and he proves to be good at it.
* Enishi agrees that it's all Kenshin's fault. Specifically, the thing that totally wasn't and all the nasty shit Enishi is now pulling on everyone Kenshin knows to punish the Battousai.
* Enishi Itoshiki's name becomes "zetsuen" ("disinherited") making reference to the fact he was an unseen character for much of the work's run.
* Enjin gets up from the pavement immediately and reenters the building. A few minutes later, X gets knocked unconscious and blown out a window by an explosion.
* Enjin has caught up to the sirens and Monster X is all the animals, from forest creatures to pets, start fleeing the area as fast as they can and leave the forest dead silent. This also happens when Mizu is rapidly moving across town at night, numerous pets sensing it passing by and being terrified.
* Enjo Kosai...but she's actually helping her dad pick out a gift for her mom.
* Enjolras and the rest of Les Amis de l'ABC start a rebellion, believing that the people of Paris will rise and support them. The support never comes, and they all end up dead.
* Enjolras - the leader of the Friends of the ABC, the student revolutionaries from
* enjoyable to achieve flight without understanding electricity, even if the units look no different...
* enjoy being stylish and looking cool, but Xykon understands that that has to take a backseat to practicality when the chips are down.
* enjoying a day on the beach at the Seafoam Islands, and at that point, Ash is pretty much becoming aware of his female companions' physical attributes and feeling somewhat uncomfortable for the fact he likes what he sees.
* enjoying date rape and she'd do it again, plenty of people didn't buy it.
* enjoying Flanders' misfortune and scrounged up as many left-handed customers as he could.
* Enjoying near-complete daylight air superiority during the first campaigns of the war, the Luftwaffe was able to continue using Henschel Hs 123 biplane divebombers as ground-attack aircraft. This type had gone out of production in 1937, but on the Eastern front continued to see active service until 1944.

* Enjoying the power of the Koreans repeating everything his says, Frank at one point has them parroting phrases like "We will not contaminate our drinking water with fluoridation."
* enjoys a good game of chess with Xavier or listening to classical music.
* enjoys it. In one episode he enters a mascot race at the local ball park.
* enjoys on her... and childishly pulls on her cheeks, much to Ayeka's embarrassment.
* enjoys the infamous "baked bads" in "Applebuck Season," which was made of potato chips, soda, lemons, and earthworms baked into muffins (and they made the rest of the town sick, including the aforementioned Pinkie Pie).
* enjoys this. That is until Pearl forces him to stand outside in a smiley crab costume to attract customers. This time, he doesn't enjoy it one bit.
* Enjoy tabloid. Titles like "Bane vs. Cyric — Winner Take All!!!!" and "Dire Pandas From Kara-Tur Invade the Unapproachable East!" — and much worse.
* enjoy the perks of being a celebrity — having enough money to be financially secure, being able to influence thousands of people listening to her radio emission — but she's pretty unhappy about reality intruding on her private time (paparazzi barging in the restaurant in which she took her boyfriend in a date).
* enjoy the show, asking if there's any place nearby where she can get some popcorn.
* Enjoy the Story, Skip the Game: A game which features both gameplay and story, but the gameplay is largely overlooked in favour of the story.
* enjoy this, because it gives Israeli viewers a chance to see actual commercials from other European countries, thus inadvertently fulfilling National Geographic's "cultural-exploration" theme! It helps that these commercials are often in Dutch, Romanian, Turkish, etcetera.
* Enjuhneer," but the author has mined her abilities for so many jokes that at times she practically feels like a second main character.
* Enjuhneer for being the first cosplayer that the creator had heard of.
* Enjuhneer has a primarily female main cast in a setting where almost all bit characters are male, so its faceless masses are black silhouettes with Mars symbols on their foreheads.
* Enjuhneer's artist bases almost all of her characters on people she actually knows.
* En kärlekshistoria), young teenage lovers Per and Annika walk through the woods holding hands with their fingers interlinked, swinging their hands between them. It's very natural and touching, like the rest of their love scenes.
* Enki Bilal and a version of ice hockey where the points are counted by goals, wounded and dead.
* Enki Bilal elite uses eugenics to minimize the percentage of females in their population, and keeps them out of sight in underground breeding farms. The eponymous protagonist, Alcide Nikopol, puts an end to the practice while turning the city-state to communism with the aid of the rebellious Egyptian god Horus. It's a surreal comic.
* Enki Bilal inspired from it), the Egyptian gods live in a pyramid that is also a cool spaceship. And it's going to destroy Paris (New York in the movie) unless they get fuel.
* En la calle Conesa, an Argentine one-act play. The realtor offers a house with two storeys to a customer. ("plantas") The customer states that the house feels dead because it only had two plants, one tall and one short. (also "plantas") Fast forward to another house advertised as "not noisy" (nada de ruido) but the client complains that it was demolished (derruido) In another house offered by the realtor:
* Enlightened Antagonist, is actually Romanticist, an anarchist attempting bring back the era of true freedom before governments.
* Enlightened Antagonist: They have achieved greater wisdom and understanding of the way the world works... just don't expect them to behave like some sort of peaceful monk.

* Enlightened Antagonist: They have deeply pondered about and finally understood the meaning of life, but it won't stop them from continuing their evil goals.
* Enlightened characters or energy beings can sometimes unlock these memories either via channeling ancestors rather than past lives or reading their DNA like a book.
* Enlightened Matriarchy: for certain feminist writers, especially second-wave feminists in the 1970s. On its way to being a Dead Horse Trope, at least in its more extreme versions, after the advent of third-wave feminism, which introduced the question of what happens to trans and nonbinary people under a system that favors a single gender.
* Enlightened Self-Interest: Do good things for others to serve your own best interest.
* Enlightened Self-Interest: Doing good things for others can be good for your own agenda.
* Enlightened Self-Interest: I'm doing good things just so I can get a lot of rewards and recognition.
* enlightening peyote trip It remains unclear whether his trip had supernatural qualities, or whether it was just a regular hallucination.
* Enlightenment advocates will usually believe that "widespread ignorance causes Dystopia" (sometimes bringing up the era that they called the "
* Enlightenment figures from the British tradition tend to assume absolute cynicism—
* Enlightenment figures from the European continent, particularly (for some reason) Germany, really were idealistic and optimistic (take Immanuel Kant and Leibniz as examples). Other Continental Enlightenment types (like
* "Enlightenment" is a bored alien god impersonating a Type Two space pirate.
* Enlightenments aware that gods exist since he's immortal due to having a chunk of the god Dormin's soul inside him, but at the start of the fic he's been dealt such a bad series of hands thanks to it that he initially wants nothing to do with them. Even as they do start to become closer, he never quite gets as reverent as a normal mortal would.
* Enlightenments came out and introduced the Enlightenments collectables that gave the fic its name.
* Enlightenments, given they initially consider the very abnormal situation with the Queen of the Castle in the Mist to still be a mortal problem for the mortals to solve.
* Enlightenment since when Turlough is rescued, he says "I would have exploded in the vacuum of space."
* Enlightenments: The god Dormin has very different senses from a mortal. The fic's entirely from their perspective, so various aspects of this are explored, such as how they see wayward bits of their soul as light (the horns of demigods created by their power glow to their vision because of this), and they see the Queen's shadows as a garbled mix of colours that hurts to look at for too long. They also don't have any real sense of day vs. night, so instead of 24-hour periods, they think in 20-hour periods.
* Enlightenments: The Queen of the Castle in the Mist seems to think that killing the horned boys is inducting them into her and Wander's family, as well as apparently believing her immortal husband is okay with her killing their daughters to power her own immortality so she can stay with him.
* Enlightenment Superpowers — Usually the result of using great discipline to achieve harmony.
* Enlightenment Superpowers: Superpowers are available to anyone who achieves the necessary level of spiritual enlightenment.
* Enlightenment Superpower which is a lesser form of chaos. In other words, disentegrate them.
* Enlightenments, Wander chooses to kill at least one of his daughters and an adopted son rather than let them be used as either the Queen's latest body or fuel to power the spell that lets her body hop.
* Enlightenments, Wander has very frequent nightmares. They're mostly about being

on the wrong end of an abusive relationship with his wife or his experiences with being forced to kill children.
* "Enlightenment" the Eternals have abducted various naval crews from Earth history to participate in their race.
* "Enlightenment" to the amazement of everyone. Except the 5th Doctor, who doesn't seem to notice. Much to Tegan's annoyance.
* "Enlightenment", with the Eternals vanishing the moment they go over the side (the human bodies they inhabit, of course, would not be so unaffected).
* Enlisted: 2LT Schneeberger. He goes out of his way to be as obnoxious as possible to everyone lower ranking than him, including a Command Sergeant Major (who may be lower rank but is meant to be viewed as a mentor by junior officers). Also has a tendency to steal the credit for anything that goes well, regardless of how much influence he had over it.
* Enlisted bears the title of 2nd best Irish Named Army Detachment In Southern Florida.
* Enlisted has PFC Gumble impersonate a doctor in a video testimonial. His disguise would be a lot more convincing if the video captions didn't list his title as "Real Doctor."
* Enlisted is literally a good-looking Private and his brothers are no slouches either, to the extent that oldest brother Pete is featured on a recruiting poster. The other men in the unit look more like us mere mortals but even they clean up pretty good in their dress uniforms for the unit formal.
* enlisted, no less — and yes, the elder McCain was married to Jimmy's mother.
* Enlisted pilots of Imperial Japanese Navy Air Force in WWII. The officers were usually fresh from flight school while enlisted men could be battle-hardened veterans. If the officer wasn't nice enough for his men, they would simply abandon him in the middle of the battle, resulting him being shot down.
* Enlisted pulls it off for the same reason, where you get your uniform out of a dispensing machine, and what settings you set it to (short, tall, etc), turn out to be the right ones.
* Enlisted: Three very different brothers, each soldiers in the U.S. Army, find themselves all assigned to the same unit: the fictional A Company, 2nd Battalion, 618th Infantry Regiment, 1st Brigade Combat Team, 18th Infantry Division (Mechanized), at the fictional Fort McGee, located in Florida.
* Enlisted works better on DVD if for no other reason than FOX broadcast the episodes ridiculously out of order. Watching in production order undoes continuity SNAFUs both great (Derrick ending his relationship with the bartender before he meets her) and small (Lt. Schneeberger introducing himself after having already been in an episode). It also allows for the appreciation of Pete's PTSD storyline, cited by some veterans as the most authentic portrayal of the condition they had ever seen.
* en masse), even though they were more successful later on. Today, well let's say that many of the world's most expensive paintings are by them...
* en masse, forcing their way in through their orifices or by biting open wounds, and taking control of their host's Essence flows to puppeteer their body as a mobile hive.
* en masse, founding their own colony, which up until Ryder gets there is doing pretty well for itself, a fact their leader, Nakmor Morda, takes pleasure in rubbing in Ryder's face.
* en masse in Cthol Murgos (which is where she wants them to go). The officers try to stop it, but pretty much the entire rank-and-file defect to the princess from her father.
* en masse in the final issue. Still managed to have a sequel series, by showing some of the characters' fates in the afterlife.
* en masse, so they have their own rules that are more relevant to their unique situation.
* en masse. The outcome, exactly in accordance with conventional wisdom, was a devastating French defeat.

* en masse, though it was mostly disabled prisoners who were exchanged.
* Ennead: It's a comic about Egyptian mythology, so this trope is practically a given. The most prevalent ships in the fandom are Seth/Horus (who are uncle and nephew) and Osiris/Seth (who are brothers). Nephthys/Isis (sisters) has a fair following as well.
* Ennio Morricone in the 1960's would average over twenty film scores a year. Even though he's done fewer scores each year since then, he still kept himself busy with conducting and concert projects (even in his eighties).
* Ennio Morricone Pastiche's music during western scenes a staple of pop culture.
* Ennoshita gets his day in the limelight during the second season, in a match against Wakutani when
* Ennui GO!. Another is a bubblegum-popping bimbo wanting a hot iced coffee.
* Ennui GO!: A PTA meeting turns into a brawl between Adelie and another parent, complete with clothes coming off.
* Ennui GO! as a mood lightener, and usually referred to as "creampies" with tongue firmly in cheek. The joke is taken to the extreme in one strip where Sarah jumps on Izzy and hits her in the face with a pie she's holding between her thighs.
* Ennui GO!: A series of strips shows us the world of Earth-11, where the genders of all characters are flipped.
* Ennui GO! began. Soon enough, upon looking back, Darcy manages to rise up and goes to fight Captain Orca again, driven by the love she has for her girlfriends.
* Ennui GO!: Coach Bobert is a slovenly, moronic pervert who forces his students to partake in inappropriate activities just so he can watch and get his rocks off. Needless to say, he is often a target of well-deserved abuse from Max.
* Ennui GO! happy about it for a while. Len does eventually get past this.
* Ennui GO! has brown hair and is an astrophysicist, and later becomes the Minister of Science on Key Manati.
* Ennui GO!. In fact, her entire relationship with Tanya started because she decided to randomly pay her $3000 for sex just to prove a point to Noah.
* Ennui GO! in her morning newspaper, much to her consternation - we also learn she's a Scorpio, a sign that seeks the extremes. Her horoscope specifies what the weirdnesses will be for today.
* Ennui GO!: In "Invitation" (652, NSFW), during a threesome with Izzy, Noah and Hashim decide to impersonate Darcy. Izzy warns them that Darcy could kill them for that, but Darcy actually finds the impersonations pretty good.
* Ennui GO!: In "Sex Ed", Max's creepy gym teacher Coach Bobert gives Max and his friends a horrible sex-ed class, including calling a condom a "linoleum wrapper" and telling them that holding your pee for too long will cause it to eventually back up into your brain and kill you. Additionally, one scrawl on the chalkboard is "pee is stored in the balls". The comic's author noted that the comic was taken directly from the sex-ed class he had as a teenager.
* Ennui GO!: In "Spray", rather than using the school's showers after gym class, Max's nemesis Skyler saturates himself with Ass body spray. He thinks it attracts girls, but when he walks by Max's friends Calixta and Bee, Bee remarks "Ugh, what smells like piss?", which echoes Max's opinion of how it smells.
* Ennui GO! is a blonde, but she dyes it pink. The only times her natural hair color is seen are during flashbacks to her childhood and the arc where she was trapped on a desereted island. It acts as a visual indicator to tell her apart from her identical twin sister Adelie (who leaves it blonde) and her clone Kirsty (who just dyes the tips).
* Ennui GO! is a member of the Clown Union; apparently it's been nothing but drama since they merged with the Mime Union.
* Ennui GO! is Chocly the Sweetboy, a monster that started out as a Christmas mascot but went horribly bad. It leaves kids it encounters slathered with fudge.
* Ennui GO! is tall, broad-shouldered, very muscular, very stacked, and frequently ends up in sexual situations. However, she tends to dress conservatively and her facial features are quite masculine. That doesn't detract the fact that most people find her quite attractive, especially her girlfriends Izzy and Tanya.
* Ennui GO!: Izzy's rule of Key Manati involves giving the police pink-tinted

visors so they can't tell what race the person they're beating is.
* Ennui GO!: Len's mother (one of Noah's exes) walks in on Len and Noah having sex. She keeps coming back in (wearing ever-more revealing clothing) to ask if Len wants to tag out.
* Ennui GO!, Max and his friends form one so he can climb into the ceiling after the Spaghetti Bandit. Cricket isn't entirely willing about the whole thing.
* Ennui GO!", Max learns this trope the hard way on his first day of high school, when he decides to pick a fight against one of the bullies in his school but gets his butt easily handed to him in turn.
* Ennui GO!: Max's perception of the world is very unusual. In "Cross-Eyed", he sees some kind of monster behind Cricket, and in "Cooling Off", he sees Calixta as a demon-like creature. However, in both cases Max seems to think this is perfectly normal. In part 2, this is shown again; Max still sees Calixta as the same creature (albeit with her current height and proportions), while he sees Robin as a mix of her Galiath and Scarab costumes.
* Ennui GO!: Midway through the Key Manati arc, we meet Sybil, who has a new job every time she's met, because she keeps getting fired for telling nightmarish company secrets and generally being toxic and obnoxious. This is later revealed to be intentional on her part.
* Ennui GO! (Noah and Len, Hashim and Sarah, for instance), everyone that lives with Izzy has sex with everyone on a fairly regular basis. The twists are that Darcy is a lesbian and focuses on Izzy and Tanya (the cast page specifically describes their relationship as poly), and the men usually only have sex with the women, although Hashim and Hiro had sex once on a whim.
* Ennui GO!, one of "Florida Man"'s sidekicks is a strange-looking woman who is revealed to be an exceptionally convincing mime.
* Ennui GO! Part 1 the cast largely sticks to specific outfits, although they sometimes wear other stuff for specific occasions, and the some of the cast switches to more weather-appropriate wear when the setting of the comic changes to a more tropical one. Averted in Part 2 when the characters start wearing different outfits each day.
* Ennui GO!: Renee's roller derby team is called the Screamin' Demons; when she orders team jerseys for them, they're mislabeled "Semen Demons".
* Ennui GO! seems to have a case of the same disorder, although it's thankfully treated with actual legal medication.
* Ennui GO! that speaks with a stutter. It becomes more noticeable when she's around and/or thinking about her crush/boyfriend Max.
* Ennui GO!: The SJW with his many buttholes, Noah's freakish elephant penis, and Jerry all come to mind.
* Ennui GO! to match. Because of it, she's often a big help for Izzy and co. whenever trouble happens.
* Ennui GO!: When Dr. Bald bemoans he won't makes money from his failed "Frankenhooker" experiment, Noah points out to him that he invented reanimation, which he could easily be monetized. Dr. Bald doesn't get how people could want their departed ones turned into hookers. Noah insists that he doesn't HAVE to turn them into hookers.
* Ennui GO! when they peek out of the janitor's closet after their trap for the Spaghetti Bandit is tripped.
* Ennui GO! who carries a strong distaste for women, especially Izzy whom he carries a particular grudge against.
* Ennui GO!: Xoltan claims to be one to Hashim, although his idea of evil includes things like swapping the stickers on organic and inorganic produce and not helping old ladies cross the street.
* Enoah Ballard delivers an absolutely beautiful one in the final volume of
* Enobaria and her fellow (high-rated) career trainees Declan, Pat and Maura.
* Enoch Arden at first. (She does finally come to return his feelings, however.)
* Enoch Arden: The main story is a love triangle where each of the people involved is sympathetic and well-meaning.
* Enoch, father of the more famous Methuselah, is sometimes argued to have lived

the longest out of all humans named in the Bible. This is because he is mentioned to have been "taken by God" and to "not see death", which is interpreted to mean he never actually died and was carried to Heaven while still alive. Given common Biblical timelines, that would make him around 5,000 years old.
* Enoch Soames fits the trope perfectly. Soames is a wannabee poet and poseur who puts on the airs of being a world weary artist and professes to scorn contemporary and past writers who are highly regarded. Additionally, he's able to pursue poetry as a vocation because he receives an annuity from a wealthy Aunt.
* Enola Holmes as a nun to wander the streets of London's worst neighborhoods at night, giving food and clothing to the poor, without fear of being caught by the police - or her brothers.
* Enola Holmes: Enola is horrified by the day her mother chose to ran off on. Slightly subverted, in that her mother had her reasons...
* Enola Holmes, hunting her to force her into finishing school, and finding that she's a great detective herself at the age of 14. At the end, Sherlock and Mycroft are agape at how capable she is for her age.
* Enola Holmes. Knowing how he thinks certainly helps and she plans her disguises accordingly.
* Enola Holmes than Sherlock, to the point that he occasionally takes control of the British government.
* Enola Holmes. When she shakes him again, he spends all night out scouring the city for her, but she successfully escapes by hiding in his house. (And, when she departs, she's able to use some of his disguise supplies to ensure she won't be spotted.)
* Enola Holmes, whom he managed to never mention in all his adventures.
* E Nomine, in that case due to fair parts being march music and repeated mentions to a 'Reich'. It's based on the Opera by Wagner.
* enormous. After the belchstorm dies down, Harley Quinn immediately complains about the smell, asking if Supergirl was eating day-old tuna and goat's cheese in the cafeteria, which Supergirl sheepishly confirms.
* Enormous areas of the game were made this when an expansion came out. Azeroth, the original two continents, were nearly totally abandoned when the Burning Crusade came out and everybody went to Outland. Only low levels and bank alts were left. Then the Wrath of the Lich King came out, and Outland was abandoned.
* enormous been like this—before the Wreckers came into being, he geeked out over the Primal Vanguard, an early Cybertronian peacekeeping detachment.
* enormous chin, which gives him a vaguely simian or Neanderthal appearance.
* enormous controversy; I have been called a hundred names and will be called a thousand more before the world goes dim and cold."
* enormous, each burst slows it down enough to help the pilot correct his aim.
* Enormous Engagement Ring: A woman receives a huge engagement ring as a gift.
* Enormous Engagement Ring, so much so that she has a major reaction to it.
* enormous from their control. How big is the fleet? Potentially, it's all of them. All the turians, all the krogans, all the quarians, all the geth, etc.
* enormous. In "The Dream Beam Invasion" however, when they once again start an excessive beatdown on Frizz and Nug, they grow to enormous size and terrify them into retreating. Noticeably, the Noops tend to use more pragmatic retaliations after this episode.
* enormous planets and moons (which could actually get a little creepy, if only because the player would not be used to seeing things like this). One planet visited in the first game is actually locked in orbit with another planet and their gravity fields are slowly tearing each other apart. It's stated that the planet only has a few years to go before it becomes uninhabitable. In the second game it's suggested that mass effect fields were commonly used by visitors to compensate for different gravity levels among worlds.
* enormous (pronounced "worm"). Sometimes, however, "wyrm" will simply be a synonym for dragons in general.
* enormous, realistically detailed dragon that looks like it belongs in a serious fantasy game, not the goofy, cartoony world of Mario.

* enormous vertical spinning bar that alone takes up over half of the robot's weight. The rest of the robot exists mainly to allow that bar to spin and move about. As a result, of its three matches fought that year, two of them ended in it eliminating itself from the fight by recoil — on its first hit.
* enormous, whereas in the text itself it seems possibly a case of looking for another god that is viewed as better (since at the time it seems Hebrews believed other gods existed, but forbid worshiping them).
* Enos dismissal when Boss loses patience with his honesty (he is demoted to records clerk); however, Enos will play a key role in capturing his successor, who is conspiring with a pair of extortion artists to blow up Hazzard Dam if Boss doesn't pay him $1 million.
* Enoshima, an island off the coast of Kamakura, is a favorite destination among
* Enos Strate, who has been shown to be a competent lawman on many occasions, even slips up once in awhile. His biggest mistake came in the 1983 episode "Too Many Roscoes", where he gets upset when Rosco's double (an experienced bank robber) flubs simple facts... and he is unable to call him on this when "Rosco" recalls a scheduled armored car delivery to exact detail.
* Enos was let go at least twice, most famously in "Enos Strate to the Top," the pilot for
* enough can count. Enough deployed correctly could quite handily destroy a city, as King Aerys' pet Guild of Alchemists knew very well.
* Enough comments appeared on the threads shipping Skitter and Clockblocker together that the author had Clockblocker explicitly sink it in canon.
* Enough features a protagonist who, after abuse and cheating from her husband, breaks into her husband's house with the full intention of beating him to death with her bare hands. Her threat, "self-defense isn't murder", rings pretty hollow considering she's instigating the fight in his home and not hers, goes out of her way to remove anything he could use to defend himself, and even plants evidence to prove the version of the story she plans to tell the cops. She gets the upper hand, but then she chickens out. After more struggling he falls out a two-story window.
* enough for Perturabo's tastes, in that it was not the pre-eminent Astartes force in the entire Crusade.
* enough from whatever game it's being compared to. An otherwise excellent game may get a lower score simply because it didn't revolutionize its entire genre.
* Enough: Husband refers to wife's place of employment as "the greasy spoon" ... and it's a fairly accurate description.
* Enough of an ex-husband Mitch, but finally gets sick of running and decides to fight back.
* Enough Rope ponder this idea in regards to Steve Rogers. The man might have been fairly progressive back during World War II, but over seventy years later, those same ideas of his range from outdated to condescending to outright racist.
* Enough Rope, Steve Rogers ignores all experts on principle due to having an almost pathological need to be the one people turn to for answers rather than the other way around. That Steve doesn't think long term and prefers to solve every problem with violence only makes things worse.
* Enough Rope, Tony Stark tells Rhodes to guess which act of his saved the most lives. While Rhodes guesses it was sending the nuke bound for New York through the Chitauri portal, Tony corrects him that it was inventing mosquito repelling fabric. Because of the clothes, screens, and nets made from that fabric (the last of which Tony donates in mass to charities), mosquito born diseases have almost been eradicated.
* Enough so that most casual baseball fans (at least outside Chicago's South Side) forget that Fisk spent the majority of his career with the White Sox.
* enough. The zealots lost the war and were exiled to the neighboring star system of Masada, which at the time of the books is even more primitive than Grayson.
* enough time to make an incredibly long speech while running across a tiny room. The novels, however, justify this because his opponent had used a spell to distort space. No such explanation is provided in the anime.
* "enough to last me the rest of my life", Jobs was known to joke). The author

describes one interview with Jobs at his home where Jobs showed him the contents of his closet, and there were indeed that many shirts in there. Jobs was given the shirts by the designer of the uniforms at a Japan-based company Apple had dealings with. Jobs had admired the uniforms the factory workers wore, and had unsuccessfully tried to convince Apple to adopt a uniform vest. The designer sent him several boxes full of the black shirts instead.
* Enquiry Concerning the Principles of Morals, in which he calls people who are "entirely disingenuous, and really do not believe the opinions they defend, but engage in the controversy from affectation, from a spirit of opposition, or from a desire of showing wit and ingenuity superior to the rest of mankind" the most irksome of all types of people. Hume goes on to state that "the only way, therefore, of converting an antagonist of this kind, is to leave him to himself. For, finding that no body keeps up the controversy with him, it is probable he will, at last, of himself, from mere weariness, come over to the side of common sense and reason." Had he lived to see the internet, he might well have retracted that statement.
* Enraged by Idiocy: A character who has absolutely no patience for stupid people.
* Enraged by Idiocy: How can you be this goddamned stupid?! I'm gonna beat the crap out of you if you don't stop being such an irksome dumbass, you moronic fuckwit!
* enraged, while Sonic and Silver try to get the last Chaos Emerald off of Zavok in order to defeat him and cure the Zombots.
* Enrica; for the first several volumes of the manga, we only know Enrica through Jose's flashbacks, all of which portray her as incredibly innocent. When the manga begins to detail the Croce family's backstory, Enrica is portrayed with a lot of human flaws that weren't initially shown. Not that her dying in the backstory doesn't suck, mind you.
* Enrico Berlinguer's disagreement with hardline Stalinist thought leads to him splitting from the Italian Communists and forming a more center-left workers' party, which partakes in an anti-Communist coalition. In this capacity, he serves as Minister of Justice, and later Prime Minister.
* Enrico Caruso: Italian opera singer who was world famous in the 1900s-1920s. He was the first musical artist whose records sold millions internationally.
* Enrico Dandalo, born in 1107, became the Doge of Venice aged 85 and blind. Venice reached the height of its power during his rule, which lasted until he died at the age of 98.
* Enrico Pucci is nowhere to be seen. Which is interesting, considering that he wanted to inflict this on the entire Joestar bloodline.
* Enrico Pucci looks black, but it's actually an important plot point that he's not. His parents are both white as snow. Given that he's of Italian descent, he may be Sicilian and his dark skin a product of recessive genes.
* Enrique may step out on his wife with impunity, but no other man better should go near her, unless he wants a black eye.
* Enrique Romero routinely undresses the heroines he draws for British newspaper strips.
* Enrique's and Ignacio's reunion as adults after not having seen each other after grade school in
* Enriqueta-2856's fighting style takes a hint from King Bradley in the v4 of
* Enriqueta-2856, which included an expy of him as her sword instructor.
* Enron hearings, after years of corporate fraud was discovered, both Kenneth Lay and Jeffrey Skilling, tried to put all of the blame on their third partner in crime, Andrew Fastow, who himself was putting a lot of money aside and was planning on abandoning Enron. He instead pleaded guilty to a lesser sentence in exchange for testifying against both Kenneth Lay and Jeffery Skilling.
* Enron is an example of this. Initially, the only question people had about Enron was whether its stock was overpriced. See Enron's example below for full details.
* Enron saw its luck sour, as many questioned how the company was managing its finances when their reported stock value was 55 times larger than their earnings, among numerous other opaque and bizarre accounting practices. This and other discrepancies led to the SEC looking into the company, and as the investigation

went on, more and more crimes were uncovered. What had essentially started into looking into the odd accounting practices of the company mushroomed into a laundry list of crimes committed by and with the knowledge of the majority of its executives that included embezzlement, insider trading and fraud, the last of which included the supervillain-level scheme of deliberately blacking out California to profit on hugely inflated energy prices. The end result saw several Enron executives going to prison (and one other executive who was convicted dying of a heart attack before he could be sentenced), the creation of stronger punishments for financial evidence tampering, Enron becoming the world's largest corporate bankruptcy in history until the collapse of WorldCom and destroyed the reputation of Arthur Andersen, one of the world's largest accounting firms, so thoroughly that they too soon folded.
* Enron: The Smartest Guys in the Room — raised a lot of awareness about accounting fraud.
* Ensemble Cast, and in some cases appeared in more episodes than actual stars.
* Ensemble Cast: A series that centers on a cast of characters rather than a single protagonist.
* Ensemble Cast disadvantaged by which stage is chosen; aerial fighters like Kain and Zidane struggle in the Phantom Train, ground-based fighter Firion has trouble in the sky-based Planet's Core, etc).
* Ensemble Cast, there is a sequence where a character tries to open several doors in a hallway, only to find bizarre things like tombstones or a room full of bats (and guano). Unusually for this trope, they're not stock footage but actually there. It's a very strange house.
* Ensemble Dark Horse: A character unexpectedly succeeds in appealing to readers/listeners/viewers/players.
* Ensemble Dark Horse: A minor character attracts major audience attention.
* Ensemble Dark Horse: A minor character who is popular with the audiences.
* Ensemble Dark Horse: A minor character who is very popular with audiences.
* Ensemble Dark Horse: A minor character who is very popular with the fans.
* Ensemble Dark Horse, and Hewkii only says a single line and some grunts.
* Ensemble Dark Horse calls humans "meatbags" and wonders how they can stand to walk around as sloshing bags of organs. He can even cause the player character to feel a moment of self-doubt.
* Ensemble Dark Horse makes him "a man seen only in mirror images" with no identity outside of references to what is around him, and that "in a world where our identities are shaped by our warped relationships to brands and commerce we are all Waluigi". While nobody takes this as anything other than a joke, it nevertheless led to Waluigi developing a semi-earnest, semi-ironic fandom amongst internet-philosophers and art dorks who hold up Waluigi as an icon of the Baudrillardian hollowness of late capitalism.
* Ensemble Dark Horse. Many alien minor characters, such as those on the Jedi Council, are played by actors of color as well; most wear heavy makeup or prosthetics however.
* Ensemble Dark Horse to join forces with protagonist Lelouch before finally receiving one of the few unambiguously happy endings out of the entire cast.
* Ensemble Dark Horse. Very little is known about her currently, though her website is still up and includes clips of Cima and other characters. She seems to have retired from voice acting and focused on political activism.
* Ensemble Girls! Memories's protagonist. We also learn that Mika Kagehira of the latter and Suzu Kuromori of the former were siblings separated at birth, and are happy to reunite once the discovery is made.
* Ensemble Stars! about less popular ones. Fans also often do very quick, unedited translations to twitter as soon as a new story is released so non-Japanese-speaking fans can quickly hear about any major new revelations.
* Ensemble Stars! all over the place, meaning that there is a very large number of relationships which seem romantic but aren't explicitly so.
* Ensemble Stars!, an eccentric who loves to poke at people to make them react.
* Ensemble Stars! appears to be of the mysterious variety, going with his ninja

motif... until you find out he actually suffers from severe social anxiety. He even tries to claim sexual harassment when Yuta tries to see under his bangs once.
* Ensemble Stars!: Arashi is often interpreted by fans as a trans girl due to having feminine hobbies and using pronouns associated with female speech.
* Ensemble Stars! as inconvenient as you'd logically think, but he does notice with disappointment that others around him often seem scared of him as a result.
* Ensemble Stars! as penance; his friends for the most part are so used to this that he's typically just scolded for overreacting again.
* Ensemble Stars! away these concerns, as making the characters have to choose between love and their careers, particularly in such a usually optimistic series, would generally be too depressing.
* Ensemble Stars! befriend Tsumugi define their relationship from then on.
* Ensemble Stars!, both Ritsu and Rei were held back a year. This helped contribute to Rei's delinquent image that led to him being named as one of the Five Oddballs, but none of the main characters seem to really care - he's well-known as one of the most talented, intelligent, and wise students in school regardless. Ritsu's being held back is rarely brought up, too, with characters being more likely to bring up his current laziness. (Incidentally, Ritsu and Rei are brothers, and both suffer from a chronic disease that leaves them tired during the middle of the day.) Valkyrie was also threatened with this - due to their unit having taken a break for a while due to fine's sabotage and Nazuna's leaving, they almost failed to participate in the mandatory minimum number of performances per school year.
* Ensemble Stars!, but he's not always as sweet as he looks, and is capable of being outright sadistic without a single change to his smile or cute way of speaking.
* Ensemble Stars!, but once Anzu transfers in, he tends to get tongue-tied whenever they're left alone together.
* Ensemble Stars!, but the fandom at large generally prefers to ignore these issues and let the characters be happy together in the present without bringing in their careers.
* Ensemble Stars!. By the end of the year, he's one of the few characters to have explicitly and clearly fallen in love with her and ultimately promises to meet up with her again someday and win her over properly.
* Ensemble Stars!, Christmas or Starlight Festival is an annual event all idol groups are expected to participate in. However, the theming tends to be more around stars and snow than typical red and green festive flair or even Japanese-style Christmas is for couples styling, perhaps because the former would be kinda jarring for some units (such as the ultra Japanese Akatsuki) and the latter overlaps too much with Chocolate Festival (Valentine's Day) two months later.
* Ensemble Stars! could still never corrupt Souma, because he has no darkness in him. However, Souma refutes this, saying that he is still human and does still feel sadness and anger and hate. And into his final year at school, he becomes increasingly discomfited by his seniors' attempts to keep him from getting involved in any questionable business, as he feels more like a coddled child and ends up worrying even more for their sake. In the end, Souma would rather be actively involved in what they're doing, even if that means he can't be a faultless victim anymore.
* Ensemble Stars! - due to a miscommunication, both 2wink and Trickstar end up assigned to perform the opening number for a baseball game, and decide to play a match of their own to decide who will take it. Naturally, they agree to put on a joint performance in the end.
* Ensemble Stars! explained by him always carrying around a real sword and practising with it every morning, but he certainly doesn't look it.
* Ensemble Stars! felt upset alongside everyone else but had no idea what to do with that feeling. In the present year, he's gotten a lot better, but he's still off-puttingly perky at times.
* Ensemble Stars! had the added benefit of making him seem responsible for fine's actions to the general public, making him an easy scapegoat.
* Ensemble Stars! has red hair with white streaks, which the fandom likes to

compare to crabsticks.
* Ensemble Stars! him and traps him in a soundproof room, keeping him from sleeping and only allowing him to eat when Izumi's hand feeds him until he will be 'honest'. After Makoto gets out of this, he still routinely stalks him and is extremely clingy whenever they meet, trying to separate Makoto from any other potential friends and allies. Eventually, Makoto manages to strike a bargain where he won't run from him on sight if Izumi heavily cuts down on the creepy behavior; he only mostly succeeds, and while Makoto stops being scared of him, when Izumi graduates Makoto is still basically happy to see him go, even if he hopes he'll be successful (far, far away from him).
* Ensemble Stars! if the card were not available; as it is, it still got to over 6 million.)
* Ensemble Stars! in that Natsume still admires Wataru and they still get along, this has just tarnished Natsume's opinion of Wataru.
* Ensemble Stars! It's a free game, but unless you actually buy diamonds, good luck getting the cards you actually want from the gacha.
* Ensemble Stars!. It's implied that this change was a consequence of the mental breakdown and disappearance of Leo, his closest friend.
* Ensemble Stars!: Kaoru often refers to Adonis by the wrong name, claiming that since he has no interest in making friends with other guys he can't be bothered to learn his name properly. He does care deep down, however.
* Ensemble Stars! like this idea, especially since he still feels guilty about his own (mostly unwitting) involvement in Kanata's scapegoating.
* Ensemble Stars! loves fish. When he's cooking a typical fish dish, that works! When he's cooking anything else, he'll probably try to add fish (or something related like seaweed) into it anyway, even if he's making something like chocolate.
* Ensemble Stars! loves to play around and have fun and hates having to do boring things. And as the trope name might suggest, he absolutely loves anything shiny to a crow-like extent, hoarding coins and anything else that sparkles such as ramune bottle marbles.
* Ensemble Stars! most of all? However, Adonis actually responds "Anpan." After a brief shock, the final panel shows Souma furiously kneading bread dough - if anpan is the food he likes the most, Souma will try to make his absolute favourite anpan!
* Ensemble Stars!, musing in one conversation that Souma's hair 'really is silky' and that his figure from behind is 'deceptive'.
* Ensemble Stars!: No matter how many times someone tells him, Souma just can't seem to understand that it's a bad idea (for both legal and social reasons) to constantly carry around a sword. By the time of the Main Story Keito admits that he puts up with it due to Souma being his junior in Akatsuki and instead just tries to at least keep him from brandishing it when he can.
* Ensemble Stars! normally come with an associated story that features all of the characters in the related cards, which can be unlocked through nodes on any of those cards' idol roads. (This means that you can see the whole story without needing every card from the set.) However, rarely the gacha story will actually be a collected set of individual stories for each of the card characters, where the chapter of each vignette can only be unlocked on that specific character's idol road. This seems to be associated with New Year's, as it's happened with both the 2018 and 2019 New Years sets.
* Ensemble Stars! number of votes. In the case of a tie, the rules state that the winner is decided by sudden death, but due to all of the performing he's done at this point, Eichi can barely stand. Physically incapable of continuing further, he forfeits, granting Trickstar the win.
* Ensemble Stars! poor Tomoya who wasn't aware of these script changes at all, and leaving him yelling for help as Kuro proceeds to pick him up and try to physically carry him to the ball.
* Ensemble Stars! rather than performers or objects to ogle at, and they pour in a lot of blood, sweat and tears to become stars, with many ending up with their dreams crushed.
* Ensemble Stars! share a scene together, with Tori claiming that Tsukasa is

irrelevant and stuck in the past, and Tsukasa saying that Tori is just a young upstart lacking the 'proper' noble social graces.
* Ensemble Stars! strongly, to the extent that she often runs away from him on sight. But as time goes on and he starts to really fall for her, he pulls back a lot and stops with the careless flirting.
* Ensemble Stars! strong word for love in Japanese that is rarely used in real life). When she immediately becomes flustered, he reacts with confusion - his idol unit sings lyrics like that all the time! Why would this be something strange?
* Ensemble Stars! styles herself as this, often referring to herself as 'neechan', particularly when it comes to Mitsuru, her junior in the track and field club.
* Ensemble Stars! that Adonis and Kouga weren't able to come due to Undead being busy.
* Ensemble Stars! that he'd prefer to get a buzz cut, but it suits the cute and girly style of his unit so he's forbidden to cut it.
* Ensemble Stars!, the different units tend to be associated with one or two particular colours, though it's more of a guideline and there is some overlap:
* Ensemble Stars! The story caused a big backlash in fandom, with many demanding that Keito at the very least apologise properly
* Ensemble Stars!, this was Eichi's favored tactic, presenting himself as a kindly savior and hero of justice to maximize his unit's popularity while secretly undermining and sabotaging any competing units.
* Ensemble Stars! to be considered cool and mature boyfriend material, but fans of his unit only ever seem to find them all cute...)
* Ensemble Stars! to his 'master', and comic willingness to suggest seppuku as penalty for any of his mistakes - he even identifies himself as one, even though for obvious reasons the whole warrior class doesn't actually exist anymore.
* Ensemble Stars! to Shuu, to the point of valuing his life and happiness far above his own. However, Shuu always cared more about Nazuna, leading to a very unequal relationship. Over time, Mika comes to value himself more and realise how destructive his obsession with Shuu is.
* Ensemble Stars!, to the point that character pages on the Wiki have appellation charts.
* Ensemble Stars! understand how they worked at first, and quickly decides they're an excitingly easy way of quickly obtaining food.
* Ensemble Stars! well. Contrast Souma and Keito playing Ugly Stepsisters in their performance of Cinderella, where neither really bothers to change their appearance at all beyond putting on a dress and so just kind of look normal. When Hajime (reluctantly) dresses as a girl in Love Comedy, he is also said to be very beautiful and passes completely, though the audience never gets to see it. In fact, it's often commented that Hajime would make an extremely cute girl, but he's not interested in cross-dressing so he doesn't really like that.
* Ensemble Stars! whenever he can. In the main story, after he is kidnapped my Izumi in an attempt to make him part of Knights and keep him from going back to Trickstar, he threatens a much more permanent version, telling Izumi he'll beat up his face so he's not beautiful anymore unless he releases him. He even starts to do it, but when it hurts even more than he anticipated, he switches to foley work making it merely sound like he's beating his face up. It's not entirely clear whether Izumi was upset that his face was being ruined or because Makoto was hurting himself, but he does release him as a result.
* Ensemble Stars! which explained in painful detail exactly how basically every member of Ryuuseitai and Akatsuki were broken by the events of the war, which also achieved the kinds of extremely high ranking borders that made the creators guarantee a ranking card at 5.5 million event points. The plot of Youth Play Ball? Trickstar and 2wink accidentally both sign up to perform at the same baseball game and decide to do a joint performance and also play some baseball!
* Ensemble Stars! who is doing the trolling, as he knows for a fact that Keito doesn't like him but loves to tease him anyway.
* Ensemble Stars!, who sports a pastel blue bob, a gentle and meek personality, and some rather feminine hobbies such as tea and herb sachets, not to mention a knack

for laundry. As a result many characters refer to him as a girl, calling him a younger sister or ideal wife. However, he always insists that he's a boy and actually doesn't like being mistaken this way - he'd like to cut his hair much shorter, but his current girly style suits the youthful theme of his idol unit, so everyone freaked out and begged him not to.
* Ensemble Stars! with Chiaki even before he was reminded of it indicates that some of the feeling remained regardless.
* Ensemble Stars! with Nazuna and jumping from a second-storey window to talk to him.
* Ensemble Stars!, with Tsukasa eventually realising that he's only hard on Tori because the rest of his family mocks him and he always feels pressured to live up to their expectations of him.
* Ensign example where a senior staff member is outranked by someone not on the staff, but it's the most blatant.
* Ensign George H. Gay was the only survivor of Torpedo Squadron 8's ill-fated attack on the Japanese carriers during the Battle of Midway.
* Ensign Helen Zilwicki is the daughter of two Naval officers. Her father retired from Naval Intelligence as a Captain and now works for his second (adoptive) daughter, Queen Berry of Torch, as a spymaster. Her mother was a starship captain, who in
* Ensign Ro Tal Celes, who in fan fiction is often "corrected" to Celes Tal.
* Ensign Sue Must Die, and wants to get Kirk and Spock into a torrid gay romance with each other (once she's "taught them", of course).
* Ensign Sue Must Die, but is just as smitten with Emperor Kirk as Ensign Sue is with Prime Kirk.
* Ensign Sue Must Die creates the Sueniverse for her and her progeny to have her 'perfect' world, a multiverse-spanning resistance forms to fight the Sues and anyone they corrupted, consisting of Kirk, Bones, The War Doctor, Sherlock Holmes, Optimus Prime, Mr. T, Snake Eyes, Snoopy (as the Red Baron), Superman, the SWAT Kats, Luigi, Michael Jordan, Pippi Longstocking, Hercules, Xena Warrior Princess, Sailor Moon, Applejack, Scrooge McDuck, Spinks, Sam and Dean Winchester, Agent Coulson, Buffy the Vampire Slayer, Moomintroll, Speedy Gonzales, Mega Man, Michaelangelo, and Bruce Lee.
* Ensign Sue Must Die fiction, naturally makes Ensign Sue half-whatever-is-convenient-for-the-plot. She manages to rack up quite the number of halves.
* Ensign Sue Must Die, Spock has one. Spock Prime's reaction simply rubs the salt in the wound.
* Ensign Sue Must Die Spock resolves to kill Sue, and has a phaser set to "Pocket Death Star" pointed at her, but is wavering, with his hand shaking. When she starts bragging about being a perfect marksman, he scowls and blasts her full-force. (But she turns out to be immune to phasers.}
* Enslaved album. Like several of the other examples above, it stops abruptly.
* Enslaved Elves: A once proud and powerful race forced into squalor and servitude.
* Enslaved marriage veto, in that the Tribe's shaman is very against Katara and Zuko's union. The fact that they're already technically married doesn't sway him in the slightest.
* Enslaved: Odyssey to the West, a faded sign in the ruins of New York advertised a new car costing $7,000,000.
* Enslaved: Odyssey to the West: A large portion of the game takes place in breathtaking ruins of cities so post-apocalyptic that they're covered in lush greenery.
* Enslaved: Odyssey to the West and is actually used as symbolism/foreshadowing.
* Enslaved: Odyssey to the West gives us Monkey and Trip. Monkey is a HUGE, muscular wild man who can pretty easily rip war robots into pieces. Trip is a light, young teenager who relies on her brains to get things done. He carries her around on his back and throws her onto ledges and across gaps like it's nothing. She's only nineteen, and we aren't really given an age for Monkey, but it's safe to assume that he's a few years older than her.
* Enslaved: Odyssey to the West, in the ruins of the modern times. What exactly

happened to nearly wipe out humanity is never even discussed, characters mostly focus on continuing their survival and barely question the relics of the past.
* Enslaved: Odyssey to the West off so he can be free, Monkey tells her to put it back on.
* Enslaved: Odyssey to the West, one of Monkey's animations for taking down a turret is identical to a Neck Snap, but done to the turret's barrel.
* Enslaved: Odyssey to the West received positive reviews, but sold poorly.
* Enslaved: Odyssey to the West: Robotic dragonflies are said to have "evolved" primitive sensors in order to seek out sources of energy to feed upon.
* Enslaved: Odyssey to the West that will crush his skull if he disobeys her or she dies, because she can't survive in the killbot-infested wasteland on their own.
* Enslaved: Odyssey to the West, there is such a scene in Pigsy's escape pod (which was designed for one person). "It's just your hand is ... right on my ... Penis."
* enslaved them for a generation until they managed to escape. That's why the Androsynth hate humans so much.
* Enslavers, a kind of noncorporeal alien, "possess" living creatures, and
* Enslavers are Chaos beings that can mind control organic entities. They are typically compared to a plague more than a species.
* enslaves vengeful spirits by using them to reanimate fetus corpses almost instantly started featuring fan art of Seiga preying on the kid, thus adding another layer of depravity to Gensoukyou's Wicked Hermit.
* En Solitaire in the US), is about a young refugee who stows away on a yacht taking part in a race around the world. As the sailors are supposed to be making the trip solo, the captain of the boat has to keep him hidden when others are watching.
* ensorcelled after drugging her with sleeping powder. She woke up just as he was digging the grave, though.
* ensuing raid are all shot in various parts of the Royal York Hotel in Toronto; Victoria's limo even lets her out in front of Toronto's Union Station.
* ensured that the "spark" that kicked off the development of life would take place.
* ensure peace and justice by suppressing dissent. (They still have their Batman, though. They'll be fine.)
* Ensure shakes are a tasty nutritional supplement. The ads cannot make clear how.
* Entartete Muzik, who had cut his performing teeth playing jazz and swing trumpet, sent this up savagely and accurately when he had Hitler, Goering, Himmler and Goebbels start their own Nazi Jazz band. The result is as dire as you could expect.
* Entebbe Pact peacekeeping force at the Lozi (formerly Zambia) border, leading to a tipping point in the escalating tensions between the Pact and the French Concordat-aligned nations of Africa, triggering an all out war.
* Entebbe raid in 1976 negotiated with the hijackers and secured the release of all non-Israelis on the aircraft. The French captain — and the rest of the crew — refused to go, choosing to remain hostages until all of the passengers were freed (which they were, in the eponymous raid by Israeli forces).
* entechment process of oneself. The only person known to try it was already evil when he went for it, but it didn't seem to affect his personality any.
* Entei almost says this word-for-word in the final of the third movie.
* Entei is a lion-like dog possibly based on similar myths as Arcanine. It's said to bark, and it has a mane and retractable claws like a lion.
* En Tempus Veritas; Clark was planning to propose to Lois, but she walked in on him as he was practising it and drove him to make it right then.
* En Tempus Veritas, Martha is an obvious example of this, with Lois immediately asking Martha for any advice on how to be a good parent. However, when Lois is present for Chloe’s reunion with Moira, Moira gives her niece her own advice on being a mother.
* Entendre Failure: The risque meaning of the double entendre is lost on someone.
* Enteprise faces the Borg (most notably "Q Who?" and "The Best of Both Worlds"), the ship cuts loose with a massive volley of phaser fire and continuous torpedo bombardments that is extremely impressive, though of course completely ineffective

against this enemy (oddly against other, lesser but still dangerous foes, the ship never displays such a capability).
* Enter and Return). Unfortunately the bizarre nature of their operations generally result most of the other doctors trying to have as little to do with them as possible.
* entered casual conversation as slang threatening to "Base Delta Zero" some incompetent recruits.
* entered into a treaty of annexation with the United States. Santo Domingo would have become a territory of the United States with the possibility of statehood to come. The treaty was rejected by the United States Senate on a 28-28 vote (not as close as it sounds, because treaties require 2/3 Senate majorities for ratification).
* entering his stomach via his gills, or dropping down his blowhole. He's a mechanical shark-like whale that floats in one place and eats garbage by grinding it up. No need to worry about any biology failings there.
* Entering one room and finding it empty, save for an operating chair and a door on the end. Go through that, and find TWO operating chairs. Repeat until blood starts appearing and the increasingly large volume of chairs start getting attached to the walls and the ceiling, as the walls start to progressively cave in. Hmm.
* entering residences uninvited episode shows Angel leaning against one of them, causing a slight ripple upon impact.
* Entering Room 2 of the Crew Quarters and finding either Alice's body, Luna's body, or in some routes Alice
* Entering "S-U-N" as your initials at the end of a good game prompts the screen to display "No, not the sun, arghhh!"
* Entering the EOF initiation test with a lighted lamp will disqualify you because you didn't obey the EOF's orders.
* entering the room by loudly declaring her plot foiled and teleporting away with Siesta, with whom she'd been having tea.
* Entering Week 14 of the 2016 season, the Lions were 9-4, in position to take the NFC North for the first time in decades. The Packers and Vikings were both 7-6, and seemingly in no position to challenge them. Naturally, they lost their next three games, including a for-the-division regular season finale against the Packers, and limped into the playoffs as a 9-7 Wild Card team. Getting clobbered by the Seahawks was basically inevitable at that point.
* Enter Ken Finlayson: features this such as using "freak" as an expletive. It is justified given the K+ rating of the story.
* Enter Ken Finlayson: Moloch the Death Raptor. He shows up half-way and is killed off in the second to last chapter in the first story in a series of fan fictions.
* Enter Ken Finlayson sequel "Snickery When Damp" manages to use this trope without the individual in question actually appearing in person. Mrs. Finlayson is only identified as Afro-Eurasian and since "Afro-Eurasia" is the name of the collected landmass that is Africa, Europe and Asia that does not narrow down anything, which Heidi of course lampshades. Apparently that is the extent of the rest of the Finlayson family's knowledge and would they ever find out Mrs. Finlayson would kill the entire family, extending it to in-laws and the children of Ken's older half-sister Ulrica.
* enter "kings of the battlefield" is, in fact, their ability to handle virtually every kind of terrain the game has to offer.
* Enter Laughing is named after an occurrence of this trope where the protagonist, a novice actor, reads the stage direction "Enter Laughing" in his first rehearsal.
* Enter Laughing takes its title from this trope, and the example therein.
* enter people's body through the mouth and take control of the host so that they can breed.
* Enterplay trading card that features Cloud Kicker as the main character.
* Enterprise accidentally time-travels back to the 1960s — he's breaking into a U.S. Air Force base to retrieve anachronistic footage of his ship.
* Enterprise, allegedly because it was a quick refit of another ship still under construction.

* Enterprise and all of the Vulcans from both sides died with the planetoid.
* Enterprise and being sent back to the Academy with Pike being infuriated at this (and at Kirk falsifying reports to hide his behavior. But Pike later pulls strings to make him his First Officer since he still has faith in him).
* Enterprise, and used him as the archetype for an entire species. However, when you look at how Vulcans were portrayed in the canon, you saw Vulcans acting in quite un-Spockish ways, even as far back as his "wife" in the original series who manipulated things to get out of her arranged marriage.
* Enterprise and vegetarianism. They claim that their designation is incorrect, as they believe that expressing emotions doesn't mean rejecting logic.
* Enterprise"), Archer could probably have replaced the sample set for about 50 bucks. But to the alien merchant, they were exotic spices from a distant world, which he could probably have sold for significantly more than the value of the formula he traded.
* Enterprise attempts to catch up, but it’s too late and the shuttle explodes in the atmosphere.
* Enterprise at the hands of the Xindi; for the rest of the season and into the next one, she looks like she's on the verge of falling apart.
* Enterprise back down—Chakotay intervenes to save the prisoner. This scene earned Janeway a "Madame Airlock" reputation well before Roslin.
* Enterprise being hijacked, pointing out that as an android he could be on-duty all the time if he chose to. Geordi tells him it wouldn't matter, as the theft could have just as easily happened with Data manning his station on the bridge.
* Enterprise being overrun by Ferengi. But the name of their species is never used.
* Enterprise bored him, and that he much prefers the many troubles and challenges that the station poses.
* Enterprise but about eighty percent of the artificial gravity will remain for quite some time.
* Enterprise, but does frighten them into opening communications and peace talks when their war computers are destroyed.
* Enterprise casts the Andorians as Romanticism incarnate, and Shran is an exemplary model of it.
* Enterprise, changing her into a brand new, state of the art ship, complete with a more advanced bridge, warp core, an integrated deflector dish, and a set of rectangular nacelles.
* Enterprise-class is designed to be Starfleet's most formidable Starship class, with a full 360 degree arc of fire for its phaser banks and is capable of firing salvos of photon torpedoes. In addition, it carries a large complement of shuttles for transporting VIPs and conducting away missions.
* Enterprise-class starship, the particular smugglers they were after were only interested in intercepting a pre-arranged transfer of equipment, so they weren't paying attention to the derelicts.
* Enterprise class. When Scotty from TOS era visits the ship he is placed in a standard guest quarters, he remarks that such a spacious room in his time would be reserved for an Admiral.
* Enterprise contradicted this by introducing Zephram Cochrane, the inventor of Warp Drive, a 21st century human.
* Enterprise-D also encountered a "coalescent organism", which killed someone and then replaced them. By the time they realized it, Geordi nearly became its next victim.
* Enterprise-D, believing that there is a traitor among them. When her investigation proves fruitless, she becomes rather unhinged, causing the saner admiral presiding over the events to excuse himself immediately and halt the investigation.
* Enterprise Despite the relatively mundane explanation this episode had some of the most genuinely creepy moments in the series.
* Enterprise destroys the dilithium-rich Pharos siteworld, resulting in the creation of a giant fireball that would burn for decades.
* Enterprise-D if she had been designed as a dedicated warship, and the effect is

pretty familiar to anyone who has served in a modern navy: crowded, utilitarian, and noisy — even aping the constant PA announcements in the background. If you listen closely, references to the ship's CIC can even be heard in a scene set in Ten-Forward, which is no longer a bar, but a place for the crew to gather and eat the Starfleet equivalent of B-rations.
* Enterprise-D is designed to accommodate families, making it full of Starfleet brats of all ages. Captain Picard, who is uncomfortable around children, is less than thrilled.
* Enterprise-D is less obviously mechanical-sounding than on the original series, but is still a very brisk, businesslike tone.
* Enterprise displays a notable exception to this rule in the fourth season (after playing it straight in the first season, with the same character no less) when Archer is briefly exposed and spends the rest of the episode struggling to walk and breathe, with his eyes completely bloodshot.
* Enterprise does the cool trick of firing half a dozen photon torpedoes simultaneously, appearing to be a single torpedo that splits into multiple ones to inflict damage on an attacking Klingon ship.
* Enterprise do often die, and even more lives are lost exploring the Gamma Quadrant.
* Enterprise-D's being generated by the computer itself to gain those same absolute administrator privileges!
* Enterprise-D, stardate 41153.7, correlates to February 20, 2364 at 5:36 am.
* Enterprise-D was pretty bad at it. Their crewmen were captured, their surveillance apparatuses blown wide open, their technology pillaged. When the Federation is probed by a heretofore unknown race (and not the other way around), things typically go much smoother.
* Enterprise Earth after being a live fill-in (though he had apparently been asked to join at least once prior to that, but declined because he was still trying to make Delusions of Grandeur go somewhere at the time) and became a much bigger name than his old band ever was as a whole.
* Enterprise Earth (bassist Rob Saireh and former guitarist Yusef Johnson)
* Enterprise-E novella; Geordi La Forge hangs around for a few stories more, until the new characters are established enough to carry the series.
* Enterprise episode "Yesterday's Enterprise", respectively), fueling some speculation about how they carried on Kirk's legacy.
* Enterprise even after Soval has suffered a total emotional breakdown, Soval angrily berates him for being stupid and insists that he crank his device up further until he's convinced.
* Enterprise. Even decidedly non-action types like Wesley and Troi got their moments to take the spotlight.
* Enterprise-E was slated to self-destruct on confirmation from Worf and Crusher since Riker was unavailable at the time.
* Enterprise. Fashions from dress uniforms to suits are shown as having developed from their modern-day equivalents.
* Enterprise fires a massive barrage of torpedoes into the atmosphere of a planet to try to intimidate the locals into releasing a captured officer. The gambit fails.
* Enterprise follows the Sphere and blows it up before jumping back to its own time.
* Enterprise found therein contained instructions that the ship would mostly confine its operations to Class-M planets, though the ship did, of course, carry spacesuits.
* Enterprise from a modified Boeing 747. This same 747 was later used to transport the Shuttle from its runway in California to its launch site in Florida.
* Enterprise had a brief appearance by a species that needs to be weaned from one atmospheric gas to another at age four. Given the timescales evolution works on in complex life forms, the difficulty of keeping gases separate on a planetary scale, and the requirement to pretty much re-grow the lungs, this being a result of natural evolution is akin to the chances of finding a moon made of cheese.

* Enterprise" had Trip unintentionally impregnated with an alien embryo after putting his hand in a box of "pebbles" at the same time as the Alien Babe Of The Week.
* Enterprise has a Korean-American (Linda Park) playing a Japanese woman (Hoshi). But in general, the later series were more accurate, with human characters either played by actors of appropriate nationality, or being from worlds other than Earth.
* Enterprise, has a third arm extending from his breastbone and a third leg between the other two.
* Enterprise has a whole wardrobe department stocked with historical uniforms and other clothing (this was before the replicator, which would have made more sense). Because Kirk and Spock have already been caught, and McCoy's boots don't fit quite right, McCoy is captured as well.
* Enterprise, he insists that his Maquis trainees eschew personal affectations.
* Enterprise. He orders the system removed and have the crew go back to using old-fashioned screens for communication. According to Pike, he never liked the damn thing anyway - it makes everyone looks like a ghost. Presumably, the rest of Starfleet will eventually follow suit to the point where it won't be re-introduced until the 24th century (and abandoned just as quickly).
* Enterprise herself, specifically her design, inspiration and construction has gotten backstories.
* Enterprise in "All Good Things" features an enormous phaser cannon on the bottom of its saucer section which can destroy powerful Klingon warships with a single shot; it does not appear to cause significant power drain or require a long reloading time.
* Enterprise in front of the crew, leading to this discussion in the Ready Room:
* Enterprise in orbit was silent. In the third cut, back to the surface, the phaser noise returns.
* Enterprise is already "easily offended") because on their planet you eat alone. "You eat like you mate!"
* Enterprise is deliberately sent back in time to Earth in 1968. Kirk and Spock are arrested as spies when they're caught inside McKinley Rocket Base.
* Enterprise is lured into the trap by its previous victim - a thousand year old ship which still has life support and gravity.
* Enterprise is neither the flagship nor the most technically-superior ship in the fleet, it has always the best crew by far.
* Enterprise is shown not to be able to hit anything with them. In another episode (pre-phase cannons), they're testing spatial torpedoes. When those fail, the crew acts as if the ship is defenseless, forgetting about plasma cannons. In fact, the only time a plasma weapon is successful is when a farmer shoots a pissed-off Klingon with a plasma rifle.
* Enterprise is that the official story about Saturn V was a coverup.) On the other hand, Spock also mentions a coup in Asia on the same day and indicates that the nuclear platform launch was just one of many that occurred, such that "the sky was full of orbiting H-bombs" at some point, but neither of these came to pass. (Spock's prediction of an uprising in Asia is sometimes tied to a coup in Iraq, but that was over three months after the King assassination and the Saturn V launch.)
* Enterprise it isn't even a formal bridge officer position — neither Worf nor Harry Kim were actually called communications officers, they just handled the hailing frequencies open/being hailed bit as part of their general duties.
* Enterprise jump to warp while executing a transport, as they were in a big hurry for another emergency and needed to offload the away team as quickly as possible. The transport doesn't kill anyone, but it has the effect of causing the away team to be briefly shifted a few meters from their destination. Deanna remarks that she thought she was inside a wall for a few moments, which Worf explains is exactly what happened.
* Enterprise just to teach Kirk a lesson. To reduce overpopulation by introducing disease into their society again, actually, so there was a logical reason for getting Kirk down there, although there was a simpler way to do it.
* Enterprise-J was built as a generational ship, capable of folding space to

instantly travel to other galaxies. It is so large that its turbolifts are replaced with site to site transporters, and it features massive parks and even an entire university on board. Its saucer is roughly 26 miles in diameter.
* Enterprise level to so much more advanced they couldn't even understand the underlying principles. At least one race built a working Dyson sphere, then evacuated it for uncertain reasons (though a likely explanation was that the star at its centre was becoming unstable) and then seemingly vanished without a trace.
* Enterprise long enough for her sparring partner to deck her. T'Pol calls Trip out on this afterwards.
* Enterprise much of the navigation system. That's engineers who are cetaceans. From Earth.
* Enterprise novel does address the issue and points out that Starfleet does have anti-fraternization rules in place, but a crewmember points out that they're just copied from the old navy and don't really apply to long-term space missions.
* Enterprise novels, where Shran starts to call Mayweather "pinkskin", and then realises, apparently for the first time, that this doesn't work.
* Enterprise offensive. When asked how they do it, the alien explains that it's the same, but eating in the presence of others is a disgusting act for them.
* Enterprise of this trope. The opening titles of this episode are changed to showcase humanity's history of war and destruction, and show us taking that heritage to the stars, in contrast to Trek's usual emphasis on humanity's history of exploration and curiosity.
* Enterprise on an asteroid. Because of the limited oxygen supply and reach of the shuttlepod, they believe they're stranded in space and try to face their oncoming deaths in their own conflicting ways.
* Enterprise. One of them is that replicators only produce cat's supplements, meals for Data's cat Spot.
* Enterprise only the bad guys ever enacted IT security pertaining to anything except the self-destruct. Forget circuit breakers, surge suppressors, seat belts, where were the PASSWORDS?
* Enterprise on the members of the very first Babel peace conference. An alliance of these powers would represent a greater threat to them, while war would eliminate them as threats for years to come. The Romulans' actions instead helped found this alliance, and the rest is history.
* Enterprise personnel were (voluntarily) possessed by alien mental entities. When speaking, their voices were very different (louder and a different pitch, like in an echo chamber).
* Enterprise, Picard refuses to engage the self-destruct and evacuate the ship.
* Enterprise, Picard walks into his room to find him listening to what sounds like a death metal band doing the sound effects for an iron foundry, played at eardrum-piercing levels. It is, apparently, the latest thing among Talarian teenagers.
* Enterprise posting because of a past relationship with Dr McCoy - who, of course, wasn't yet the CMO in the original timeline.)
* Enterprise provides a slight twist by being a Vulcan whose annoyance with humans isn't veiled as well as it could be. Jolene Blalock has claimed this is intentional, and this claim fits with the show's general depiction of Vulcans as being arrogant, hypocritical, and easily annoyed. She also becomes a bit of a crackhead in later seasons, addicted to a substance that breaks down her ability to control her emotions.
* Enterprise Q, beaten in a fight by Trelane, reduced to mere essence, and tossed back in time a million or so years, that provided the power to Mitchell and Dehner.
* Enterprise' Recruit Barracks at the Great Lakes USN base, which is organized as a ship for administrative purposes. Now that CVN-65 has been decommissioned, CVN-80 is expected to be number nine when it enters service in 2025.
* Enterprise rescues Picard/Locutus, who they use to destroy the Borg Cube...by telling them all to "go to sleep".
* Enterprise returns to a planet that a young Lt. James T. Kirk conducted a survey on, sometime previous.
* Enterprise - Role Play Game in Star Trek, a Japanese RPG published by Tsukuda

Hobby alongside their tabletop strategy games.
* Enterprise's. Also, Scotty is almost immediately seen back out working again; it's not stated but likely that Kirk realizes how pointless it all is.
* Enterprise's computer causes it to start talking flirtatiously and calling the captain "Dear". Kirk said that the folks the repairs had been outsourced to thought the computer needed a personality, "so they gave it one."
* Enterprise, scraping off some plating as though the shields aren't even there. Think about it, energy shields might be able to stop small energy fire and torpedo fires, but it won't do squat against giant spaceships with huge momentum behind them.
* Enterprise's five year journey is filled with them. Chapel, having given up on her crush on Spock, is thinking of becoming an M.D.. Kirk's getting bored with the heartbreak of captaining and is looking to pack it all in. Spock reflects on the many times he's lost emotional control over the original and animated series, thinking maybe it's time he got around to taking the kohlinahr.
* Enterprise silently move past the camera. That felt "dead" so the swish was added, and remained there for the rest of the series.
* Enterprise's is having engine troubles, but the ship's chief engineer hasn't come aboard yet. To save himself some time and hassle, he immediately puts O'Brien in charge of the engine room, despite his not yet actually being a member of the engineering staff.
* Enterprise's main computer with all the data from their home planet. In order to download it back into the planet's mainframe, a passcode needs to be entered. However, since the Bynars always operate in pairs the passcode has to be entered at two separate terminals simultaneously.
* Enterprise's medical officer, Dr Phlox, is from a species that must hibernate a few days every year. The crew try to wake him up with a stimulant to treat an ensign who's broken his leg, only for Phlox to emit a long stream of nonsense (both before and after he wakes up).
* Enterprise societies are terminally dependent — because of the profits of selling the drug, the race that provided them ended up structuring their economy around it.
* Enterprise's systems were not exactly optimized; Red Alert was as much an optimization of emergency systems such as hull plating polarization, allowing said systems to power up in seconds rather than minutes, as it was a warning for the crew.)
* Enterprise stating that Qo'nos was four days away at warp 4.5. The real-life equivalent star system, Omega Leonis, is 112 lightyears away.
* Enterprise's tech manuals and the manufacturer's originals was the line "Warranties void if evidence of tampering is discovered."
* Enterprise's, "The Best of Both Worlds": In the absence of any other way of stopping the Borg from assimilating Earth, Riker ordered Wesley to aim the ship at the Borg cube, and go to maximum warp. (It's unclear exactly what happens when a ship in warp hits a solid object, but at a minimum a forced collapse of the warp field would be tres chaotic.) Fortunately, this proves unnecessary.
* Enterprise suffers multiple hull breaches, one of which shows three redshirts getting blown into space.
* Enterprise that causes the head of Starfleet Intelligence to walk out in utter disgust.
* Enterprise (the fifth one, CV-6) had a steering engine breakdown in the middle of one of the carrier battles for Guadalcanal, jamming the rudder into a hard turn. Fortunately the crew had rigged an emergency steering engine in case this very thing happened. Unfortunately, everyone in the compartment with the backup was knocked out by toxic gas released from nearby fires. It took nearly thirty minutes for someone to reach the compartment, and before he could turn on the backup motor he passed out as well; fortunately he came to fifteen minutes later and managed to turn on the backup motor. While all this was going on, another Japanese air raid was detected approaching but turned away fifty miles out.
* Enterprise the Galaxy class proved its worth as the backbone of Starfleet.

* Enterprise the only ship close enough. Apparently, if the Romulans ever decide to bring the fight to our heroes, they'll only have to get past one ship...
* Enterprise. The Vulcans are characterized not only by logic and the silencing of emotion but also by duplicity and paranoia, not unlike Romulans of earlier series. The Syrrannites are a rogue sect who strive towards the ideals of Surak, a legendary Vulcan pathfinder (in that, if Vulcans bothered with religion, he would be their Moses). The Vulcans in that series claimed to follow the teachings of Surak, but had "fallen," so to speak — they forgot what Surak had really stood for. T'Pol says that reading Surak's works were a life-changing experience for her.
* Enterprise. The writers described him as the kind of guy "who fumbles around women, but is in love with his '57 Chevy."
* Enterprise, they had to discontinue this and instead began operating in fleet-sized groups.
* Enterprise to have the trial occur on the ship while they're in transit, and in the end the charges are dropped.
* Enterprise to him. He punctuates the demand with, "You have ten of your minutes".
* Enterprise to make it slow down and come in close enough to get in a single hit. Fortunately, that one hit cripples it.
* Enterprise to phaser blasts. So the crew turn to the one guaranteed way of killing off a crew member. They give her a promotion which changes her shirt colour from blue to red. They waste no time and go on an away mission, where she is killed almost immediately.
* Enterprise to send a message into the next loop, which helps the crew save themselves and the other ship.
* Enterprise to the Original Series, they actually introduced a storyline to explain the change.
* Enterprise, Tucker crash lands on a small moon that is habitable while it is night time. Once the moon rotates to face the sun, it is uninhabitable for human life, as it is too hot.
* Enterprise-type starship bombards the Lunar colonies with photonic torpedoes.
* Enterprise uses her phasers to bore a hole in a planet so an away team can beam to an underground location they couldn't get to otherwise.
* Enterprise visit an empire that arose from a group of Chinese colonists on a remote planet. Riker teaches the local nobles how to play poker but finds it far too easy to beat them. Then he realizes why: they never fold. When he asks them about it, they tell him that a true warrior never backs down from a fight. He then explains it in a way that makes sense to them: a good general will cut his losses and pull back his troops in order to win a battle or a war. Once they start seeing the game in this way, they get much better at it. Another local starts a rivalry with Worf and demands a duel to the death. They postpone it until the end of the book, but then they (quite sensibly) decide to settle this matter with a game of poker.
* Enterprise, Vulcans are apparently resistant or disciplined enough to defeat such measures. When a villain is interrogating T'Pol about the possibilities of time travel, she is able to respond using what is technically true: "The Vulcan science directorate has determined that time travel is impossible."
* Enterprise was involved in him getting the assignment to the Federation flagship).
* Enterprise was originally broadcast when TV was transitioning to color, the set design would need to look visually interesting in color while also providing contrast for viewers who still had black and white TV sets.
* Enterprise, we can't forget the numerous times the Suliban have been able to get in and out right under their noses. They're a slippery bunch indeed. They also had to deal with the Borg once.
* Enterprise were ordered to film an alternate version where they don't, but deliberately sabotaged every take to drain the budget). And that's not even mentioning things not affected by budgets, such as cloaking devices and hyposprays.
* Enterprise were originally ships captured from the French that had their names

reused for new ships after the original was lost.
* Enterprise when Dr. Arik Soong took augment embryos left over from the eugenics war and did a little tweaking in an attempt to make perfect humans. Unfortunately it didn't work and they still had the same ambition, ego and beliefs about genetic superiority.
* Enterprise: When human crewmember Elizabeth Cutler is attracted to the Denobulan Doctor Phlox, it's not mentioned whether his sixteen-inch tongue is part of the appeal.
* Enterprise, when it appears that they may not be able to return to their own time; as he prepares to attempt to rescue Data from the clutches of the Borg Queen, he gives the order that if he doesn't return, they should pursue happiness in this era, "and stay out of history's way."
* Enterprise, which still used the Gregorian calendar; the series predates the founding of the Federation which would in turn adopt the Stardate.
* Enterprise. While Charlie repents in the end and promises never to use the powers again, Kirk and the Thasians agree that it's too much of a temptation.
* Enterprise, who turn out to be trapped in a time loop, start getting weird memories and feelings that turn out to be bits of information and memory filtering in from past trips through the loop, the most noteworthy being a moment where several crewmembers suddenly hear voices that turn out to be audio echoes from an earlier loop. At the end of the episode, they figure out how to use this effect to send a message into the next loop, giving themselves critical information that allows them to break the loop and escape.
* Enterprise - with the titular ship getting caught in the middle of a war started by religious schism over whether creation took nine days or ten. At the end of the episode, it turns out their civilisation had destroyed itself, just like the previous incident.
* Enterprise XCV-330 that Jefferies actually might have designed it at some time after the end of TOS, for another Roddenberry-project which never did come into fruition.
* "Enter Sandman" is also the entrance music for Virginia Tech's football team at home games.
* Enters a whole other dimension of ham with Spanish-speaking commentators, hot Latin blood and all that:
* enters her dream, causing him to wake up. He immediately realizes that he has a large burn mark.
* Enter Shikari by switching between von Clownsticket solos, the band's standard synthesizer-heavy post hardcore and a trance instrumental.
* Enter Shikari fans and Hadouken! fans. We don't know the exact reason, but it's nice to be friends, right?
* Enter Shikari has 'Thumper', a black-and-white performance video with (terrifying) doodle-drawings of the band over it.
* Enter Shikari mixes post-hardcore with various electronic genres and in certain songs, rap.
* Enter Shikari's song "Gandhi, Mate, Gandhi", frontman Rou descends into borderline Angrish about halfway through, before being interrupted by voices urging him to "calm down mate, calm the fuck down" and "Gandhi, mate, just remember Gandhi". These lines were not prepared or written - fellow band members Liam/Rory and Chris were loitering outside the recording booth, drunk, and were heckling Rou as he recorded.
* Enter Stage Window: A character visits their friend via climbing through their window.
* enters the coffin to save Daisy, he admits himself that it wasn't just to save her, he thought it would have been better if he'd died trying
* enters the fight against Thanos's army by riding the bifrost into the middle of the field, taking out the Outriders pinning down his allies with a single throw of Stormbreaker, and then unleashing a massive lightning-laced blow that kills hundreds more.
* Entertainingly Wrong: Sound though your reasoning is, it nonetheless fails to

lead you to an accurate conclusion.
* Entertainingly Wrong (When somebody is wrong, for the right reasons.)
* entertainment center" – basically a stand with several dividers, which went along with the TV, VCR, audio equipment, connectors and remote control – whose components today would be worthless (except for perhaps the audio components, even though there's virtually no market today for cassette tapes and even compact discs are declining in share).
* Entertainment for one main oft-repeated reason: the former is direct, sad, and "brutal" whereas the latter is funny, and its praise for the performers is secondary.
* Entertainment for the Braindead, however, because, through a variety of playing styles (she picked it as normal, she played it with a violin bow, and she even played percussion on it) and plenty of tracking, she got an entire band's worth of sound out of that single instrument.
* Entertainment for the Braindead sometimes employs kitchen utensils, salt shakers, and drawers as instruments. She also uses actual instruments in non-standard ways, such as using a guitar or banjo as percussion.
* Entertainment Software Ratings Board in comparison and are only featured on the back, whereas ESRB ratings are large enough easily spotted, are far more descriptive concerning software content, and are on both sides of the package.
* Entertainment Tonight host John Tesh made a cameo as a holographic Klingon in the episode "
* Entertainment Tonight piano version of the theme plays at the start of each episode.
* Entertainment Tonight's Juan Pablo during her interview segment with him.
* Entertainment Tonight, the initial female anchors were Marjorie Wallace and subsequently, Dixie Whatley.
* Entertainment Tonight (the periodic symbol for iridium - the densest of the elements). This segment also provided the page quote.
* Entertainment Weekly) and how it went straight-to-video in the first place.
* Entertainment Weekly but also bragged about only watching two of the five episodes made available (and not even in order), they were utterly destroyed by readers and other critics for doing a terrible job at their jobs.
* Entertainment Weekly has a few examples in some pages, including the "Bullseye" sections.
* Entertainment Weekly, they've been finding other ways to acknowledge Pride since then.
* Entertech Water Pistols are one of the reasons that toy guns are molded in garish colors now to keep police from misinterpreting a child's toy as a real gun, and keep criminals from using them in holdups. The commercial even clearly
* Enter the band or choir rooms at school and it will probably look like insanity when not in rehearsal. Make them marching band kids and it will become even crazier. Heck, just throw a bunch of musicians in a room together and it will seem like a different world.
* Enter The Dojo, or something that looks more likely to hurt the user than the opponent (particularly "the Hurticane", which consists of flailing around like you're having an epileptic fit). Matt Page, the creator of the show, has claimed that a lot of them were based on actual "deadly techniques" espoused by self-proclaimed experts he'd met.
* Enter The Dojo, Stephen tries to get out of date with Fiona by saying he needs to drain his fish tank or his catfish will cough up another hairball. She doesn't buy it for a second, though.
* Enter the Dragon: After being defeated by taking that large kick by Bruce Lee's character, Oharra grabs a bottle and shatters it, intending to use it on Lee. Unfortunately for Oharra, this wasn't enough to prevent his death by being crushed underfoot by Lee.
* Enter the Dragon got quite badly lacerated during a take of his fight with O'Hara (Robert Wall), as the glass bottles Wall smashed to make his ersatz daggers were quite real.

* Enter the Dragon, Han tests Roper's moral limits with a near-literal example of this by placing his own cat in a guillotine. Roper balks. It turns out the guillotine was fake.
* Enter the Dragon, he remembers his master's advice and starts smashing the mirrors so that he can draw Han out.
* Enter the Dragon, Mr. Han. It is the first time we actually see Han in action so naturally, this trope in invoked.
* Enter the Dragon. Oddly enough, Lee was sent there for the specific purpose of bringing the villain down while the two minor characters were at the tournament for unrelated reasons.
* Enter the Dragon once fights a villain with different prosthetic hands. When going unarmed against the villain's weaponized hand, Jackie grabs other hands, which turn out to have rather mundane uses, like toothbrushes, instead of weapons.
* Enter the Dragon plays with this trope slightly by having the force that attacks the villain's base be released prisoners kept on that base.
* Enter the Dragon's character, who proceeds to demonstrate how it's done. This may not be shown on the edit/cut/version you're watching, though.
* Enter the Dragon, showing off his amazing physique as he beats up wave after wave of mooks.
* Enter the Dragon: Subverted when Roper and Lee, both captured, are ordered to fight each other, but refuse. Roper is instead forced to fight against Han's giant bodyguard Bolo - Lee having previously fought and killed another of Han's bodyguards, O'Hara.
* Enter the Dragon: The Big Boss is defeated. The two battered, exhausted heroes spot each other and exchange thumbs-ups. Then a bunch of helicopters arrive with backup. Bruce Lee regards them with a "now they get here" expression.
* Enter the Dragon when Roper brings several rickshaws worth of luggage with him on his way to the tournament.
* Enter the Dragon) while dressed in black wrestling briefs, shoes, shin coverings, and gloves. The opponent is dressed in nearly the same garb except his briefs are bikini-style.
* Enter the Dragon who received a big scar down the right side of his face from Lee's grandfather when he tried to rape Su Lin, Lee's sister.
* Enter the Eagles have Martin using dual pistols in his shootouts, notably when forcing villains Hussein and Karloff to back down, both at once.
* Enter The Farside, and Aberrant is neckless with four arms that join at his elbows.
* Enter the Farside, as well as parts of Staffordshire where the main character lives.
* Enter The Farside: Despite being gifted with immense strength and physical durability, Shaun just wants to be a normal person who goes through school and has a regular life.
* Enter The Farside has Jolly, leader of the Mancurian Freakshow. Jolly accepts any inhuman or physically deformed Fargraced, as long as they've been physically changed by the Farside and as long as you're useful and pull your weight.
* Enter The Farside, has made this his pet project. He even explains some of the pitfalls associated with having a suit of Power Armour, as well as why he can't mass produce them easily.
* Enter The Farside is the story written by Saramoff about a young adult with superpowers who joins the superpowered police of Manchester. The world is full of Eldritch Horrors, with Earth being linked to a parallel plane of alien, inscrutable madness called the Farside.
* Enter The Farside: Shaun is more than capable of hurting anybody with ease, so he intimidates and uses small displays of force to get that idea across to people, without actually having to hurt them at all. As long as people are aware that he can, they know better than to try anything.
* Enter the Florpus comic series, which began publishing in 2015 and once dedicated a whole issue to Zim and GIR getting obsessed with binge-watching a show.
* Enter the Gungeon actually has the table-flipping as a gameplay mechanic, except,

unlike most examples, it's done not as a sign of anger, but as a way to provide cover from the enemy fire. However, the Table Tech Rage item invokes this by having the character get mad after flipping the table, which increases their damage.
* Enter the Gungeon against you, this is a direct reference to the fist-fight that Solid and Liquid Snake held atop the machine. Of course, winning the third round is optional; your run still continues if the Rat knocks you out.
* Enter the Gungeon: All of the playable characters (Gungeoneers) try their luck in the Gungeon to find the Gun That Can Kill The Past and attempt to fix their pasts.
* Enter the Gungeon and uses it to erase all of their past mistakes, including these game overs.
* Enter the Gungeon during a run, since the higher it is, the bigger the chance an enemy spawns as Jammed. As a small bonus, silver bullets also deal a little more damage to bosses.
* Enter the Gungeon features The Lich, the undead form of the very first Gungeoneer, in Bullet Hell after defeating the boss of each Gungeoneer's past.
* Enter the Gungeon full of Religious-like elements and the Cardinal enemies, Bullet kin in priest clothing
* Enter the Gungeon good reason to use any more, but you also can hardly round a corner without tripping over one.
* Enter the Gungeon has the Sling weapon as an allusion to the trope namer. It's stated that the weapon should only be used as a last resort but it does decent damage the larger enemies are, and gives a massive 4X boost to its already respectable damage when fighting a boss.
* Enter the Gungeon. If you win, though, you're treated to a stash of items, weapons and pick-ups.
* Enter the Gungeon some shopkeepers, and even they might be hiding some crazy skills with a gun. The player characters can fit any type depending on the weapons they have, and if they pick up enough during a run, they can end up being all four at once.
* Enter the Gungeon states outright that words have power in the Gungeon so puns, idioms and metaphors can eventually become literal and be weaponized. The entry that mentions this is for the Barrel weapon, which shoots high velocity fish, as in "Shooting fish in a barrel".
* Enter the Gungeon (the Convict and the Hunter), possess revolvers as their default, infinite-ammo firearms. A lot of other handguns are also revolvers, and many are really cool. Examples include the Frost Giant (a large, powerful revolver, which fires as fast as the player pulls the trigger, and every shot from which also discharges a cone of ice from the barrel that freezes enemies up close), and the Devolver, which often converts the enemies it doesn't kill outright into the weak Arrowkin.
* Enter the Gungeon, the player characters are all questing for "The Gun that can Kill the Past", which can let them go back in time and deal with something from the past.
* Enter the Gungeon through clever use of certain gimmick weapons) and disappears automatically when the player has cleared the room.
* Enter the Matrix (2003) had all actor's movements, combos and speech mo-capped. This resulted in the very smooth movements, unfortunately overshadow by graphics, obsolete even by 2003 standards.
* Enter the Matrix but includes driving and hacking sections and concludes with a spaceship (well, hovercraft) combat sequence.
* Enter the Matrix, in some missions, if either Ghost or Niobe fail to save their allies, the mission fails and it will say "YOU FAILED TO PROTECT *insert ally’s name*". In two missions for Ghost, the missions will also fail if he doesn't shoot the plane's front tire to save his ally Axel, "YOU FAILED TO SHOOT THE TIRE OF THE PLANE", flee the control tower after destroying the Agent Helicopter "YOU FAILED TO LEAVE THE TOWER IN TIME" or losing the plane Niobe and Axel's in, in a different mission. "YOU LOST THE PLANE".
* Enter the Matrix. It's not necessary to shoot up civilian vehicles to pass the levels, but they take a lot less damage to blow up, and it's fun besides. The

Agents' cars, however, are immune to damage.
* Enter the Matrix, popping in and out of the actual plot of the film as needed.
* Enter the Matrix reason why they couldn't have let the player do that themselves.
* Enter the Matrix, you cannot kill agents by beating them down or shooting them, but in the rooftop level you can hit them until you push them off the precipice. The fall does them in.
* enter the Mirror World, they become visible but leave no reflections.
* Enter the Phoenix, Georgie Hung remembers the first time he realized he's gay...getting his temperature taken rectally at the age of 6 with a big smile. The credits also show some outtakes where different faces were made by the actor playing 6-year-old Georgie.
* enter the same dream together where he was trapped in a car with Gumball's unconscious body, which he'd started eating out of desperation.
* Enter the villain, unleashing a torrent of green netherworldly fire yelling,
* Enter the Void after his death. At least that is how his sister imagines it in a nightmare she is having.
* Enter the Void as the greatest opening credits sequence in film history.
* Enter the Void, during a drug deal at a club. The police start raiding the place and he heads for the toilet to flush down the drugs on him. A disgusting scene of him shoving the pills down the drain ensues.
* Enter the Void: Oscar and Linda's parents appear rather prominently in multiple flashbacks, but they're both long dead in the present after dying in a car crash.
* Enter the Void we see a flashback of Oscar as a kid as he walks in on his parents in their bedroom having sex.
* enthusiastically complies, maybe taking off much more clothing than expected (like not stopping at the underwear), before trying to get frisky with the man before he could explain that he didn't mean it that way.
* Enthusiastic Newbie Teacher: A friendly teacher who is just out of schooling.
* enthusiasts have put together giant lasers, glove-sized lighters, electromagnetic 'guns', various pranks, and useful tools.
* entire 1998 Belgian Grand Prix, but chiefly the almighty pile-up at the beginning. Michael Schumacher slamming into the back of David Coulthard — and then storming over to the McLaren garage and accusing Coulthard of trying to kill him — is a close second.
* entire air just one at a time, but blocks of two anti-Dish commercials combined with other DirecTV commercials are more common).
* entire and even dubbing the other's part...Anyway, it was funny as hell.
* entire are experts of solving problems via improvisation, from wiring a meteor to reposition the ship, to landing mobile workers onto enemy ship via ramming on it.
* entire as proof of Dukhovich's crimes despite this being set in the modern day and that is the only kind of evidence that seems to work.
* entire basis for Yeerk promotion Inspector the Council sends to check in on Visser Three.
* entire binomial or trinomial name, which can be quite confusing and unrelated species of organisms ocasionally having the same common name.
* entire body, including their DNA, effectively temporarily turning them into programs.
* entire body. There's a Numskull in the mouth whose job is to shovel food down the hatch, and another whose job is to process it when it gets to the stomach.
* entire career got the same fate in 2015 after it was found out he made racist and homophobic comments, but was allowed to return to WWE programming in 2018.
* entire cast demand it. Other varieties depend on how many animals you want in the cast and if you have a humane society demanding that any animals in your film survive it unharmed.
* entire centuries, but elf children can be seen prancing around Lletya and Prifddinas, so clearly fertility isn't a problem.
* entire city is in the jar and the people inside are just going about their daily lives and trying to ignore that their universe effectively ends at the City Limits signs. They probably consider that it's better than the alternative, given that

pretty much every other Kryptonian city blew up along with Krypton itself.
* Entire classes of chemicals have been banned (CFCs and insecticides, for example) due to their impact on the environment.
* entire collection into various bodies of water and sell bait (instead of the clothes themselves) to see people try to fish them up.
* entire. Depending on the light, it varies between green and black. His eyes changed from amber to dark brown and his shirt and pants changed from black to brown. His armor's colour scheme is also different, having shades of dark green and brown as opposed to bright green, black and red.
* entire. Due to hijinks relating to the body-switch premise of the manga, Momoi (in Uehara’s body) jumped on stage during a school production to stop a kiss between Uehara (in her body) and Senbongi and said she was jealous of all the time Uehara got to spend with Senbongi. All the girls in the audience got flustered, and the male student body president spent the whole night mass-producing yaoi manga of the two, which all the girls were shown reading and buying multiple copies of. Later, when Senbongi rebuffs the advances of some girls by saying he’s interested in someone else, they excitedly ask if it’s Uehara, and say they’d encourage such a relationship.
* entire episode was rife with these - all coming from the character's mouth.
* entire ER staff gets to hear Mark admit to Doug that he's never had sex with anyone but his ex-wife.
* entire essays of compiled evidence that they are actually in a relationship that their management covers up.
* entire family and the relationship would not have survived the episode no matter how you cut it.
* entire film was inspired had about a metal skeleton coming at him through fire.)
* entire first season opening, complete with the show's title appearing at the end of the scene (this was set up by the fact that the regular theme and title were not where they were supposed to be).
* entire fleets to throw at their problems. When Whitebeard goes to Navy Headquarters to rescue Ace, he doesn't just bring his own crew- which is so big that it needed four ships to ride- but also a few dozen other pirate crews allied with him.
* entire fleet). The Covenant leadership considered the first no great loss, and the second nothing more than a minor, if irritating, setback. That's how outgunned and outnumbered humanity was during the war; even early in the war, when the Covenant was dedicating such a small percentage of its forces that humanity actually held the numerical advantage in space, the UNSC was still forced on the defensive.
* entire freakin' point, but a good number of them are broken out by the Parr family so they can start a new life in the current timeframe of the story.
* entire fucking squadron by openly bragging about it over the radio, even after Bandog warns him numerous times that he's treading a very thin and dangerous line. So to save his own ass and the asses of the rest of Spare, Bandog tags the loudmouth pilot as an enemy during a lapse in reliable IFF, and gets him killed in the crossfire.
* entire galaxy coming together to form a third faction in a desperate attempt to beat the both of them down and end the conflict.
* entire game for everyone. Since there was no way to reverse the effect, it only got used once.
* entire game is based on an image by the artist Raita (proposing many of the female main characters) that became memetic on the /a/ board of 4chan before 4 Leaf Studios decided to make it a reality.
* entire genre good at it (although, sadly, some of the best at it became so due to mental health or alcohol and drug problems).
* Entire genres have come about from fans. Known as 'Wrock' and 'Trock' (short for '
* entire genre will never make an album on the level of their first solo records (with the possible exception of Ghostface Killah); the list goes on and on.

* entire head-esque helmet connected via tubes to a collar-like life support system around his neck.
* entire. His opposite number at Shiloh, Ulysses Simpson Grant, who commanded the larger army, at the time was just a major-general (two ranks lower).
* entire in the U.S. and Canada: while in the former countries, traditional animation is a dying breed and CGI animation is becoming more and more common, Japanese animators are notorious for sticking to their guns and still using traditional animation. There's a few Japanese CGI films and series, but most of the time they're experimental works and never intended for being used for replacing traditional animation as a whole.
* entire kitchen is filled with his friends and family for a surprise party.
* Entire light novels failed to be adapted! Volume XV takes place between the events depicted in season 2 and season 3, introduces even more of the characters seen in
* Entirely accidental, unlike many of the above examples, but the the battleship USS
* entirely accurate nickname of The Mad King have gone unrecorded, however...
* entirely, and (unlike Alison Steadman as Mole), she doesn't seem to be Doing a Voice that might be intended to sound male.
* entirely avoided when they think their parents didn't actually get married.
* entirely by accident. They tried to solve the world's energy problems with solar power satellites, but miscalculated the power of the microwave beams used to transmit the energy to the surface and almost burned off the entire atmosphere.
* entirely due to luck. in court. Even so, some pinball machines still sport "entertainment use only" warnings to allay nervous communities.
* Entirely justified in that the freed people are all Internet geeks and hackers and let's face it,
* Entirely new characters who live in the same fictional universe of a franchise and whose specific relation/association to the original characters may or may not be revealed. They can be complete strangers, new close friends, relatives including ancestors and descendants. In some cases, such as certain epic
* entirely non-comical. With his malfunctioning plane in a barely-controlled dive, Captain Whitaker has to wrestle the control yoke with both hands, forcing him to rely on his co-pilot and a stewardess to operate flaps, throttle and landing gear for the improvised landing.
* entirely playable for players that don't spend real cash on Aeria Points, keeping the balance between payers and skilled players.
* entirely popularity of the Soggy Bottom Boys, and it's practically reasonable.
* Entirely Presenting You, Alexis can't tell her closest family and friends about her secret-identity as the bloodsucking-superhero known as Blank Face.
* Entirely Presenting You, Alexis gets thinner and thinner as the story progresses, yet she boasts incredible super strength.
* Entirely Presenting You, Alexis takes a bullet through the head. Her healing factor saves her, but her personality and memories get affected, and she no longer feels connected to her old personality. Eventually she abandons her old life to be someone else.
* Entirely Presenting You, despite Alexis' hard-fought battle to save him.
* Entirely Presenting You develops a thirst for human blood upon gaining superpowers. ¨
* Entirely Presenting You is the story of Alexis, a girl coming to terms with her new superpowers, and becoming the world's first superhuman.
* Entirely Presenting You, on her first night out in the mask, Blank Face tries her best, but is forced to take questionable actions at times.
* Entirely Presenting You: The story follows a teenage girl as she comes to grips with gaining powers of a 'vampire.'
* entirely put their own twist on it, called "Friggin' in the Riggin'", in which it's even more obvious.
* entirely replaced Eliza's skeleton in exchange of granting Eliza eternal youth as long as she feeds on blood. The two of them have been together for so long that

their personalities have effectively merged and they no longer consider themselves separate individuals.
* entirely; rock bands who do this unsuccessfully generally end up merely jamming, which isn't the same thing.
* entirely sustained so he can sue him so he can have an expensive wedding with Luanne. It turns out that Dale built the railing himself—without a permit, makes his own poison (he's an exterminator), is his own boss, and made up a fake liability insurance carrier just to shut Hank up. Lucky's lawyer tries to sue Strickland Propane because Hank suggested that Dale hire Lucky.
* entirely The book is a cross between straight drama and an erotic romance novel—few laughs to be had at all.
* Entirely too many high-ranking officers and Warlords of the Draconis Combine have shown similar tendencies for the Dragon's comfort. In their case, the root cause tends to be a mix of ambition, obsession with martial glory, and the Combine's take on
* Entirely ubiquitous, everywhere, surrounding us and closing in, or being sold in large numbers to an unsuspecting public (such as a voodoo doll), etc.
* entirely white and given New York's status as a cultural melting pot with several immigrant communities it's more plausible for Peter's high school to be ethnically diverse.
* entirely with theoretical smarts, making them geniuses but ravaging maniacs at the same time. One character is infected with just one of the earwigs spreading the condition, making him just a bit geekier, but his crying daughter beats him to the ground with a club anyway (though he doesn't die). Zoë asks why she did it and she explains it's because he's a geek now and she's a cheerleader.
* entire male faculty challenging the varsity basketball players to a charity game.
* entire map without engaging a single enemy. In the spinoff, his palette swap Bro Caesar has the same ability.
* entire menu, rattled off in under thirty seconds in a mid-1980s TV spot. "BigMacMcDLT-aQuarterPounderwithsomecheese-Filet'OFish-ahamburger-acheeseburger-aHappyMeal-McNuggets-tastygoldenfrenchfries-regularorlargersize-andsalads-cheforgardenorachickensaladoriental-BigBigBreakfast-EggMcMuffinhothotcakes-andsausagemaybebiscuits-baconeggandcheeseasausage-danish-hashbrowns-too-andfordessert-hotapplepies-andsundaes-threevarieties-asoftservecone-threekindsofshakes-andchocolateychipcookies-andtodrinkaCocaCola-DietCokeand-orangedrink-aSpriteandcoffee-decaftoo-alowfatmilk-alsoanorangejuice-IloveMcDonald's-goodtimegreattaste-andIgetthisallatoneplace!" Fun fact: this was initially a promotional stunt, where anyone that recited the full thing in a certain amount of time won a free burger.
* entire of the backstory plot, and b) metaphors for overcoming your personal demons of the past (i.e., another echo of the plot).
* entire Ogg family turning on them. (It's noted that the main reason for Ogg family infighting is because Nanny Ogg deliberately provokes them into feuding with one another, mostly to relieve her boredom between supernatural crises.)
* entire outfit seems painted on. She's basically modelled as though she were naked but coloured red (blue in III).
* entire plane. The seal, for the record, wasn't made to save mortals from Asmodeus and his devils — but to save the other gods from him. Hence why mortals are free to poke holes at the seal and let devils come and do Faustian pacts. If you are dumb enough to do it, you deserve what's coming to you.
* entire plot of it; they have to go there to stop him every time he launches an attack.
* entire plot, with the second question being which scenes are "real" and which are hallucinations. The writer / director has admitted that he didn't even bother coming up with answers to any of that—he just had an idea and filmed it.
* entire point into better versions of themselves by training your firearms and driving skills, giving some cars powers like guns and jumping abilities.
* entire point series, since you're trying to peel away lies to uncover truths in the courtroom. Appropriately, the people being asked often react as if they've been

physically pierced by the questions.
* entire point was raised to believe this, but he still seems to have a bit of an entitlement complex about the whole thing.
* entire race) being killed off in a devastating Time War. Guilt compounded by the fact that the Doctor themself dealt the final blow, as first indicated in the episode "Dalek":
* entire reason should shoulder those burdens, and this just happens to mean he decides who gets killed and when.
* entire recorded output) is either directly or indirectly about (post-)punk rock and its pitfalls.
* entire restaurant when he goes to pick up the check. It works beautifully.
* entire robot cadaver as a life-support system for their critically wounded leader, and it's every bit as horrible as it sounds.
* entire route is North-South and "Northbound/Southbound" is what appears in the public timetables, but the officially north-south part of the route actually travels 20 miles farther to the west than it does to the south!
* entire screen turns red during Maugrim and Peter's fight. When Peter stabs him, there is no blood.
* entire series does this. The first episode opens with Tenchi delivering an internal monologue as he walks to school alone, lamenting the good old days when he used to hang out with those crazy girls from space... the show then spends nearly its entire run flashing back to how Tenchi met and went on adventures with said girls, until the last five minutes of the very last episode, when we return to Tenchi walking to school alone.
* entire series from the beginning instead of describing the plan, and finally is cut off by his father clarifying the actual battle plan.
* entire series, where individual serial killers and psychos end up joining together and, in some cases, dueling against one another. It's up to the viewer to decide who to root for, because everyone in the show is going to Hell anyway.
* entire series, with Naruto, Hinata and Rock Lee pretty much all saying "screw destiny" and fighting on.
* entire ship though, since it was not unknown for ships that caught fire to explode spectacularly when the flames reach the powder magazine.
* entire; should you somehow avoid this, the van will never show up, so you're stuck until you reset.
* entire show, but it actually came out in 2007. Unsurprisingly, the show was a flop. Whether or not the 90's-isms were because of the creators trying too hard to bring that type of cartoon to a new generation or the show being in development in the 90's is anyone's guess.
* entire species, become literally nothing but Evil with a lightsaber- making him possibly the only villain to ever hate himself out of the laws of reality.
* entire story can be considered a backstory to the Exiles, while also being a current series of events.
* entire story footsteps), and his counterpart here is turned into a mysoginistic bully that always gets what's coming to him by karma.
* entire territory a few times, before being snapped back on track by Cassandra.
* entire theme based around the US Coast Guard, which is, legally speaking, a branch of the military. However, the Coast Guard's primary function is rescue and law enforcement, making it acceptable by the company's standards. That said, at least one of these sets contains a model that wouldn't be allowed in any other context— a rescue helicopter that is clearly meant to be a Sikorsky HH-53.
* entire theme park filled with deadly traps and games just to get even with Yugi for the loss.
* entire, the notable exceptions being Kyle Broflovski himself and his adopted brother Ike.
* entire Thermian race. A specific Thermian, Laliari, also appears at the end of the movie in the credits for its relaunch.
* entire. The tape the main character buys in order to re-affirm his heterosexuality somehow knows that the main character is not doing what it asks him

to do, knows he has fallen in a trap and, after the song it puts ends, it knows he has been dancing. It's implied he really just imagined this, though, since at the end it asks how he did.
* entire, Thrash ended facing the very same fate he inflicted on the echidnas, gone and never coming back.
* entire town just to throw her a surprise welcome party. She only gets crazier from then on...
* entirety, means some terrible stuff can still happen. It's actually a part of the backstory that the sun never sets.
* entire Tyranid splinter fleet. And Emperor help you if you ever face them fighting all together as the Phoenix Court of Khaine...
* entire universes) our world, in which their adventures are described in a series of books by Stephen King — actually referred to as the "Keystone World", and the only one for which time travel is impossible. Destroying the Tower in either of these universes would lead to all of God's (er, "Gan's") creation being unraveled.
* entire village was slaughtered to create the Millennium items, also engender a lot of empathy.
* entire when Haruhi tries to explain the truth of her sex to the club's customers, the girls assure her that they've known all along and don't mind a bit. Only later, after Haruhi and Tamaki have left for America, is it revealed that what they "knew all along" was that Haruhi was a gay crossdresser and that Tamaki was in love with "him."
* entire, with no trial - so he can explain to her how terrible an idea that is. He tells her that he would outright murder her first, if for no other reason than that destroying Mike would almost certainly doom Luna's entire population of three million.
* entire year, during which his body and mind atrophy beyond repair, but he is given just enough medical attention to keep him physically alive, and his hand is amputated for use in leaving a clue that links him to the Greed murder. By the time he is discovered, he has long since chewed off his own tongue.
* Entitled Bastard: A character who mistreats another, yet expects them to help them.
* Entitled Bastard: Expecting the same person you insulted and bullied to save you when you're in trouble.
* Entitled Bastard hates them. Lelouch classifies the Kenshiki as terrorists that must be exterminated with extreme prejudice.
* Entitled Bastard: I can treat you however I want to treat you, and I expect you to do stuff for me or else!
* Entitled Bastard: Isn't grateful for your help, yet expects you to help them anyways.
* Entitled Bastard: I want your help, even though I've made your life a living hell.
* Entitled Bastard: These idiots should only be helping ME with my problems. Who cares how I treated them!
* Entitled Bastard: Treats people like crap, but still expects them to serve their interests.
* Entitled Bastard - When a villain expects the heroes to save them because they are "the good guys".
* entitled In the end, all Tirek cares about is hording all the power in the world for himself.
* entitled to have Mamoru since he's the reincarnation of Endymion and she felt herself to be the proper ruler of the Moon Kingdom (thus the queen of the moon should be married to the prince of Earth).
* Entitled to Have You: If you're a good person, you are obligated to have romantic and/or sexual relations with me. No exceptions.
* Entitled to Have You: Propertius devotes some of his poems to saying he's entitled to have Cynthia.
* Entitled to Have You simply for being part of a certain group, doing or not doing something, or simply for existing.

* Entitled to Have You: Somebody feels that a person worthy of their respect should have sex with them.
* Entitled to Have You: Someone believes that they are more deserving of the person they're attracted to than the one the person truly loves.
* Entitled to Have You: The character who believes they deserve sex or a relationship from another.
* Entitled to Have You: Who gives a shit if you're in love with someone else? You're mine to do whatever I want!
* Entitled to Have You: You're going to be mine, regardless of what YOU want! You have to be with me, I WANT you!
* entitled Vengeance thanks to chewing through ammo and being hard to keep in good repair.
* entitlement. Said financial trouble is due to spending most of her money on frivolities, like shoes or alcohol.
* Entity 303, also referred to as "The New Herobrine", was another popular
* Entourage, Andrew Klein pulls the rarer "on purpose" scenario to get back at his wife after she burned the notes he needed for an important business meeting.
* Entourage, Ari Gold's marriage is about as turbulent as any given war and yet they've remained together. "When we got married, we agreed to suffer this monogamy together, baby!"
* Entourage, Ari persuades Vince to do a very well paid Chinese energy drink commercial.
* Entourage), Billy Walsh proposes creating a tv show based on Vincent Chase and his entourage of friends and associate's experiences in Hollywood. Ari Gold thinks it's a terrible idea.
* Entourage, he forgets to turn off his microphone and the whole studio crew hears him.
* Entourage Johnny Drama has no trouble dating bodybuilder Tanya, and, despite his friend's taunts, has great things to say about the sex. Unfortunately, she also has considerable jealousy/ rage issues.
* Entourage: Turtle tries to track down a girl named Kelsie to whom he spoke with on the phone but hasn't yet met. Thinking he's found her, he asked a girl if her name was Kelsie and she replied, "Even if it was, I wouldn't admit it." Turtle walked away, cursing brutal honesty.
* Entourage when Ari played a round of golf against a studio head, wagering Vince's role in one of the studio's movies. The exec was coached by Phil Mickelson and it looked like Ari had no chance of winning. It all came down to the final putt which Ari missed. The miracle came when the exec began yelling at Ari, had a heart attack, and dropped dead. A stroke of luck, indeed.
* Entourage will do this. Matt Damon is the best example, with one episode ending with him begging for donations to a child charity on his phone, becoming more and more overly emotional each time and going further into overblown ham comedy.
* Entourage, with petty, egotistical actors and actresses who are easily tempted to ruining their lives with drugs, unscrupulous producers and studio heads, basically anything you can think of when showing the dark side of Hollywood, the show does and doesn’t hold back.
* entrails hung out (a.k.a disembowelment). Also, a working girl was hired to try to take some overzealous nibbles while working down below.
* "Entrance Qualifications", he was not actually hit by the door but by the ninja flying through the now-open door, but it's close.
* entrances. There are also much smaller person-sized worms that cast magic— although considering they are immobile in combat, it's needed to prevent them from being too damn easy to kill with ranged attacks.
* Entrancing Wendy fic where a married Wendy finds herself falling for Captain Hook after she reunites with him in England.
* Entrancing Wendy: Jeremy likes showing off his wife Wendy at events.
* Entrancing Wendy: Wendy finds that her husband isn't the same as he was when he was courting her. She loves him, but not quite like she used to.
* Entrancing Wendy, Wendy has a long-time childhood friend named Elizabeth "Lizzie"

Forbes. She's a few years younger than Wendy but they've been friends since their parents had known each other for years.
* Entrapment a clock's chimes are used to mask the sounds of breaking in.
* Entrapment bank system shutdown critical to the attempted $8 billion heist also ran the CIA room that was thieved in M:I.
* Entrapment in one of these as she slinked through a maze of trip beams, it's not clear.
* Entrapment: Mac destroys a security camera, before taking Gin into a room filled with gas, so the security patrol will think they try to avoid the gas-filled room.
* Entrapment performed most (some sources say all) of the climbing and gymnastics in the rafters herself.
* Entrapment played by Catherine Zeta Jones. Done to death in all its hilarious application.
* Entrapment: The film's climax is during the eve of Year 2000, thus making the epilogue set in this decade.
* Entrapment: When Max and Gin are escaping their chasers in the Petronas Towers, they try to climb along the lights hanging from the bridge joining the two towers, but the cable breaks and leaves them dangling a very long way above the ground. They manage to climb to safety, after which Gin takes some deep breaths.
* Entrapment, which started a heist-film revival after two decades of relative silence on the caper front.
* Entrapta becomes this, too. She defects to the Horde (albeit partially because she believes her friends abandoned her on purpose), but she isn't so much im
* Entropia is about a weapons manufacturer who begins to realize the implications of his job.
* Entropy. Dawn also walks into the house and catches sight of it, Willow covering her eyes comically. Of course this doesn't change the fact that Xander and Buffy have just seen their respective love interests going at it - and it's still presented as a tragic scene.
* Entropy) from her blood with little effort and, during the Draconequi/Alicorn War, created a creature called Nightmare Legion from the Shadows inhabiting her realm.
* Entropy It's not discussed on how she got the position, but it's plausible that her mother had a hand even if they note that there was notable friction between Amy and her mother.
* Entropy Max the tendency of Zafira getting ignored by both the writers and the fandom.
* Entropy of Mass Hysteria, on a regular basis to the point it's described as being equal to one member of a bickering couple shoving the other one.
* Entropy that he'd been trying to ignore and suppress his feelings but then at that moment, he discovers he can't deny it anymore, not to mention the only good times he's really had by this point (as the fics go into detail about how much crap he's gone through) are with her.
* Entropy" when vengeance demon Anya is trying to get someone to unwittingly curse Xander.
* Entry 31 does it again when Jay keeps spotting a guy in a hoodie on the same nature trail as him. He eventually just walks right up to the guy, who turns around to reveal
* Entry of the Gladiators as the Ringling Brothers/Barnum and Bailey circus music.
* "Entry of the Gladiators greatest, march of all time, but the number of people who would recognize it if they heard it is negligible compared to "Entry".
* Entry Pimp: Adding a particular trope or work to every page one can think of.
* Entry Pimp to its page wherever they can. Many are also Trope Creators (first spotting tropes that appear in their favorite work) or Browsers/Casual Example Adders (adding entries for their favorite work whenever they realise the trope turns up). If said work doesn't have a page, they're likely to take it through TLP to get some help with it.
* Entry to the subway tunnels underneath Downtown was built using an abandoned train tunnel that connected Penn Station in the Strip District and the mainline of

the Pennsylvania Railroad above the Southside. When subway was built the point where the tunnel curved toward Penn Station was turned into Steel Plaza Station, with a new tunnel splitting off to continue underneath downtown. However, the old tunnel continuing to Penn Station was kept along with a shuttle line and platform serving it, ostensibly to connect the subway with the Martin Luther King East Busway. This line became obsolete, however, when the Busway buses had their routes rerouted to take them into Downtown itself, and the shuttle line was cut. The platforms for the shuttle, however, are still at Steel Plaza Station and are rarely ever used.
* entry was a variation of this: She masqueraded as a physically disabled child wearing leg braces and needing crutches to walk, made a scene in the lobby when a security guard tried to deny her request to meet Candidate Johnson, and played on her "disability" in order to gain access to him and carry out the attack.
* Ents are just as long-lived as elves, as Treebeard explains to the hobbits. They have a tendency to get sleepy and tree-like, but they never age.
* Ents, being massive, unintelligent creatures that usually turn to stone in the sunlight.
* ents have likewise almost completely faded from the world after the loss of their women, with only a small doomed remnant remaining in Fangorn Forest. Middle-Earth is a fantastic and magic-filled land by our standards, but by its own it is a drab, grey and mundane world when compared to its ancient past.
* Entwined is blond and in no short supply of suitors and can barely say a bad word about someone.
* Enûma Eliš-dragons, various demons, scorpion-men, and rabid dogs.
* Enver Gjokaj. The producers joked that Sousa is the cop's grandfather.
* Enver Hoxha of Albania was pretty much this to the communist world in the
* Enver Pasha, one of the Triumvirate of "Young Turks" that ruled the Ottoman Empire during World War I. In 1922 he turned up in Central Asia organizing Muslim tribes in the hope of recreating the Ottoman Empire from scratch, in the midst of the Soviet Union no less.
* environmental appearances mod readds accessibility for these optional environmental encounters to Mother Base.
* Environmentalist and grizzly bear enthusiast Timothy Treadwell was killed (along with his girlfriend) by one of the very bears he swore to protect in 2003. When park rangers discovered his ruined campsite, they found his video camera, which had managed to record audio of the fatal attack.
* Environmental means, wherein the laws of nature are structured in such a way to punish any visible magic (Ex: Paradox from
* Environmental Narrative Games) tend to fall under this. Game mechanics and interactivity are extremely limited, the games rarely feature any characters onscreen and the emphasis tends to be placed on exploring an environment and storytelling.
* Environmental Narrative Games tend to receive this criticism, due to their limited interactivity and lack of challenge, to the point that some critics deny that they are even video games at all.
* "Environmental Science": Troy and Abed's duet of "Somewhere Out There".
* Environmental Station Alpha has various piles of pulsating flesh that damage you when you touch it.
* Environmental Station Alpha is the Hookshot and much of the game's platforming centers around careful use of the it to swing towards high places.
* Environment Specific Action Figures wearing a green costume in Gotham city.
* Environment-Specific Action Figure: The tendency for action figure lines to have multiple figures of the same character, but with differing costumes and accessories.
* enviro-tyranny. They outlaw laughter, judging that it unduly wastes air, one of Nature's precious treasures.
* En Vogue's "Free Your Mind" dismisses this trope - "I might date another race or color / It doesn't mean I don't like my strong black brothers!"
* Envy absolutely loves using this to make people squirm. Unfortunately for him,

he admits to killing
* Envy and Edward are one of the most popular anime ships, to a lesser extent in
* Envy at one point turns its lower arm into a blade when fighting Ling.
* Envy because of it, specifically because Ed, the one they hate the most, is showing it to them.
* Envy could have been lying, though, as Envy is wont to do, and the anime never really covered Envy's backstory, or his relationship with Dante. We know his true identity, and... pretty much nothing else.
* Envy deeply envies humans despite his vocal disdain for them, hence why he disguises himself as a human most of the time. Father desires freedom after spending his entire existence trapped in a container. Father seeks godhood because he believes that is the only way he can be truly free.
* Envy is a spiteful, sadistic psychopath who exists to cause discord and
* Envy. It finds it most useful to change into people, but isn't limited to that; its "true form" is...let's just say you don't want to meet it down a dark alley. Heck, its true form wouldn't even
* Envy's a disgusting, malignant sadist to be certain, but they're so comically inept and mindlessly hateful that they're able to make you laugh at their
* Envy uses the same trick on Ed, except this time he/she kills him with it
* Envy, was released straight to DVD in all of Europe following its negative American reception.
* Envy: When Tim becomes rich, J-Man demands money from him in exchange for not reporting him for killing Nick's horse.
* Enya prefers to stay out of the spotlight and very rarely appears in public. Part of this can possibly be attributed to the fact that she's had stalkers in the past, some of whom have broken into her home.
* Enyo, was, almost literally, the goddess of war crimes, charged with orchestrating the sacking of cities to make them as horrible as possible. Her job was literally to create
* Enzo Amore had a rather low-key hairstyle when he was first signed to WWE. He eventually became known for outrageous and impressive adjustments to his coif - notably shaving a leopard print design into the sides. In 2015 he also bleached his hair blond as a tribute to
* Enzo and Cass: Cass debuted in 2011, Enzo in 2012, a year later they teamed up.
* Enzo and Cass - Enzo Amore (Eric Arndt), Colin "Big Cass" Cassady (William Morrisey)
* Enzo getting glomped by AndrAIa earlier in the season. Not that he seemed to mind.
* Enzo Jannacci's song "Faceva il Palo" ("He Was the Lookout") is about a very skilled gang operating at the
* Enzyte or Extenze should show before and after photos... har har har.
* Eobard Thawne also has a lot of similar traits. He struggles to understand or relate to the emotions of others, has a very particular way of speaking and tends to repeat certain phrases, has very rigid internal rules and plans things far in advance, and fidgets a lot while stressed or thinking. The intensity of his obsession with the Flash is also very similar to the special interests that autistic people often have. He seems to be over that particular obsession by
* Eobard Thawne (as Harrison Wells) was revealed to have been watching Barry and his allies using hidden cameras to see what they have been doing.
* Eobard Thawne blames Barry Allen for every bad thing in his life, which makes no damn sense whatsoever. It doesn't help that Eobard is an
* Eobard Thawne comes from a future where cows are extinct, which has led him to have a hamburger obsession while living in the present.
* Eobard Thawne eventually learned how to tap into the Negative Speed Force, an energy that poisons and drains regular Speed Force users.
* Eobard Thawne is extremely self-centered and willing to trick or kill people he thinks of as friends for his own sake. It's revealed in Season Two that his mortal grudge against the Flash is based on the fact that he couldn't become a great hero like him. His ideal world, as shown in

* Eobard Thawne keeps adding aliases to his ever-growing list. He's been called Reverse-Flash, The Man in Yellow,
* Eobard Thawne/Professor Zoom was not only just as fast as Barry Allen, but he learned how to gain
* Eobard Thawne's New 52 suit, which is basically Barry's DC You suit, but worse because of off colours and "extreme" additions, like the busy black lightning and weird take on his symbol.
* Eobard Thawne. This has caused him to gain a half-joking reputation amongst fans as a petty troll who goes out of his way to be responsible for every bad thing that has ever happened to Flash, no matter how insignificant or harmless said bad thing is.
* Eogrus, who made a lot of semi-Slash Fanfics pretended to be Rated K+ or T.
* Eoin Colfer: "He lied, and we both knew; what we didn't know was whether the other knew that we knew."
* Eoin Colfer series. W.A.R.P. is actually "Witness Anonymous Relocation Program," which has the fantastic premise of hiding its subjects with the use of time travel to displace them in time. Thing is, time travel has a lot of problems that haven't really been hashed out and everything ends up falling apart.
* Eoleo is arrested for piracy and locked in a suspended cage outside Belinsk Castle to frighten him out of using his powers to get away. He is one of the two sentenced to Cruel and Unusual Death
* Eoleo is the son of the famous pirate, Briggs. In the previous game, he was just a baby with some powers. 30 years later? He's now pirate like his dad before him with a mastery of
* Eoleo's improbably red ponytail for a male example. Really, he's a pirate and he wears his hair like
* Eon. A Chronicle is a piece of historic fiction, intended to glorify the participants in a particular event, whereas a History is a bare-bones account of the facts surrounding a place or an event, and there are often both Histories and Chronicles describing the same events. For example, the Kharzim Chronicle stated that Kharzim drove back a Tirak horde so large that "grass no longer grew where it marched" from the gates of Hazr at the cost of his own life. The History of Hazr describes the same event as follows: "Skirmish with Tiraks at Hazr, Kharzim and 68 others dead. Enemy dead uncounted, but number does not exceed 200. Supplies running low, negotiations with humans concerning construction of trading post at Hazr in progress." The fun begins when well-meaning but clueless scholars from other cultures start taking Chronicles at face value.
* Eon also hails from an alternate universe, one where the Industrial Revolution took place in East Asia rather than Europe. It was written in 1975 and did not anticipate the collapse of the Warsaw Pact and the U.S.S.R. In this reality 2005 has come and gone without a nuclear war.
* Eon is seemingly locked inside the bathroom, and comes up with a brilliant escape plan involving a piece of soap, a razor, wire and some other articles, to which the main character responds: "Or we could just open the door." Turns out the door wasn't locked at all.
* Eon: Non-civilized tirak tribes often make armor out of bones, including making helmets out of skulls. It is common for old members of the largest sub-species to bequeath their heads to up-and-coming warriors of the smaller ones, so they will have materials for a good helmet.
* Eons Ago was involved in one long ago on Cybertron. It was called off when his fiancé died.
* eons less offensive than say, the United States. Even in first grade, one can get away with terms like "hell", "damn", "devil" and "Satan" without so much as a judging glare.
* Eon's wife was the daughter of an Arab sheik and loved her father so much that she could hardly bear to leave him even to marry a king. Her father had been a
* Eon. The Jarts are a species (really a conglomeration of assimilated species and whatever you'd call "original" Jarts) that exist primarily as virtual personality fragments as a sort of hive mind, where bits can be combined, split off and

downloaded into an artificial body to perform any given task. The book's protagonist, Olmy, discovers an "individual" Jart who had been captured by humanity centuries earlier and downloads it into his mental implants to study. The Jart, because of the "species'" inherent flexibility to modify itself to fit into any environment capable of holding a conscious entity is easily able to reverse engineer the implants interface and downloads itself directly into Olmy's mind, reversing their roles. (He gets better.)
* Eon the reason for elves' and dwarves' inability to get along is explained by the fact that the elves and dwarfs have fought five highly destructive "great wars" against one another. According to legend, the first one ironically started when the dwarfs accidentally made a terrible diplomatic faux pas by laying down their weapons in front of the elvish negotiatior. In elven culture, this is a declaration of war ("Now, the only thing that can be between us is arms!"). The conflict is easily fueled by the extreme differences in mentality and culture. Elves are famous for flowery language and long greetings. For dwarves, spoken language is for conveying information, and the subtleties are expressed with tone and body language.
* Eon: The Vrakylaks are a species of semi-sentient, crawling organs that embed themselves in the neck of their victims, manipulating them ether through promises of release or threat of violence (they're attached to their nervous system after all) to kidnap more people and bring them to a nest. When the time is right, all the little Vrakylak's newly hatched spawn crawl up to the secured victims, and the cycle begins anew. Oh, and victims progressively go blind from the symbiosis.
* Eon: Zigzagged. There are four Dwarven clans; Ghor, Roghan, Drezin and Zolod, each with their own culture putting them somewhere on the Straight-to-Subverted spectrum.
* eorl "warrior, leader, chief") because the French equivalent (Count) sounds too much like "cunt". However, the Earl's wife is still a Countess, and the next rank down is Viscount.
* Eosapiens, the most advanced life form on Darvin IV, are able to hover using large bags of methane gas. In
* Eos asked Zeus to grant her lover Tithonus immortality, but neglected to ask for eternal youth to go with it, and apparently Zeus was not in an especially giving mood when he granted her request.
* EoSD battle butlers named Satono Nishida and Mai Teireida as penultimate bosses.
* Eos of the dawn once fell in love with a mortal and asked for him to be immortal... but this only resulted in him shrivelling into a grasshopper or cicada, as she forgot the youth. When Selene, Eos' sister was in a similar situation, she asked for her lover to remain the way he was when she first saw him forever, forgetting that she is the titaness of the moon, so Endymion was asleep at the time.
* Eos was cursed by Aphrodite with an unsatisfiable sexual desire for sleeping with Ares, Aphrodite's favourite lover. Because of this, she carried away many handsome young men to be her lovers, including Tithonus, Cephalus, and Orion. Like other gods in the Greek pantheon, she
* Eox is a world of the dead after a superweapon tore it open to the core. The atmosphere was ripped away as radiation and sorcerous energies ravaged the surface. The native race transformed themselves into undead in an attempt to weather the cataclysm, while every other lifeform either died out or was warped into something new and horrible.
* EP-018 "Beauty and the Beach" is this, as there isn't much of a plot or battles in the episode, and is placed between the St. Anne Shipwreck Arc and a group of 6 episodes with very heavy and mature themes.
* EP-114 "The Underground Round Up". Episode based on Voltorb, placed between
* Ep 6, the detective! I may be an uninvited guest, but please, welcome me! I am the visitor, the 18th human on Rokkenjima!"
* Epaminondos is famous for winning at Leuctra (by overweighting one wing to make the side opposed collapse before the Spartans could compensate, while pulling back, "refusing" the other to buy time). His greatest achievement, though, was to realize

that Sparta's economy and military system was dependent on the labor of large numbers of Helots who had little reason to love Sparta and much reason not to. All he had to do was have an army-in-being for a long enough time in Spartan territory, large enough to survive, and the Helots would all run away at once, knowing their masters were busy. No Helots, no Sparta.
* EPCOT Center itself, is the literal Theme Park Version of Walt's Experimental Prototype City of Tomorrow.
* Epcot had an attraction called "Cranium Command" which was built around this trope. The hero had to "pilot" a twelve-year-old boy through his day with the aid/hindrance of the body's various organs, glands, etc. Especially noteworthy for Bobcat Goldthwaite's tender, nuanced performance as the adrenal glands. Curiously, the people who controlled the world's brains seemed to be randomly assigned and fired from hosts at random, one day piloting a chicken and then one day piloting a 12-year old boy.
* EPCOT has been sliding toward this as well, to the point that the original meaning of the name (Experimental Prototype Community of Tomorrow) and Walt Disney's original conception of EPCOT as a genuine "city of the future" are
* Epcot. It is a five minute simulator ride that takes you to Mars, but this is justified when the ride puts you into a pretend "hyper-sleep".
* Epcot parade, an aged immortal that tried promoting human unity through his Great Millennium Walk that involved lots of cool puppets and great music.
* Epel's hometown lacked people his age, and he only finally met people his age when he is enrolled to Night Raven College. Sebek claims that he would rather focus on protecting Malleus than think about romance.
* E Peterbus Unum", Peter discovers that his house isn't a part of the US, which makes him his own country, and it inevitably spirals out of control when he claims Joe's pool, ergo he invaded American soil. When Peter is left with Brian as his only supporter, Brian says that he's stuck with him through worse, then it cuts to them on a Ferris wheel where Peter is inexplicably on fire.
* E. Peterbus Unum", where Peter seceded from the US and Lois had to teach Meg and Chris. Chris tries to pass a note to Meg, Lois sees it...
* Ephaniah Grebe scratching at the door of the refuge hut in the middle of the night in
* Ephebophile: An adult with a rather unwholesome interest in underaged teenagers.
* Ephebophile: A person who is sexually interested in underage teenagers.
* Ephebophile" in which Buffy is just a sixteen-year-old coming out of school, giggling girlishly with her friends, while Angel sits in a car parked in the shadows, watching her without her knowing he exists.
* Ephebophile-like behavior, including Meg. Despite his lust for — and later, near-sexual relationship with — Meg, he has shown on many occasions that he cares for Meg, comforting her and giving her advice in her time of need.
* Ephebophile, Slade actually was having a sexual relationship with Terra, who was sixteen at the time.
* Ephebophile: Targeting children, except the character prefers them to have passed puberty.
* Ephebophile, to overlap with this (specifically statutory rape depending on the local age of consent, and sometimes veering into forcible rape).
* Ephedra sinica with the stem and bud colours reversed. (Ephedra is the plant which gives us ephedrine, a stimulant drug and a naturally occurring member of the amphetamine family, and is the most archaeologically evidenced candidate for the active ingredient of Soma, a sacred drink of the ancient Aryan war god cult).
* Ephemera books: you couldn't draw a map even if you wanted because two different people can end up in two different places by going through the same gate depending on where the "heart resonates" with.
* Ephemeral Fantasia. The game takes place on an island where time resets back to Monday at midnight on Friday, and the next ferry won't arrive until Saturday morning. Thus, only by ending the loop can one leave the island.
* Ephemeral Fantasia. The hero is initially the only one known to be unaffected, but he gradually frees others (who become playable) from the cycle by changing the

way events play out.
* Ephemerialization revolves around using progressively more advanced technology to do more with less until you can do anything with nothing.
* Ephesians 6:10-18 compares the Christians' struggle with sin and the Devil to a battlefield, with the Apostle Paul urging his followers to "put on the whole armour of God," which, considering the time period in which it was written, may have been modeled on a Roman legionary's uniform:
* Ephesians 6:4, however, it warns fathers not to drive their children to anger.
* Ephraim Kishon called himself a cheapskate, although this was well justified by the high taxes in Israel.
* Ephraim Kishon. Even two burglars join them watching. Everyone explains to each other and argues about details of old episodes.
* Ephraim Kishon example would be a carpenter who once promised to make him a table in a few weeks, and delivered after years.
* Ephraim Kishon) feared that they might write better satires than him.
* Ephraim Kishon in a story with a bagel salesman. The narrator thinks he wants to fool him into buying lower quality bagels, and goes through lengths with this trope, only to find out at the end that all the bagels always were fresh, and he suspected an innocent guy lying.
* Ephraim Kishon's stories. For example, if he describes the Sabras (an Israeli cactus fruit, or an Israeli born in the country). "On the outer side, very prickly, but on the inside, completely inedible."
* Ephraim Kishon used this when he and his wife go to a supermarket the first time. They end up buying stuff for more than thousand pounds.
* Ephraim Kishon uses the joke in a different context. His joke starts the same way, but in the end, the patient says instead: "Doctor, I've been at the circus, I've seen Pagliacci. He wasn't funny at all. He was the unfunniest clown I've ever seen." The doctor breaks down: "But mister... I'm Pagliacci!"
* Ephraim Kishon when he's in NYC. Kishon manages to confuse him by speaking Hebrew and acting clueless about the mugger's intention. When he tells his relative how he was not-mugged and what he did she is shocked.
* Ephraim Kishon, when he was in Paris. Even praying in Hebrew and cursing in Hungarian didn't help.
* Ephraim Kishon wrote, because a state of Israel didn't exist for 2000 years, they had for some time the first anything in Israel in 2000 years. The first driving school, the first broom factory, and he himself wrote the first collection of humorous short stories in 2000 years.
* Ephraim Kishon wrote on America, among other things, that Americans believe:
* Epic (1984), the characters, who were animated, were placed in videos or pictures of real or realistically painted environments to a somewhat bizarre but charming effect.
* Epic (1984) the children attempt to use fire against the Spirit of Evil, but it's ineffective and the Spirit of Evil then uses the fire against them.
* Epic (1984), the Spirit of Evil appears a couple of times in the reflection on the water of one of the protagonists.
* Epica and remains in the band despite the two of them breaking up not long afterwards.
* Epica base most of their albums upon themes and concepts. Usually abstract and existential or based in myth and religious ideals.
* EPICAC has the titular machine cause its own destruction (by either fire or explosion) with a "suicide" note reading, "I don't want to be a machine, and I don't want to think about war".
* Epic: ALL birds from Leafman perspective, but in particular the hummingbirds and crows which are actually used as mounts.
* epically other inmates had to hold her back. The girl herself was soon reduced to tears.
* Epica, name derived from the Kamelot album of the same name, combines some Heavy Mithril with lots of social commentary. Their target of choice is usually organized religion, which one album calls the "Divine Conspiracy" to enslave humanity.

* epic and brag about it to their friends. Carly finally gets the upper hand in the verbal fight by calling out Freddie for his jealously, that never in a million years would she sleep with him, and his mother is a psycho 'whore' who sleeps with their crazy doorman. Carly smugly thinks that she'd won.
* Epic and deploy them directly into the upper floors of enemy held buildings and defensive walls, turning the Titan into a massive, walking siege tower.
* Epic. A seasoned Leafman warrior, leader of the Leafmen, Nod's guardian and teacher, and a friend of Nod's late father
* Epic Battle Boredom: Even something such as a hectic warfare won't stave this guy's boredom... because they just deals with them easily and casually.
* Epic Battle Fantasy 1: There are different colored versions of enemies:
* Epic Battle Fantasy 3: He occasionally gives a random team member a random item. Sadly, Nolegs fits into the worthless pet category as it is rarely the item you need nor the team member who needs it.
* Epic Battle Fantasy 3: One of the first people the party runs across in Rock Lake is a naked old man that horrifies all of them. Just a few screens later is a nude woman who gives a quest, Lance finding the whole deal awkward and she tells the group to stop staring at her.
* Epic Battle Fantasy 3 references. Two of the player characters can learn a special move that summons a huge drill from below the ground, dealing enormous damage to enemies with buffed defense, and one late-game enemy is a Flying Drill-Bot. Seriously, that's its NAME.
* Epic Battle Fantasy 4, and making the weapon appear requires defeating four bosh rushes of basically anything in the game stronger than mook. Good luck.
* Epic Battle Fantasy 4. Averted with the other naked NPC, where no comment is made about his nudity at all.
* Epic Battle Fantasy 4, calls her one: —> Defeat a busty succubus on Epic Difficulty.
* Epic Battle Fantasy 4, where the desert area is in the north of the world map and the snowy area is in the south.
* Epic Battle Fantasy 5. Before Version 2 added the Battle Arena, Data Bunker, and Arcade minibosses, there wasn't that much left to use it on outside of the final area.
* Epic Battle Fantasy 5, costs 69 SP. It also has 2169 base HP, though you won't know that unless you look it up on a wiki or in the game's files.
* Epic Battle Fantasy 5 have all powerful attacks as summons, but you need to catch them (which is in their case much more difficult than just defeat them), and there is not a stronger enemy that them. However, God really takes the cake, as he is much stronger than all of them, but once you catch him, he costs 180SP to summon, much more than anything else.
* Epic Battle Fantasy 5, Natalie tells the party that the reason she's hanging around with with them was because she got caught writing smutty fan fics of real people, much to her embarrassment, leading her to leave the university. She then says to herself that she just hides it better now.
* Epic Battle Fantasy 5, zombies can be found as both NPCs around Mystic Woods and enemies in the form of the Zombie Arms. They're always green and caused by some sort of curse. For some reason, some of them appear mindless and unintelligible, while others seem sapient and talk clearly. Three Greenwood Village residents become converted to zombies when they enter the Mystic Woods, and revert back once Laurelin is defeated or captured.
* Epic Battle Fantasy has existed for so long that he doesn't remember when or how he came into being in the first place. He can still remember some things, such as being sealed, defeated, and released countless times by different heroes throughout the ages.
* Epic Battle Fantasy of years and no longer even remembers when or how he came into being. He remarks that he has been defeated, weakened, and imprisoned countless times, but ultimately, he endures while his enemies fall to the ravages of time.
* Epic Battle Fantasy series: A majority of the games have one in-game, such as:

* Epic Battle Fantasy series has a handful of naked beachgoer NPCs played for laughs:
* Epic Battle Fantasy series has a tank called the Valkyrie. It's a fully-fledged WWII supertank with several different types of turrets. In fact, the scan data for it says that it didn't get finished in time for WWII.
* Epic Battle Fantasy series has multiple spinoffs, one of them turning into a series of its own:
* Epic Battle Fantasy series tend to be immune to disabling status ailments (stun, syphon, freeze), and instant death.
* Epic Battle Fantasy: the Tera Drill skill does more damage to the target the more buffed its defense is.
* Epic Battle Fantasy: The third game gives you options whether or not to carry over your weapons, weapon levels, skills, items and golds, EXP levels and having no level limit on NG+.
* Epic Battle Fantasy, with just about every enemy in the third game onwards has around three/four species variations with different attacks, weaknesses and resistances, and drops. In an interesting use of this trope, none of the enemy variants can really be considered "stronger"; since enemies use a leveling system like the heroes, an early game-enemy can appear among its later-game variants and still be just as strong, meaning that no single enemy becomes obsolete.
* Epic Bomba has a library of animal and nature sounds kept on a 4th gen iPod Touch.
* epic bursts through the floor of the Main Order Room riding Galeon to rescue Mikoto and the GGG bridge crew from the Nail and Ear Primevals.
* Epic by Conor Kostick, everyone on New Earth participates in an immersive MMO called Epic. In addition to the game dictating one's station in life - for example, do well in it as a student and you get the chance to go to university - player vs player combat is used to settle disputes and grievances, as violence is banned on New Earth.
* Epic Card Game, the gods made a truce after tearing the old universe apart with their wars. After reconstructing reality the deities agreed to fight their wars through mortal proxies. But other than that everything (including time manipulation, zombie apocalypses, necromancy, and so forth) is fair game.
* Epic Card Game: The Zombie Apocalypse card results in either destroying all Champions and giving all players Zombies... or it just giving a player two cards.
* Epic Cards Battle 2 Yumi describes the Shrine Alliance as "Alliance formed of angles from heaven, human and dwarf forces. Believed in the power of Shrine, the human have built many great cities, prospect under the guard of angles. The brave human and dwarfs protect their homeland together."
* Epic Catalog is probably the most famous one in ancient epic poetry.
* Epic characters from 3rd and 4th edition break through the 20 Level
* epic clash. It is also widely believed that it will be the final naval battle ever.
* Epic Dragon Pack has scales hanging off it's horns and the constellation has long since been associated with law.
* EpicDuel has a race called Krampus in it, and has three Krampus NPC in it. There are two Krampus Warriors (one level five and level eleven), who will give you missions and you can also challenge to fights. Then there's the Krampus Technician, whom is level twenty, believes magic simply be advanced technology, and will challenge you to a duel. They are all from Frysteland, which has been taken over by a tyrant named Alydriah
* Epicene at the time the play was written. (It isn't staged much today.)
* Epicene, or the Silent Woman, by Shakespeare's contemporary Ben Jonson, in which the protagonist persuades his eccentric, noise-hating uncle Morose to marry the title character as part of a plot to secure his inheritance: since he stands to lose it if his uncle marries, his plan is to provide him with a wife he doesn't like and then offer Morose a reason to end the marriage on the condition he gets his inheritance. Which he does by revealing to both the characters and the audience that Epicene has been a boy in disguise all along — which would have been a

big surprise to an audience accustomed to seeing female characters played by boys.
* Epicenter which causes anyone he autoattacks to explode on death, dealing even more damage.
* Epic Fail (absolutely no-one believed it), the fact that Germany claimed self-defense as a reason to go to war is regarded as an interesting bit of trivia instead of an important historical fact.
* Epic Fail fashion, being eliminated without so much as scoring a goal!
* Epic Fail inside, to go critical and explode. Later, he does the same thing to a model proton accelerator.
* Epic Fail" like so many in canon. However, his actions cause the senior Swollen Eyeball agents to decide in the following episode to assign Steve and Viera to help him, thus significantly changing the status quo.
* Epic Fail, shows more competence and insight into how drug gangs work than Marimow does.
* Epic Fail: Someone fails so badly that they manage to achieve a failure that isn't physically possible.
* Epic Fail: Someone manages to fail at something in a way that just isn't possible.
* Epic Fail that potentially endangers the company or actively tries to sink it, you have to go through a precise legal procedure where even a tiny mistake (such as sending a letter too soon) can result in a trial against you (the guy will still need a very good lawyer in case of a major blunder, though). If the employee can prove he/she's been fired due to a bias of the employer (discrimination, minor fault, etc.), in 99 cases out of 100, you'll have to re-hire the employee or pay very large fines and severance packages.
* Epic Fail (the actual problem with the Sergeant York was because it used a radar system that was designed for a jet and thus wasn't designed to handle all the close objects found on the ground).
* Epic Fail. The whole thing was planned so badly, no one could really believe that there had been any danger. Plus, successful unrelated terrorist attacks less than a month ago had the country on high alert, making even the timing a terrible decision.
* Epic Fail. To add even more insult to injury, his corpse is then devoured by walkers.
* Epic Fail, where a contestant gives an obviously bad answer, if they're able to even answer — e.g., "Man, that was such an easy puzzle; I can't believe you missed it that badly!")
* Epic Games action figure — not because of the figure itself, but because of the also custom-made blister box he put it in, which the lawyers claimed was "too realistic".
* Epic Games Store for free for a week starting on May 14th, 2020, their website quickly crashed due to sheer demand. Additionally, the email verification sending servers crashed the following day, which caused many to be unable to even play it due to requiring a Rockstar Social Club account to do so, which in turn requires a verified email.
* Epic give him a personal quest and an immensely valuable jewel, of the sort it takes years of leveling to afford, right out of the gate.
* Epic has a self-made pair of goggles that allows him to see the Leafmne in slow motion.
* Epic has Finn, the Leafman with the orange beard. His name is only in the closing credits.
* Epic; his outdated computers and messy house suggest he really doesn't get out much.
* Epic However, the bats aren't actually loyal to the Boggins; in one scene, a Leafman knocks a Boggin off his bat and takes the reins, and the bat has no complaints. Birds such as sparrows are considered inferior to hummingbirds and are generally used only for racing.
* Epic Illustrated has a three-page strip in which a couch potato is lazing in front of his TV set with a beer. A voice from the TV announces a test of the

Emergency Broadcast System. The guy swigs a beer as the warning tone sounds, then starts to look uncomfortable and sweat, before finally writhing in agony and melting into a skeleton. In the final panel we see that the world outside has been incinerated. Meanwhile the voice on TV blithely announces "this was only a test."
* Epic Illustrated includes a story about an attempt to tap energy directly from the core of the Earth's sun. This goes horribly wrong, causing the sun to go nova.
* epic, including lines like "Pier 1 Imports," "This place has got everything," and "The new Oldsmobiles are in early this year."
* Epic Instrumental Opener: Except that in Opera-ese we call it an overture.
* Epic Instrumental Opener it leads to an urge to skip forward. The most common examples are video game song remixes.
* Epic is already unused to interacting with humans, let alone his own daughter.
* Epic is an example. He's introduced by taking out an immortal, giant enemy that Laharl, Adell, and Mao couldn't beat. After that he gets dominated by Etna, a reaper, Baal's minions,
* Epic is billed third despite voicing the main character. Though this decision could have something to do with Seyfried having been on a box office cold streak during production.
* Epic is only as powerful as the scrolls that write the forests' activities, which cannot predict the future, and can only record so much. In the climax, MK calls him out on how he's relatively useless on his own.
* Epic items are colored purple. They tend to make the bulk of items that can be obtained in raids and high-difficulty dungeons. Epic equippable items are often separated by "tiers" (indicated by their item level) as epic items introduced later into an expansion are better than the ones introduced beforehand.
* Epic, just when Professor Bomba's recording equipment would have been useful (tiny MK needed him and his iPhone), he starts disconnecting them. Fortunately, he finds the needle MK moved on his map to indicate the Leafmen lair.
* Epic kill his son. (Of course, it's not really justified as Mandrake struck first, and he was going to take the pod anyway.)
* Epic-level characters in 3.5 can invert this by taking the epic feat Distant Shot. It allows the character to shoot any target the can see without penalty. This means a character with this feat has the same chance to hit the orc standing on the horizon as to hit the orc standing 30 feet away. Thanks to a lack of adjustments to the combat mechanics for extremely long ranges, the attack will also REACH the orc on the horizon just as quickly as it would reach the nearer orc, with no increase in damage for this obviously greatly increased velocity.
* Epic Level Handbook)...and also 200-1200 points of damage to the user.
* Epic Level Handbook but grants a character fluency in absolutely every language, down to the most obscure regional accent.
* Epic Level Handbook dead. (Specifically, they destroy their victims' bodies beyond resurrection, and in cases that require a 100% certainty, they bring the bodies to the head of the organization so that she can remove them from the multiverse altogether. Naturally, the amount they charge for this is astronomical.)
* Epic Level Handbook done. This helps in giving them a name for themselves, but they know enough not to take just any contract willy-nilly, lest their enemies muster enough courage and supporters to put and end to them.
* Epic Level Handbook for an army of worms, gaining insect-related powers and a great deal of additional resilience. Usually it's the evil ones that choose this method of life after death. Players can actually turn themselves into a Worm That Walks, although it carries a chance of failing and just leaving them as a rotting corpse. Later editions rename them larva mages, but keep the lore more or less the same.
* Epic Level Handbook has the sirrush, a large creature that looks vaguely like an armor-plated lynx and likes hunting dragons.
* Epic Level Handbook in D&D3E contains an adventure which includes a wizard tower with walls made of two thick layers of obsidian with a thin forcefield in-between.
* Epic Level Handbook start at level 14. However, the city didn't have much appeal

compared to mainstays like Sigil, partially because of the limited space to cover it in the book and partially because epic-level play didn't catch on too well.
* Epic look like a cross between frogs and sharks. Mandrake and his son, however, look more cat- and human-like.
* Epic Mafia can create fake versions of items. This includes a fake gun which backfires and kills the user.
* Epic Mandrake complains that no matter how much they destroy, Queen Tara can regrow it all back with a wave of her hand. Of course, if she were gone and had no successor...
* Epic, Mandrake's rot-arrow reduces a riding bat to a bare skeleton, which falls apart as its Leafman rider goes plummeting to the ground.
* Epic: Mandrake, which otherwise refers to a magical plant with human-shaped roots that emitted a deadly scream upon being picked and the leaves of which were poison.
* Epic Meal Time and completely unhealthy, such as a lasagna made out of burgers and pizza, with food items that stretch into the hundreds of thousands of calories. The entire thing is hosted only by men, and their mascot is a silent dude-bro named Muscles Glasses who typically chomps down the things they make with his bare hands. Also, they add bacon strips (and bacon strips, and bacon strips) to every dish, and all the narration is done with emphasis on everything with intense music playing in the background.
* Epic Meal Time a run for its money. Best of all they're fertile. Unfortunately this also means that those interested in conserving the American Bison population are having problems since cattle are so prevalent in America. Only a minority of remaining bison herds are purely bison; the rest contain at least some cattle genes.
* Epic Meal Time). Despite the departure of the beloved Muscles Glasses and fans complaining it isn't as fun as it used to be, the show still goes on.
* Epic Meal Time episode "Breakfast Pizza". Harley gets out frozen pizza for breakfast, then sees a plate of sausage and eggs, and suddenly gets one. Tyler promptly lampshades it.
* Epic Meal Time: Harvey Morenstein can't be making much money from this gig so far, so given how expensive buying five different birds for one meal must be, it'd almost have to be this.
* Epic Meal Time. He shaved it off for "Breakfast Lasagna" and is letting it grow in again.
* Epic Meal Time is a direct result of consuming so much of it with the massive amount of chili and bacon (he'd later have to be stuffed into the bathroom for several hours to dry off).
* Epic Meal Time rarely appears without a bottle of Jack in hand. One time, he and the others made breakfast with alcohol.
* Epic Meal Time, who routinely prepare massive dishes with five- (sometimes six-) figure calorie counts and then eat them on camera. What probably helps their frames is that Harley is rather tall and Muscles Glasses (a personal trainer in real life) is often hitting the gym.
* Epic Megagames makes extensive use of palette swaps. The game has 11 distinct (sprite) models of robots, but many more colour-schemes, all of which are achieved by changing parts of the game palette. In tournament mode, you can customize your robot's colour-scheme in three areas, and the game provides you with 16 colours to choose from.
* Epic Mickey 2: The Power of Two. However, due to the game's poor sales which led to the closing of Junction Point Studios, a third game is highly unlikely.
* Epic Mickey, and his "purified" form uses Kevin Flynn's. Tomorrow City also borrows heavily from the movie in more than just the lines.
* Epic Mickey, as the Doctor turns on the Blot and renounces to kill Oswald.
* Epic Mickey: Before Mickey came to the Wastelands, Shadow Blot and the Mad Doctor had pretty much won the Blot War; they have conquered Oswald's castle and petrified his wife Ortensia, an act which sends him into a deep depression and causes him to lose his will to fight, leaving the fighting to small, weak bands of resistance groups. One of them, the crew of Captain Hook, has most of the members dead or

turned into Beetleworx and the rest scattered leaderless in the jungle. Another group, The Gremlins, has been more successful in fighting off Blot's forces, but the sheer force of Blot's forces causes most of the Gremlins to be taken as prisoners, and their own village was under siege before Mickey helped in turning the tide.
* Epic Mickey came with a figurine of Mickey (with removable paintbrush), decals for the Wii and Wii Remote, and a behind-the-scenes DVD of the game, which also included several original cartoon shorts. Sadly, the "Clock Cleaners" cartoon is the censored version.
* Epic Mickey cheerful after being ravaged by a flood of corruptive paint thinner.
* Epic Mickey deliberately invokes this as a homage to old cartoons. Toon objects, which can be affected by Paint and Thinner, are bright and colorful, while Inert objects look dark and menacing, and cannot be painted or thinned.
* Epic Mickey, even before the game's plot, which hinges on fans being at least passingly familiar with very old Mickey Mouse shorts.
* Epic Mickey features creepy versions of classic Disney songs mixed into the soundtrack:
* Epic Mickey, Gremlin Gus attempts to launch the fireworks Mickey primed, only to realize that the detonator's batteries are dead. He replaces them in a jiffy, but before launching them, he is grabbed by the Blot.
* Epic Mickey, gumming up their pages and making them fall out of the sky so they can be collected.
* Epic Mickey has a replica of the Disneyland statue, but with Oswald the Rabbit instead of Mickey, as Oswald is Wasteland's ruler.
* Epic Mickey has become notorious for this, as many found the game's dark and twisted concept art and the scrapped ideas contained within them to be far cooler and more well, "epic", compared to the game proper, which many have found to be a disappointment due to the final game not living up to what was initially promised by its concept art.
* Epic Mickey has the Mad Doctor build him animatronic versions of Mickey Mouse's friends, as he wants Mickey's life for himself.
* Epic Mickey has this effect. It restores damages from thinner and redeems enemies into friends.
* Epic Mickey in motorcycle with sidecar. Like the below Donald Duck game, it met its end with Junction Point.
* Epic Mickey is the Mad Doctor wanting to be human again as the Blot no longer exists and his too-quickly-made animatronic parts are starting to break down. And yet, readers who knew the first story only from the graphic novel and had not played the first game itself did not have a clue what the whole "Mad Doctor is a robot" plot point was about.
* Epic Mickey, Mickey's reserves of Paint or Thinner will slowly refill to one-third of their maximum if they ever fall below the amount.
* Epic Mickey on them. These screens showing the cartoons act as bridges of sorts from area to area.
* Epic Mickey, Oswald's inclusion was one of the key aspects which drew people into the game, and he has a solid fanbase in Japan.
* Epic Mickey, Oswald suggests that he and Mickey shake and start over. But Mickey holds back and confesses to causing the Thinner Disaster.
* Epic Mickey, Oswald The Lucky Rabbit will shoot faces at Mickey when his back his turned. Turn around to face him again and he'll start whistling innocently.
* Epic Mickey Perhaps unsurprisingly, Disney balked at their mascot being taken in such an overtly mature direction, and the game ended up as a much more conventional, if still slightly grim, platform game.
* Epic Mickey playing backwards during the Gremlin Village level. According to Warren Spector, the launch version was supposed to have the lyrical version as the boss for the Clock Tower, but copyright reasons kept this from happening. One can assume this is why the song doesn't play backwards at any point in the game.
* Epic Mickey profile, "whether she's busy fending off unwelcome advances from the notorious Pete or wishing that Oswald would spend more time with her and their

copious children, Ortensia is - in every way - Oswald's better half".
* Epic Mickey sitting on a table in Yen Sid's tower. But to an observer actually inside the Wasteland, it seems to be a group of floating islands.
* Epic Mickey: The game's main antagonist, the Blot, is an enormous monster made from an oozing black mixture of paint and thinner. Its corrupting slime has dripped and spread all over Wasteland, creating smaller enemy blobs called Blotlings and causing all sorts of destruction.
* Epic Mickey: The Phantom Blot as he appears in the original Mickey Mouse comics is just a thief in a stark black suit. Here, he's the Shadow Blot, a monstrous creature made out of paint and thinner out to destroy the Cartoon Wasteland.
* Epic Mickey, the straight man of the late 1930s, or the more modern 'hero' Mickey.
* Epic Mickey the world you're supposed to save by using your paintbrush and tools (namely, regular paint or paint thinner).
* Epic Mickey, which are based on the iconic animated shorts, will often have dancing scenery. Most often, this is to be used as moving platforms (like the coconut trees in "Jungle Drums"), though they will sometimes steer Mickey into trouble (like the trolley in "Trolley Troubles," which has obstacle and enemy placement to match the trolley's movements).
* Epic MK doesn't like how Nod and Ronin are making fun of stompers, particularly her dad who is sitting beside them and saddened by his daughter's departure. Then she blatantly points out that she is also a stomper.
* Epic Movie above, features all the main characters making silly faces against a red title and white background. It's hard to derive much about the film's premise from the poster alone, but the faces and poster format guarantee that this is a comedy.
* Epic Movie, also with tongue-tearing results. She even looks around to see if anyone is around (even though she's in the middle of the woods). In the unrated cut of the film, her tongue stretches to an insane length and she attempts to cut free with a knife and axe.
* Epic Movie. Alternatively, it turns out that the technology needed to convincingly move the genre forward wasn't as viable as people thought. Gaze upon the many, many aborted attempts to have fully-3D characters replacing "real" actors in a movie or 3D gaming.
* Epic Movie and a larger ass...also a monobrow and for her to have a fat flabby grandma body type, which turns him on. She then has his way with him. Even if his requests are...unconventional, it's clear he's not into her for her personality...
* Epic Movie employed this for laughs when Aslan (a middle-aged white man) is suddenly replaced by a young Asian guy in a bad wig for a fight scene.
* Epic Movie features full-frontal nudity for some scenes. For example, when the wardrobe is first opened, a girl runs out and tells Lucy not to go in there. In the theater cut, she's wearing a bikini. In the unrated DVD version, she's entirely nude. The gross vomiting scene is also extended in the unrated version.
* Epic Movie for his enjoyment during sex. Considering he drools at this sight and they start to get it on after, it seems it worked.
* Epic Movie has Kal Penn lustily devouring what he thinks is chocolate for a good twenty or so seconds; more than enough time for the viewer to correctly guess that it's really poop from an inexplicably open sewer line.
* Epic Movie has Willy Wonka use human tissue as a vital ingredient in his candy bars.
* Epic Movie might I add, all night long near the end of the film comes almost completely out of nowhere.
* Epic Movie (more broadly defined, includes film adaptations of the literary epic as defined here)
* Epic Movie, Peter is arguably this. He has a strong British accent and is rather shy throughout the film, especially towards his crush, a parody of Mystique. When she finally decides to hook up with him in bed, she asks what he'd like her to shapeshifter into during sex. *He's rather shy, But says some rather requests.
* Epic Movie (Something along the lines of "A Not-Romantic-At-All Comedy").

* Epic Movie, the character Susan ends up being persuaded into chugging a couple gallons of beer and it goes about as well as one might suspect. She ends up puking out a couple gallons of puke on the crowds who were cheering her on, grossing them out in the process. She clearly needs to puke more, but doesn't want to puke on anymore of the crowd and also clearly doesn't want to gross them out... so she finds an archer close by and... locks lips with him, while holding his head in place, not letting him escape... she clearly was trying to make it seem like she was just making out with the archer, but everyone quickly realized that the poor archer wasn't making out with a hot woman, but said hot woman was pumping puke down his throat with no escape... this is said to be the main reason why no one showed up to the battle the following day.
* Epic Movie. This wasn't done with their other films released by Fox.
* Epic Movie to please his various fetishes: unibrows, giant butts, flabby arms, etc.
* Epic Movie, where Mr. Tumnus reacts with disgust upon learning that both of Lucy's parents were human (his own dad screwed a goat).
* Epic Movie, while trying to escape a prison cell, Captain Swallows stabs Edward in the abdomen to ensure his pain is realistic enough to get the guards in.
* Epic Narrative (modern literary epics, as well as some traditional narratives)
* Epic Nim's tree is a data recorder example. Everything that happens in the forest is recorded on the scrolls within, down to the most minute actions.
* Epic NPC Man on Ben can be seen to leave his neck and crawl into his mouth after he collapses.
* Epic. Of course they don't explain this to the audience at all. For those familiar with the law it's a refreshing accuracy, but one wonders how many kids, who don't even know what a cube is, were left wondered why they good guys seemed so indifferent about throwing people off of birds to their apparent-death all the time.
* Epic Ozzie bumps into things constantly on account of his lacking depth perception and reduced mobility.
* Epic: Ozzie growls at the bat call, which is being sung by Mandrake.
* Epic Poem bathed in the Amburayan River after accumulating so much dirt in battle that the fishes and other animals around him died. There's no ill effect to the women attending to him though.
* Epic, Professor Bomba has built gadgets that allow him to adjust to the "speed" of miniature creatures, allowing him to communicate with them.
* Epic Race, but as it goes on it becomes a matter of finding the Corpse Parts.
* Epic Race: The characters have to proceed from a starting line to a finishing line under some set of rules over the course of an extended period of time.
* Epic Rage Time: The Incredible Derp when the latter calls for "more lasers" just as Derpy is calming down.
* EPIC!!! RAP!!! BATTLES!!! OF!!!! HIS! TO! RY!!!!!!!!!!!!!!!!!!!!!!!!
* Epic Rap Battles of History. All we see is him picking up the Luger, the screen going black, shortly followed by a gunshot.
* Epic Rap Battles of History also has real-life historical figures as some of their many characters, there's bound to be at least a few lines about them having a relationship with their cousin.
* Epic Rap Battles of History, and most likely because of this, they have battled two more times throughout the series making them the only trilogy of the show to date.
* Epic Rap Battles of History, and Peter dressing in drag to play a trans woman may have been seen as offensive.
* Epic Rap Battles of History: Apparently, Vlad the Impaler is so filthy that Count Dracula gets nauseous at the thought of biting him.
* Epic Rap Battles of History as the only survivor, and he's clearly shaken by the ending.
* Epic Rap Battles of History begins with "You think I haven't heard those things before?"
* Epic Rap Battles of History: Bob Ross accuses Picasso of this and specifically

mentions his "Blue Period". This contrasts his own belief that paintings can be happy and loving.
* Epic Rap Battles of History case of this in the "Jack the Ripper vs. Hannibal Lecter" video. The former says "I'm terrorising London, fuck the 7/7 bombers", which causes the latter to accuse him of trying to stay relevant by stealing from headlines.
* Epic Rap Battles of History crew into finishing season 2, lest he chisel himself out of Mount Rushmore and crush them to death with his moustache.
* Epic Rap Battles of History!" Cue the East Team falling apart in squabbling of their own.
* Epic Rap Battles of History, Darth Vader is a rapping version. He ends his fights with Hitler by (in order) freezing him in carbonite, dropping him into a rancor pit, and slicing him in half with his lightsaber.
* Epic Rap Battles of History does this at the end as he starts his verse, reflecting the modern bombast of his movies.
* Epic Rap Battles of History: Due to the unstable political climate in the United States, Nice Peter and EpicLLOYD decided to omit the "Hitler vs. Vader Trilogy" from their touring repertoire since 2017.
* Epic Rap Battles of History, Epic Lloyd as Genghis Khan draws his sword and cuts an easter egg in half in just one take while filming "Genghis Khan vs. The Easter Bunny".
* Epic Rap Battles of History episode with Steve Jobs and Bill Gates, Steve Jobs doesn't bat an eye at Gates calling him an "arrogant prick", talking about Jobs being abandoned at birth, etc., but Gates finally draws a reaction when he makes a rather playful jab about Jobs taking credit for the work of others and then asks if Steve Wozniak wrote the lyrics that Jobs is rapping.
* Epic Rap Battles of History for the battle has the loop existing long enough for the video to be ten minutes long.
* Epic Rap Battles of History: Frank Sinatra makes comments that are considered racist and homophobic by our standards, so you would never think of him to be the guy who integrated Las Vegas.
* Epic Rap Battles of History Further down the line during the rap, he also points out that he owns the entire series.
* Epic Rap Battles of History, George Washington has a very ugly and visually distracting set of false teeth, which he references once. The appearance helps to reinforce his very undignified rapping style.
* Epic Rap Battles of History had an episode with Gandalf and Dumbledore. Of course there were plenty of references to the latter's sexuality, including a Lockhard expy as a boy toy.
* Epic Rap Battles of History in the Shakespeare vs Doctor Seuss battle, where Shakespeare drops this line:
* Epic Rap Battles of History: Ivan the Terrible does this twice in his rap battle against Alexander the Great and Frederick the Great. After each has had a go, Ivan would immediately declare his loss and bemoan how Alex and Frederick have bested him, then offer them a celebratory drink and a comfy chair to rest in, respectively; of course, Alex is fatally poisoned by the drink and while he had meant to strangle Frederick with garrote wire while he slept, he wound up dying of natural causes during his nap anyway. He tries it again when Catherine the Great shows up, offering her a horse for her "victory", but Catherine calls bullshit on both him and the horse story and keeps ripping into him.
* Epic Rap Battles of History, Jobs interrupts the announcer in the middle of introducing the contestants and goes straight into a high energy rap, trying to blitz Gates with it.
* Epic Rap Battles of History managed to rhyme "purple" with "turtles".
* Epic Rap Battles of History, "Mitt Romney vs. Barack Obama", we get this:
* Epic Rap Battles of History occasionally pitches two villains against one another:
* Epic Rap Battles of History on the other so as to disrupt team flow:
* Epic Rap Battles of History out his full name (or nearly so)- and it takes up

most of his second verse.
* Epic Rap Battles of History: Rasputin raps this to Stalin in the form of a rhetorical question, as we already know the answer. A more serious example than most on this page.
* Epic Rap Battles of History, reaching through two iPads to smack Jobs with an iPhone.
* Epic Rap Battles of History's cocaine habit after it went over Pennywise's head.
* Epic Rap Battles of History, showing that even he thought the line was beyond the pale.
* Epic Rap Battles of History, since the performance is based on an interview with the real deal where he expressed similar sentiments. Thanos of course, mocks him for it.
* Epic Rap Battles of History: Since the series frequently involves rap battles between supernatural beings, this comes up a lot.
* Epic Rap Battles of History's "Mozart vs Skrillex" has Mozart boasting to Skrillex about how he's a musical prodigy, finally topping his verses with the final line as seen on the page quote.
* Epic Rap Battles of History so that their heights could align with the exceedingly tall Rhett.
* Epic Rap Battles of History, Stalin calls himself the "Pride of Lenin." 2 lines later?
* Epic Rap Battles of History. The actress playing Child imitates her distinctive voice perfectly.
* Epic Rap Battles of History: The entire point of this series is poking fun at historical characters.
* Epic Rap Battles of History, there is an impressive special effect where Pennywise opens up his head like this. It's incredibly creepy.
* Epic Rap Battles of History. The very next day after the video was released, Donald Trump himself tweeted about the video, understandably confused and asking "What's with this rap stuff between me and Ebenezer Scrooge?"
* Epic Rap Battles of History, very attractive. Some have speculated that this is the reason why the characters he plays tend to win over EpicLLOYD's characters in the fan polls.
* Epic Rap Battles of History vs Bruce Jenner" in one of their funniest burns ever:
* Epic Rap Battles of History was the last original run of the show before their two-year hiatus and their last year with Maker Studios.
* Epic Rap Battles of History were produced by Maker Studios, but after Maker got fully absorbed into Disney (getting rebranded as the Disney Digital Network), ERB opted to go independent from Season 6 onwards.
* Epic Rap Battles of History). When Sun Tzu tells Socrates to apologize to his two students (pointing to Nietzsche and Voltaire), Nietzsche counters that he would not call himself a student of "this plebe", pointing to Socrates. Except "plebs" is a Roman word, referring either to the lower assembly or the lower class in general. Of course, the modern usage of the word implies inferiority, so there could be a double-meaning here.
* Epic Rap Battles of History where during his first verse, Steve described his opponent as if he were observing a dangerous and rare creature.
* Epic Rap Battles of History with a third person dropping by to smack both contestants:
* Epic rather than that being a normal Boggin mount. On the good guys' side, the heroes take a ride on a deer—which is ABSURDLY large compared to them—though this is not considered typical either.
* Epic Records. One hundred million copies, seven top ten singles, and eight Grammy Awards later, Michael Jackson would cement his legacy as the "King of Pop".
* Epic Riff is surprisingly obscure nowadays for such a prolific and popular band. And the riff itself is lifted from a Gil Evans jazz piece.
* Epic Riff to accompany two boys arm-wrestling for the last Cool Quencher (which is taken by a small girl while they're doing it).
* Epic, Ronin puts up a cold exterior which he only drops around people he's close

to, like Tara.
* Epics and holy scriptures tend to be this, due to them having been collected from stories told for eons.
* Epic scale also brings the Capitol Imperialis and Leviathan to the Imperials. Both are giant tanks the size of, and capable of going toe-to-toe with,
* Epic scale Death Dealer daemon engine of Khorne is a mobile siege tower with a mechanical torso fitted to the front. The daemon engine is designed to disgorge hordes of fanatical warriors straight onto a fortresses walls while the daemon's robotic body uses it's deadly close combat weapons to slaughter the defenders.
* Epic's Gameshows had DevinWithDevin, who was a relentless bully who showed no signs of kindness or an improved attitude as the season went on.
* Epic's Gameshows own up to his bullying, refuse to do an interview after his elimination and chose to just leave.
* epic shouting match) with Misha. Shizune and Hisao take the opportunity to bail out and disappear together.
* Epic Spell Wars of the Battle Wizards loose definition of the word "wizard".
* Epic Spell Wars tells a story about accidentally punching himself in the nuts while walking his dog. Even the female players gasp in shock.
* Epic Storytime. They became best friends near graduation and when they made it out of college, the two stayed drinking buddies and had went to the bar every Friday night since then. Hmac later returned to the underworld, seeking him for answers of who was attacking the U.S. and why.
* Epic Tales is immune to bullets. And everything else. Now, if only the writer would take better advantage of this, and put him in all sorts of deadly situations.
* Epic Tales is only able to interact with the physical world by possessing human hosts. In his first appearance he switches between multiple different hosts as the situation requires.
* Epic Tales is set in New York. However, the complete lack of references to any actual places leads one to believe that the writer has never actually been to New York, and is just treating it as a generic city.
* Epic Tales may have a full body costume, but he uses his birth name as his superhero identity. His logic is that it's such an obvious connection, that people will think it's too obvious. So far everyone who has met both of his identities has been able to figure it out, as well as a few who have only met one of his identities, but know of the other.
* Epic Tales series Shadow Hawk has an ongoing arc about Shadow Hawk wanting to get revenge on the Shapeshifter, who killed his father. It also has a subplot arc about how he got a girl pregnant in the first story.
* Epic Tales this is Shadow Hawk's motivation for being a superhero. Or so he claims. His best friend Diana thinks he just doing it for the thrills, although this is only mentioned once. Also the revenge thing gets glossed over in later books.
* Epic Tales 'verse David Wilson died in the first Shadow Hawk story only to become the Astral Controller.
* Epic the Boggans are ugly, and the animals they use as mounts (bats, crows, and a star-nosed mole) are ones that are generally disliked by humans. Whereas the Leafmen are all good-looking and ride hummingbirds.
* Epic: The forces of the forest (good) and the forces of rot (evil). Rot is necessary for continued growth, but too much can doom the whole forest.
* Epic the life of the forest has to do this every hundred years. The film opens on the very day Queen Tara is to choose her heir.
* Epic: The rich greens and golds of the forest (the use of yellow contributing to the 'warmness'), versus the cold colour palette and mud-browns of Mandrake and his allies. Also, the brightness of the forest, compared to the relatively subdued colours used in the house.
* Epic: The Third Survivor in Raccoon City, Chief Irons rapes the Mayor's daughter before killing her in chapter 5, the chapter being fittingly titled "Monsters Can Be Human Too."
* Epic. The villainous Mandrake is about to destroy the heroic Leafman Ronin.

* Epic. This Land Speeder ranged ahead of its Titan partner, relaying targeting information that allowed the God-Machine to fire at targets of its line-of-sight with far greater accuracy.
* Epic Tracking Shot - camera movement that defies typical expectations, with unusual complexity, length or "impossible" movement
* Epic Unicorn History The Beards Of Harmony all have beards, and they can defeat a stone-encrusted mountain lion, a pack of timberwolves, outsmart changelings and also act stallionly.
* Epic Unicorn History The Beards Of Harmony: Hushbeard is a large pony who wouldn't hurt a fly.
* Epic Unicorn History The Beards Of Harmony: It happened to King Grundle after gaining enough strength by drinking the blood generously (though reluctantly) offered by Prancebeard.
* Epic Unicorn History The Beards Of Harmony. They are also destined to become friends and save the newly founded Equestria from a threat in the Everfree Forest.
* Epicureanism are reported as advising to be this. Indeed while judging pleasure to be the highest good, Epicurus made a classification of pleasure: 1) the natural and necessary ones (eating and sleeping), 2) the natural but unnecessary (sex), and 3) the unnecessary and unnatural (power and politics). Giving that according to Epicurus sex fits the second type and that he himself never married and had no children, it's pretty clear that he encouraged people to be single. However, there's no indication that he forbade it either, as there's mention of married Epicureans in the Garden, and one letter has him advise a young man who loves sex on how to do this responsibly (since he clearly wasn't just going to stop). The later Epicureans appears to have been more positive on this, and most probably married. Moreover, translation of the quote that Epicurus is reported to have laid this out in has been questioned by later scholars, who feel the real meaning was that a wise person should refrain from marriage and sex only depending on the circumstances. Epicurus' will, for instance, provides for one student's child marrying another Epicurean in the future. What's indisputable, however, is that he and later Epicureans cautioned people to take care with romantic love, knowing it could cause harm. Epicurus extolled friendship-we can surmise that he'd think marriage should be based on that.
* Epicus Maximus which is almost certainly an inversion of this trope.
* Epic when he wins a race that they had previously agreed he would lose, but is prevented from doing so by Ronin, who needs Nod's help.
* Epic, which she couldn't hear at the time, are seen later in a mystical "flashback" created by one of Nim Galuu's barkscrolls. Tara starts off by saying (paraphrased) "If you're hearing this, it means you made it to Nim's," and anticipates what MK's reaction will be.
* Epic, while not malicious, are heavily influenced by them. Chris Wedge's motivation to make the film came from seeing a museum painting of tiny fairy folk in a forest.
* Epideme is an intelligent artificial virus designed to block nicotine cravings. Unfortunately, he decided he'd rather spend his time stealing his various hosts' knowledge before killing them by starving their bodies of nutrients and oxygen, then hijacking their bodies, each time forcing them to bite someone else and transfer him to a new host.
* Epidemiologists use these a lot when tracking and predicting the spread of infectious diseases.
* Epidemiology", Señor Chang dresses up as a female figure skater for Halloween, purely for the sake of "proving" everybody racist by asking them to guess specifically who it is he's dressed up as. When they inevitably guess the name of an Asian figure skater (e.g. Michelle Kwan, Kristi Yamaguchi), he calls them racist and smugly reveals that he's actually dressed as Peggy Fleming (who is white). Because he's "the racist prover". Shirley is the only one to guess Peggy Fleming correctly on her first try.
* Epigraph — A quotation at the beginning of a work, often a line of poetry.
* Epigraphs at the start of each chapter form a continuous narrative that reveal a

great deal of significant information about what's going to happen at the end of each book, but a large portion of readers totally miss it.
* epigraphs has an epigraph from a "St. Veneric" which mentions the fickleness of Gwynedd's weather in March, and chapter fifteen of the same book has this from an unknown Deryni monk: "The humans kill what they do not understand."
* Epik are the alternatives to traditional hosting providers and domains such as GoDaddy and Cloudflare, respectively. Although their main focus is the buying and selling of domains, Epik made headlines because it publicly announced that it would provide hosting and domain services to Gab, after GoDaddy and Amazon deplatformed them. Although Epik is in favour of freedom of speech, they do not accept forums and imageboards whose moderation is not effectively implemented, such as 8chan. However, Epik has Gab, Bitchute, Hispachan and Infowars as customers.
* Epik High's "Over" and "Spoiler" have shades of this, and a lot of their instrumental pieces (e.g. "Forest" and "Ocean. Sand. Trees.") are basically these.
* Epilepsy is directly triggered by this, since the optical assault overloads your neurons and makes them fire all at once (they should be firing in rapid, but distinct and perceivable patterns). Epilepsy is literally what happens when your brain's Flash plugin crashes.
* Epileptics can sometimes remember up to the very moment the seizure begins, then have a blank during the seizure and for several minutes after. For example, they may not remember such acts as standing up from being trapped in a corner, or even painful actions such as having a nail snapped back into place. Sometimes the only reason an epileptic knows they have had a seizure may be because of these suspicious blanks in their memories.
* Epileptic Trees about the origin of flying saucers amongst human society.
* Epileptic Trees. And, of course, unseen entities that move about and influence the world from beyond the veil. Who's to say Oedon isn't a stronger version of the Kind Faerie?
* Epileptic Trees: Fan theories; the audience making up their own hypotheses as to what really happened in a work.
* Epileptic Trees in the weave of Creation to Pattern Spiders. He has been known to employ them at least on one account to retroactively vanish an Essence Cannon from the character, so…
* Epileptic Trees may be this. That is, minus the human avatar and all.
* Epileptic Trees that a monotheist group closely connected to the creation of Cylons also used the same symbol.
* Epileptic Tree will state that it is true, no matter how ridiculous it sounds, even if it contradicts established fact.
* Epilogues, freed to incorporate more explicit sexual content due to the characters being adults, run with this and spend huge chunks of prose ruminating on the perfection of Jake's butt.
* epilogue, Tristan meets his demise at the claws of a grizzly played by Bart the Bear.
* "Epinikion" by Desmond Warzel, the alien Squids have natural weaponry that not only does this to their human opponents, but leaves them alive for several hours after being bisected.
* "Epinikion" on a human — and secretions that keep the victim alive for hours after being bisected.
* Epiphanic Prison: A prison someone can't escape from unless they have an epiphany.
* Epiphany, Aerith gets plastered in her room after meeting Sephiroth. Overwhelmed by the knowledge that tens of thousands of people in Midgar will die in a matter of days, Sephiroth's own evil plans, and the Arbiters blocking her attempts to stop all of it, she copes with it all by downing Elmyra's cooking sherry and baking brandy that night.
* Epiphany has an erotic dream about Sephiroth. Later, when he attempts to get Aerith to tell him what her dream was about, pointing out that since it was about him, that would make it his business, she acknowledges the point, but still refuses to tell him.

* Epiphany", is completely forgotten for the entirety of the season 5 arc.
* Epiphany is standing outside Aerith's church just before Cloud drops in, Reno comes up with an entourage of troopers. Sephiroth,who everyone thinks is dead, greets him amiably enough.
* Epiphany tries very hard to convince Aerith he actually cares about her well-being, but it only serves to make him even more revolting.
* Episode 00 is in 4:3 aspect ratio while the rest of the series is widescreen. The first
* "Episode 0: Allocation" is set on Schrödinger Station, the first station beyond
* Episode "100" has Reaper meet his end BRUTALLY in this manner at Hotch's hands.
* Episode 101 of the original anime. In a flashback, Kakashi easily defeats the pathetic Moya Triad who had been pestering a random woman, and afterwards she's completely smitten with Kakashi.
* Episode 101 shows a group of filler ninja who are after Kakashi. While at a hotsprings, they decide to use a poisonous dart against him. Just as the blow dart is flying toward Kakashi, there's a slow-motion shot of him bowing down to get into the water and avoiding it completely. The funny part comes when during the scene, he actually states that he's going in slow motion.
* Episode 1068 is about Ash encountering Celebi and getting taken back in time and meeting Professor Kukui when he was younger. This may sound familiar to anyone who's seen
* Episode 10. An audience only example when Mariel lists Taro's daily activities and they appear (as if being typed) in the air over Taro's head, gradually squashing his head down.
* Episode 10 ends with a list of the people calling in for New Year's. The viewer's heard of most of them before... with the exception of Hinata's "friends."
* Episode 10 focuses almost exclusively on Tenn's mission on Meekrob, acting as a springboard to introduce her into the main story.
* Episode 10 gives us this glorious exchange when Kirito offers to help them secure the deal with the King of the Ashes.
* Episode 10 has Dino attempt to demonstrate this with Mafuyu, but it fails due to the height difference resulting from Dino being the tallest member of the cast and Mafuyu being the
* Episode 10 has Tuff decide to go on a crime-spree to prevent the only cop in town, Chief Bookem, from being fired.
* episode 10 instead of displaying the kinds of skills a cheer captain would need to possess.
* Episode 10. It begins with Hannah talking to Ciel and saying that she has something to show him. Then her mouth opens unnaturally wide to reveal
* episode 10 of his father Aang (with whom, by Tenzin's account, she got along quite well).
* Episode 10 shows that life in the Plantation inner city is basically
* Episode 10 when Ally and Kim see Nighthook with Havoc. It starts out as lying about Nighthook being their waiter, and it goes downhill from there.
* Episode 10. When Mariel is washing Taro's back after a long day he turns to her and their faces move together...then Ikuyo Suzuki runs in yelling to
* Episode 11.5, and mixes it with the already awesome nature of the game to bring some really insane animation that will make you go "What the Hell just happened?"
* Episode 11, after Allen gets chased out of a party he gatecrashed. Wanted posters of him are hung up around the college, with a sketched picture of him that is detailed perfectly. Allen complains loudly about the poster, complaining that the guy on it has copied his army helmet look, noting that it looks ridiculous.
* Episode 11 "Daemonseed". A giant tree grows in Paradigm City and starts destroying buildings with its animated roots. The Big O attacks it for a while, but the tree stops growing by itself and doesn't have to be killed.
* Episode 11 is called "A Present For Christmas", although more than one present is given.
* Episode 11: Never work together! or One skilled individual will trump teamwork

by unskilled individuals.
* Episode 11 of the same Volume reveals that General Ironwood, already speculated to have a metal arm, is a cyborg. Half of his body is metal.
* episode 11, when she acknowledges that her efforts to save Madoka for the past 100+ timelines have been for nothing, and everything she does only makes things worse.
* Episode 11, where Bulma is amazed at the speed of Mr. Popo's magic carpet:
* Episode 127 when the Vizard Hiyori Sarugaki jumps into the sky while carrying Orihime Inoue.
* Episode 12 has the reveal of the Conduit's master plan, which involves
* Episode 12 of the anime version has Haruko lose consciousness and collapse atop Takeru after she uses Murakumo
* Episode 12: Vegeta is fully healed and fresh off removing the liver from one of his colleagues when Cui tries to cut him off; Cui points out that Frieza and his men are en route to Namek to grab their Dragon Balls thanks to Vegeta's intel. Vegeta argues that Frieza couldn't have known because his transmitter was off the entire time, and then he remembers that he wasn't alone.
* Episode 13, when one character starts thinking of another and mentions her name, she sneezes.
* Episode 14 also focuses on Tenn as she adjusts to life on Earth, with Tak alone being the only other main character to show up more than once or twice.
* Episode 14: Kairi and Fiore meet and agree to team up for the time being.
* Episode 14 — Gordon Ambler, the mysterious stranger who knows more than he says, is really
* episode 14 on a magic fast is unable to open a jar, and Bella opens it for her. That she would need Bella's help, of all people, depresses Hermione even further.
* episode 14. Secret calls Marena a "bossy overweight oversexed shapeshifting cow", and the comic's title (only visible in the archive page) is "I am not a cow!"
* episode 14 tells a story about how his mother explained that gay "means that you like to kiss boys," leading him to think he might be gay since he never kissed a girl before and liked when his dad kissed him good night every night.
* episode 152, in which the highly-competent Princess Sara volunteers to help the heroes defeat a random encounter. She does not take their response very well.
* Episode 153 of the anime has Gintoki listen to a radio story "guaranteed to make you cry in four minutes or less", hoping it'll help him sleep. The story, titled "I'm Sorry, Jerry", is about a girl and her loyal dog whom she's forced to leave behind when she moves to another town. The story lasts well over four minutes, and does genuinely tug at the heartstrings,
* Episode 15: Albert Wesker, who is for some reason an evil moon ala
* Episode 15 and the Love Hotel, Chie, Yukiko, and Rise in the rotating bed having giggle fits. Something similar happens when Teddie, Yosuke, and Kanji end up in a bed together, except in that case the only one laughing is Teddie.
* Episode 15, Derpy Hooves drops several heavy objects on Twilight Sparkle, among them an anvil and a piano. She survives, although not unscathed.
* Episode 15, two characters are discussing a ridiculously good student and we cut to a particular character sneezing.
* Episode 1610 ("Josephine the Short-Necked Giraffe") features a dedication to John Reardon, who passed away in 1988.
* Episode 17 of NGE features a sudden shift in drawing styles; the characters look like they're all babies. With the notable exception of Misato. Thankfully, by the next episode, everything is back to normal.
* Episode 17 of Season 9 makes the damage he took in that fight seem trivial. He takes a sniper round to the chest, a full pistol clip point blank in the throat and is thrown into oncoming traffic at extreme speeds, this is WITHOUT any armor enhancements or AI like later in the series. The only permanent damage he takes is his loss of ability to speak.
* Episode 17 sees Excel and Hyatt on a mission to the United States, where Excel
* Episode 17: The Emperor's sex life before the Age of Strife causes
* Episode 18: "Blood Runs Deep" appears to function like the above mission; Venom

Snake has been hired to eliminate six rebel soldiers that are currently imprisoned to make sure they don't leak any information to the enemy. It turns out five of them are
* Episode 18 has Vegeta realize that the Dragon Ball he left underwater has gone missing, and tries to look for it for a short time. He then remembered that Gohan was flying
* Episode 18 is entirely about Gaz, with the only other major character who shows up being Dib, and he's only in it for one scene.
* Episode 18: William Shakespeare writes in his book and dramatically narrates the events that happened so far, then he breaks the fourth wall to ask how Jeanne's conflict with Shirou will go, and what role Sieg will play.
* episode 190. Of course, this lasted one manga chapter too, only 14 pages aren't exactly the same as 22 minutes.
* Episode 19 focuses on the cultural festival right after a tense episode about Nanako's mother's death.
* Episode 19. Misato and co. are about to be vaporized by an Angel, when Unit 01 bursts through a wall and punches it in the face. You read that right. Dynamic Entry, as performed by a
* Episode 19 "Wild Horses". When a pirate spaceship escapes Faye and Jet, it flies off into the distance and disappears in a twinkle.
* "Episode 1: Arrival" video, so you can see just how much detail was put into the recreation.
* Episode 1: A young girl named Laeticia prays to Jeanne d'Arc, then Jeanne is summoned and takes over her body.
* Episode 1 ends with a brief shot of Hinata at her convenience store job, looking at Antarctica on a globe.
* Episode 1 ends with Touko officially announcing her candidacy for student council president, and asking Yuu to be her campaign manager.
* Episode 1 had a minor conversation between Azaka and Touko concerning Kirie Fujyou.
* Episode 1: Most of the side conquests in between the said episode and the Tenri-Hen
* Episode 1 (poorly). Dana tries to get him to stop by throwing chalk at him and yelling "SHUT UP" over and over again.
* Episode 1 switches back and forth between Jonathan Harker recounting his time with Dracula to two nuns in a convent.
* Episode 1. While Taro is walking down some stairs he accidentally steps on a trap trigger and a giant ball drops from above and starts rolling down the stairs after him.
* Episode 204, "Chariots of the Dogs" has you visit the office shortly into the future, at which point you exchange a remote control for an egg. You exchange the egg for the remote control in Episode 205.
* Episode 20 has a similar thing happening to Shinji: he immersed into his berserking Eva so much his body melted into LCL and they had to figure out how to rebuild it and bind his soul in it. Same thing happened to his mother
* Episode 20 — The leader of the pirates who are attacking Captain Strong's ship is
* Episode #213, after Tessai throws Kon (in Ichigo's body) through a hole in the ceiling of Kisuke Urahara's underground.
* Episode 214. As Kon and his team try to fight their way into the Hollow fortress, Tatsuki tells him that the rest of the team will take care of things at the entrance and that he should proceed to the core of the fortress and attack the nucleus.
* Episode 215, Ichigo is fighting the Arrancar Exequias and their leader, Rudbornn Chelute when Renji, Chad and Rukia show up. They deal with the Arrancar so Ichigo can continue on and save Orihime.
* Episode 21: An injured Astolfo wakes up and wanders through flaming surroundings. Achilles shows up and gives him one of his Noble Phantasms to honor Chiron's request.

* Episode 22 "Hydra". The Big O confronts a gigantic monster known as the Hydra Eel. It appears to be related to the "Eel" monster the Big O fought in Episode 3 "Electric City", but has three heads. Like the Eel, it uses electricity as a weapon.
* Episode 22 of the second season the bad guys spread a cloud across the entire battlefield which prevents the use of beam weapons. Cue nearly two minute long battle royale of everyone firing and dodging MMMs.
* Episode 22 was probably a major example of this. Aside from the debut of
* Episode 23: Jeanne attempts to engage Semiramis, who sends her off to confront Shakespeare instead, as she anticipates the arrival of a few guests.
* Episode #23, the party splits up to investigate a dungeon's restrooms. While the men's room is a dark, smelly horror, the ladies' room is amazingly shiny and elegant:
* Episode 24, Elfman punches Totomaru, who was frozen by Gray. Added with Elfman's Speech during the punch and a 'wow' sound effect when a twinkle appeared
* episode 24, Mami Bibir, Prima and Bambang hear from Pipin that she and Alan are in hospital after a motorcycle accident. While Alan is away taking care of Wawan's hospital bills, Mami Bibir, Prima and Bambang find Pipin sitting by a corpse covered in sheet. They mistake it for Alan's body and immediately sobs for him (Pipin doesn't explain things very well). Then Alan shows up asking about the dorm discount that Mami Bibir was telling the corpse about.
* Episode 25 has a poorly animated Hilda model in the background of one scene. It'd be excusable, as the characters are usually rendered in CG for mecha sequences...
* Episode 26 contains a scene in which the girls imagine Hana in various outfits, done in the style of Sun-Star's dress up stickers that were being sold at the time.
* Episode 26 has the sketch "Lifeboat (Cannibalism)", where five sailors in a lifeboat starving, decide to resort to cannibalism. They begin arguing about who they should kill and eat.
* Episode 26 is even more blunt. His Super Asurada is having a problem, yet he beats Shinjyo out of determination in the last stretch in the English GP. In fact, Hayato is always seems to be this case up until SAGA Arc.
* Episode 28.5, "The Last Episode Ever". In it, Simmons comes back as a ghost, but is really
* Episode 296 is the biggest example in this series. The first half, featured piles of letters and cards sent by old minor characters. In the second half, there was a competition involving one member of every alien race shown in the series up to that point.
* Episode 2, again picks up where the first one ends and starts with Gordon and Alyx knocked out by the explosion. Assuming they didn't sleep through the night and wake up the next day, Gordon and Alyx wake up when it is still day out and travel all afternoon, and get to the resistance base near sundown.
* Episode 2. During Ryuuka's contest with Mariel a washtub falls on her head. The idea was for the person to step out of the way and catch the washtub as it falls, which Mariel does perfectly.
* Episode 2 has the Count and Van Helsing playing a game of chess while Dracula tells the tale of his journey to England aboard the
* Episode 2 includes a scene where Chloe is lounging on some railroad tracks and gets her foot caught in the switch. It's up to Max to figure out how to get her loose before she gets splattered by a train.
* Episode 2 introduces Leone "Leo" Cass, who has a very similar build to Koga.
* Episode 2 of Fullmetal Alchemist Brotherhood Abridged features this one liner:
* Episode 2. Taro almost kisses Mariel, but it turns out to be a dream.
* Episode 2: The initial groundwork for the reconquests were heavily distilled: Keima's second encounter with Jun (in order to confirm the goddess host remembers the conquest
* Episode 2: The maids use a bright light to cover up their assisting Taro in solving a math problem in class. When one of the maids tries to explain the light as a U.F.O., another maid gives her one of these and tells her to think of a better

excuse.
* Episode 2, when Taro is kicked into the sky by Ryuuka he ends up as a twinkle of light.
* Episode 300 was celebrated with 10 episodes uploaded in the same day, each one had the hosts for one episode to appear in.
* Episode 30 had the Cures recall past memories by using the Mirai Pad, since
* Episode 30 in particular has some of the best animation in franchise to date, better than even some of the movies.
* Episode 319. The overall details of things such as lighting and coloring are
* Episode 31 has this in regards to the conflict between Hana and Eri, the one who Hana stood up for in the past
* Episode 31, "There's Something About Maron", is set up to be the first episode of an adaptation of the Garlic Jr.
* episode 321 the fact that another player just answered him as if he could hear it.
* Episode 32 mentions several space electronics stores, namely Space Radio Shack, Space Best Buy, and presumably Space Circuit City (Freeza was malfuntioning at the time, and didn't actually include the "Space" prefix before the word).
* Episode 333: The imposter shows up in front of the real Naruto Uzumaki and declares that he is Naruto Uzumaki. Until Naruto said that
* Episode 336 had a unique eyecatch featuring Chopperman in a brawl with several other characters from the episode.
* Episode 33 reveals that it's not actually false, but not completely true either.
* Episode 342 was pure Rukia porn. Her character in several scenes is drawn even better than movie quality.
* Episode 344 shows a very expanded version of the grapple system rolls and counter-rolls during the five seconds or so of screen time Padme was struggling with a Geonosian.
* Episode 34 reveals that in Trunks' timeline, Yamcha, instead of dying to the androids, hanged himself after learning that Bulma was pregnant with Vegeta's child.
* Episode 352 has a straight example where the Detective Boys participate in a fishing tournament and catch a boot.
* Episode 35 offscreen. The spanking is played for laughs because the one being spanked is actually more upset about having been emotionally manipulated than physically hurt.
* Episode 36" for the first time, which prompts him to set the bourbon aside.
* Episode 375, with its incredibly-animated Obito vs Kakashi fight, is one of the largest disparities of inter-episode animation quality. Obito's absorption of the Juubi is animated with similar quality to the fight, yet the subsequent episode plays the same scene through (from a different view) with the commonly-used sub-par budget animation.
* Episode 37. After Tatsufusa Enjoji, the assistant adjutant and 3rd seat of the Eighth Division confronts Chad and does a lot of boasting, Chad knocks him into the sky with a single punch.
* Episode 37 features a rock man who turns anything he touches into stone. Among the people he turns into stone are Happy S.'s teammates, Sweet S., Smart S., and Careless S.
* Episode 38 has Dr. Gero gradually growing more and more desperate to kill Goku and his friends, only for his situation to get progressively worse, with this bit of inner monologue:
* Episode 3. After Taro gets off a couch, he accidentally falls face first into Mariel's chest.
* Episode 3 "Electric City". The Big O must battle a giant monster (known as the Eel) that lives in the lake behind a hydroelectric dam.
* Episode 3 features Nick being attacked by a mosasaur, only to have said mosasaur eaten by an even larger mosasaur right before it's about to chomp down on him.
* Episode 3 focuses on Miyako's and Yuki's relationships with Yamato and their motives for wanting him.

* Episode 3 forces the actor playing Jellicoe to help the robot down some steps while pretending to be hiding behind it, because the actor in the robot costume couldn't see where he was going.
* episode 3. He sends his men into the field for the sole purpose of forcing the enemy to waste bullets cutting them down, and fails to anticipate an ambush...not once, but twice.
* Episode 3 "Honky Tonk Woman". After Faye blasts out of the casino in her ship with Spike and Jet clinging to her windshield, she flies straight up and disappears in a twinkle.
* Episode 3 "Marquis de Carabas." While Naota is talking to Haruko about his father, an audience only sign appears with his father's face on it.
* episode 3 of "Trial of a Time Lord" involves Merdeen seemingly firing his crossbow at the Doctor. However, the reprise in episode 4, reveals he was actually aiming at the traitor Grell, lurking behind the Doctor and Peri.
* episode 3 series on the Cuban Missile Crisis, as tensions run high between Russia, Cuba and America, Dan describes a Soviet bomber dropping a bomb 20 times as powerful as the one used on Hiroshima ... it's a standard atmospheric test taking place in the Arctic Circle, and was scheduled before the crisis began.
* Episode 420", the police couldn't care less that Peter is driving drunk or that he has a blood-soaked trash bag in the back of his car, but they go ballistic when they find out that Brian has "a small amount of pot".
* episode 4.3, he is asked what the plot of a movie with no cliches would be. He responds: "I would say, 2 1/2 hours of blowing up a baby. Think about it: have you ever seen a baby blow up in a movie before?"
* Episode 45 — The cow that's been following Randy the Cabin Boy around is really
* Episode 46 & 47 — Marlin, the amnesiac bartender, is really
* Episode 47 opens with a Wham Line that will have many saying "Oh shit":
* Episode 496 has the same clip of Paddi kissing Sparky played twice.
* Episode 4 ends with Megumi in a café, getting an email from Kimari and noticeably being silent.
* Episode 4: Ends with the Red Guy discovering a doorway to some kind of recording studio, where he discovers body-suited actors staging a crude recreation of the earlier videos... then his head explodes. Unlike the others, there's no indication that this is some kind of dream or hallucination. He shows up in the next episode, fortunately, although his place or presence in the plot is now unclear.
* Episode 4 features R2-D2 whistle something to C-3PO in one scene, to which he is told "Watch your language!"
* Episode 4 focuses on Bull Randleman getting separated from his comrades in the heat of battle and trapped behind the German line after Operation Market Garden goes south for the Allies. He manages to make it back, but not after killing a German soldier before he can reveal his location.
* Episode 4 focuses on the sidekick group of GIR, Phil, Minimoose, and MIMI.
* Episode 4 has Hauser intentionally invoking this trope as a delaying tactic — the villain of the week has taken hostages in a bank, and the police have arrived to deal with it. Hauser plays the role of traditional FBI agent in these situations in order to distract the cops long enough for Rebecca to sneak in and extract the target.
* Episode 4. Ryuuka uses a series of audience only examples to explain the rivalry between the Jihyou and Hanaukyo families.
* Episode 4 where Neil says that the main lesson is "never try to change anything, because someone more powerful than you will always get in the way and keep you down."
* Episode 5005 (also known as "Mick and The Good Fit") ends with a dedication to Caroll Spinney, who had passed away a week prior, that read "Thank you for bringing so much life to Big Bird and Oscar. We'll miss you, Caroll". The documentary
* Episode 50 — King Guber's spy, who had infiltrated Captain Strong's crew, turns out to be
* Episode 51: Happy becomes a twinkle as well when he makes a comment about Gray

being shirtless and stalking girls. Before he could get to finish his sentence of Gray is a giant pervert, he got punched into the sky by Gray.
* Episode 54 sees Vinny choose one of two islanders to be removed by having them fight in
* Episode 57 16 is giving him. 16 doesn't snap out of his inner thoughts until after the episode ends!
* Episode 58 (the one where Mr. Cat goes on a rigged game show hosted by
* Episode 5, bringing the plot to a halt after the Shadow Yukiko battle.
* Episode 5 "Brittle Bullet." A blackboard appears while Haruko is wearing the Elvis Presley costume.
* Episode 5 featured a challenge to see who could get the most attention for the money on their way out to a cover shoot out of town, the two contenders being a new rental Lamborghini and a Model A rat rod borrowed from Sailor Jerry, with an overwhelming gender divide - all males they encountered wanted the Italian supercar while all females encountered wanted the rat rod - after getting the thing to stop doing its Old Faithful act, whilst dealing with its lack of instrumentation (it stopped, so obviously you're out of fuel) lack of comfort (you pull the door shut with string tied to the door's inner structure, as it has no interior lining) and low ground clearance (the first thing it does upon leaving the Motor Trend carpark is delay their breakfast out by over an hour, byh running aground on the kerb interface and resisting all attempts to budge it for over 45 minutes).
* Episode 5 features Easy Company participating in Operation Pegasus, where they help evacuate a group of British paratroopers who had gotten stuck behind the German line during Market Garden.
* Episode 5 had a minor conversation between Shiki and Mikiya discussing the aftermath of the events.
* Episode 5 has one about how there are some things in life more horrifying than ghosts, namely old people having sick pervy sex.
* Episode 5 has the scene where a number of people are gathered in the dining hall, and there's nobody outside in the hallway. Yet suddenly, a knock on the door is heard, and when the door is opened there's a letter outside. Earlier, the narration talked at length about one of the people present fiddling with a tape player, so it's natural to suspect shenanigans involving playing back a knock from a tape. Erika (the detective) assumes exactly that. However, it turns out to be false.
* Episode 5 of the anime has Shinji dropping off stuff at Rei's apartment when a naked-except-for-a-towel Rei steps out of the shower. Shinji trips and falls on top of her, his hand landing on her naked breast. Her reaction?
* Episode 5 seems like just another case of "Dib tries to find an edge on Zim and suffers
* Episode 5: She pretty much implied she has been having sex with Sorata all night, through use of "
* Episode 5: Shirou Kotomine brainwashes the other Masters of Red into giving him their Command Spells.
* Episode 5 states that Geese Howard's birth name was something else (likely German in origin), but that he no longer remembers what it was.
* Episode 5, where it appears in the void after it is pruned from the timeline.
* Episode 60 Epilogue has Trunks scream openly in a deleted blooper scene where Bulma talks about her sex life with Vegeta, despite Trunks'
* Episode 63 has a villainous example. Sonic, Shadow, and Eric turn into their Super forms and are on the verge of defeating Tsali once and for all. So what does Tsali do? He
* Episode 67, after a ballet performance where Stumpy is suspended from the air using ropes, everyone goes home but forgets to untie him.
* Episode 67 had so little to do with the overall plot, it was actually left out of
* Episode 69 has Marmolim. A planet inhabited by cute beady-eyed aliens with a penchant for magic. Sounds great — except for the fact that they've nearly been wiped out by Shroud, and are torn in a religious civil war between Christians

and Maledict-worshipers.
* Episode 6, "Echoes", has Corin tell the story of the Echo Tree Forest, which is now off-limits after a man stubbed his toe and went insane from the Echo Trees repeating his own scream back at him. When the company sends their body-collectors-who-happen-to-be-deaf, they complete their job but, despite being unable to hear the screaming, also complained about a cold vibration inside of their bones.
* Episode 6 features a horoscopes section where each of the zodiac signs are given increasingly odd/hilarious horoscopes. Among other things, Cecil warns Capricorns that "those were not contact lenses you put in this morning", announces that its Taurus's "annual crime day" where they're exempt from all laws, and simply curses Scorpios and their families and calls them "vile".
* Episode 6 features a scene in which Nick is rescued from a future predator when said predator is attacked by a gorgonopsid.
* Episode 6 has Sarek invited to what is supposed to be negotiations with a splinter Klingon group. Good thing Sarek was almost killed on the way and they had to send a Human admiral instead.
* episode 6 playing in the background. When it turns out the villains armor is really just a car, the music winds down. Considering how serious the context for the music has been used up until this point, this comes as a humorous surprise to the viewer, even though the idea of mislabeling a car as an armor was brought up previously in the episode.
* Episode 6. While running around a corner, Taro runs into the mansion's nurse.
* Episode 75. Two fleets - a Demon fleet and a Metarex fleet led by the Blue Typhoon - are facing off. Maledict and the heroes are about to have their final climactic showdown. And then
* Episode 7. After Taro accidentally falls on Mariel, she cups his face in her hands and pulls him toward her. They almost kiss, but Taro pulls away from her.
* Episode 7 features Reika standing on a tower atop Mt. Fuji explaining her reasons for choosing it as their secret base, complete with appropriately dramatic music. Cue the rest of the girls being unable to hear her as the wind sucks the air out of the band.
* Episode 7 has Pip downing Zorin with his pistol and then picking up Seras to walk off at the behest of his men. Just when you think they'll be able to escape, that hope gets yanked right out from under their feet in gruesome fashion.
* Episode 7 has tons of censoring speech by Sōsuke, who was quoting verbatim all the lines from the exceptionally foul-mouthed Gunny from
* Episode 7 later reveals that the Japanese military did not accept being forced to yield to NERV for handling the Angels and tried to develop their own
* Episode 7 R2 has a creepy scene where Korczak, a Refrain drug dealer, saunters up to Lelouch and gently caresses his face with the back of his hand. In the English Dub he refers to Lelouch as "my dearest."
* Episode 7 (season 2) features Rudolf, who's a living teddy bear with a raging libido. The shopkeeper Himegami bought him from tells her she used to be one of his lovers, until she caught him cheating on her
* Episode 7: she does get splattered with mud, but there's no blood or any other visible injuries.
* Episode 7 "Unidentified Living Creature". While the protagonists are exploring an underground passageway Ryuuka and Ikuyo Suzuki deliberately set off a number of booby traps, some of which drop washtubs on poor Taro's head.
* Episode 7, when Ryuuka uses a grenade underground she becomes a twinkle.
* Episode 7. While in a hot springs house Taro's 3 personal maids hold up signs they pull from nowhere to describe the nature and beneficial effects of the hot springs waters.
* Episode 85 has a more specific, immediate example: The Mighty Nein, having learned that agents of the cult are entering the Empire's capital city of Rexxentrum, teleport there in pursuit. They arrive to learn that the city has
* Episode 8 ends with Gin bringing flowers for someone, presumably Takako.
* Episode 8 focuses on a rivalry between Viera and Gaz, with the only other major characters to show up being Dib and Norlock, for one scene each.

* Episode 8 has Shinji waiting as Asuka is changing clothes downstairs. Impatiently he peeks at her to see if she is done and he sees her partially naked. Cue Asuka donning a
* Episode 8 is just filler about Viera and Gaz coming to blows (ultimately literally) due to clashing personalities. But Gaz maintains a serious grudge over this, to the point that come Episode 19 she
* Episode 8 "Missing Cat". The Big O must defeat a giant genetically engineered monstrosity known as the Chimera.
* Episode 8 of II2 also includes a Bland Name variant of the Apple corporation, which is, as you'd expect, Meeple. Its' creator is Steve Cobs.
* episode 8, she just hands it to her. And then she keeps hounding Buffy with more jars until the vampire slayer shows Bella how to use a jar opener.
* Episode 8 when Asuka sleepwalks and lies down next to him, placing her cleavage a couple of inches from his face.
* Episode 97 reuses animation of Goku dodging energy blasts from episode 85. The same animation is reused in episode 103, when Goku dodges Rozy energy attacks.
* Episode 9 begins with a gag sub of the real episode from the Spanish dub.
* Episode 9 has Gohan making a threat like this in a rather eloquent manner in reaction to Piccolo's death.
* Episode 9 is called "Christmas Eve". It starts out like a Christmas episode up until Nanoha and Fate visit the hospital where Hayate's staying so she won't be alone on Christmas. Little do they know that Hayate's the
* Episode 9: Just as Mordred is about to kill Astolfo, Sieg arrives and challenges her.
* Episode 9 of Season 2 has Fantasy Con, a convention for the fantasy genre as a whole.
* Episode 9 of the 2011 release had a question about the definition of a "pyrrhic victory", and demonstrates by having Old Man suffer one when he manages to drink a gallon of milk in one hour, but gets a nasty case of diarrhea in the process.
* Episode 9 wrestling personalities, both those who were and weren't part of the series, sometimes many people on one episode.
* Episode "Amazonian Women in the Mood" in which the men are sentenced to "death by snu snu".
* Episode and remake of "A Feasibility Study". A random neighborhood from a typical suburban town is transported to an alien planet in order to determine whether the inhabitants are suitable for the environment
* Episode "A Piece of the Action" has the natives of a planet building their entire society in mimicry of a book "Chicago Mobs of the Twenties" left behind accidentally by an earlier starship. An incredibly info-dense book, too, as the locals even copy the fashions, automotive styling, architecture, and firearm designs of 1920's America. At the end of the episode Bones suspects he may have left some Federation tech behind, and wonders aloud if the locals might trade up from being gangster fanboys to being, well, Trekkies.
* Episode: "Batman Sets the Pace". At the end of the episode, a mask is pulled off the face of the Maharajah of Nimpa, revealing him to be the Joker in disguise.
* Episode "Batman Sets The Pace". Batman and Robin crawl up the inside of a chimney to escape the Joker's poison gas trap. After they exit the top of the building, they use their gloved hands to slide down a wire to the ground.
* episode being a good example), so being told you're going to be part of a special/episode of a new series is hardly unbelievable.
* Episode "Blood" implied that those people compelled to kill were sent subliminal messages, though it's possible they had just hallucinated them because of the drugs that were used in the community.
* Episode "Borg Collective", mission "Collateral Damage" has Undine warships begin glassing a planet the Borg are assimilating. The season 9 update replaced this mission with "A Gathering Darkness", where the Undine ships start with small-scale tactical bombardment then switch to an
* Episode "Computer Affair". Straker decides to use one of the "new anodynes" on a captured alien in the hope that it will act as a

* Episode "Copper Bullet" ends with the team enjoying themselves at a concert of some band. Everybody's dancing — Jane with Lisbon, Abbot with his wife Lena, Wylie with his crush Vega —
* Episode "Dancin' Homer" had Marge and the kids sitting in the nosebleed section near the players' ex-wives when they watch the Capital City baseball game with Homer filling in as the mascot.
* Episode "Darkness Falls" is about Mulder and Scully's nice trip to the woods. Or so Mulder thought at first, Not only do they have to deal with eco-terrorists who sabotage their car, radio, and other equipment, but they discover that certain mysterious and deadly bugs are responsible for loggers' deaths. They nearly don't make it out.
* Episode "Dominion Domination", mission "The New Link" has one of the KDF PC's bridge officers suggest calling in the fleet for a quick bombardment to make sure that
* Episode "Dumped." Gary shows a sudden and inexplicable urge to be around
* episode even. In "Chosen" Spike gets a long, drawn out, dramatic death (which doesn't stick) while Anya gets a quick slice through the torso.
* episode, featuring the character Dr. Herringway, commander of the eponymous expedition.
* episode forty", Earth was rendered a radioactive wasteland by the devastating fallout from the Earth Wars in 1987, leading the survivors to evacuate the planet and establish a colony on Mars.
* episode forty-one", Bat Ears Brady continually refers to the Landro natives as "Gimpoes".
* Episode four has a background gag where a man orders a steak, which is then served by an anthro cow. We wouldn't learn where genuine animal meat comes from until much later in season two.
* Episode "From Out of the Deep". When the alien sensor units fire on Samson and Goliath the sound is the "skeleton beam" firing. The sensor units units attached to the feet of the alien ship use the "electronic rattlesnake" warmup noise of the heat ray.
* Episode "Galaxy Trio and the Sleeping Planet". When an Intergalactic Headquarters radio officer receives a signal he concludes the transmission with "Over and out", and when Meteor Man receives a transmission from Intergalactic Headquarters he does the same thing.
* episode had a HYDRA weapon discovered hidden in Peru, with mention that some HYDRA members fled to South America "with their Nazi friends".
* Episode "Harmony Steals the Show" has Harmony on trial for his soul after he has a
* episode has a warning at the start of the video about "disturbing stuff." This warning is also present in their "best of" compilations for the playthrough.
* Episode "Heavenly Smurfs" has the Smurfs tricking Gargamel into thinking that he died and is facing a trial by Angels and Devils.
* Episode "Honky Tonk Women". The criminal boss's ship fires one of these at Faye's fleeing ship.
* Episode "How the Test Was Won" ends with Principal Skinner lifting the ban on dancing and the school dances to "Footloose". Even Superintendent Chalmers.
* Episode "Identified". After a UFO is shot down one of the aliens aboard it is captured. After he's exposed to the Earth's atmosphere he suffers from
* Episode III — Revenge of the Sith shows dozens of clone troopers experiencing this when Yoda and Obi Wan re-enter the Jedi Temple. The Jedi hardly break stride as they slaughter them all without a scratch.
* Episode III: Revenge of the Sith and avoid the path his father took.
* Episode III: Revenge of the Sith has the same guy ordering the newly christened Darth Vader to wipe out Viceroy Gunray and the other Separatist leaders. As well as, a few scenes earlier, the Jedi at the Temple.
* Episode III, which shows both remarkable incompetence and that the ships were far too close to their target to begin with.
* Episode I — The Phantom Menace shows the Trade Federation leaders panicking

as the implacable Jedi make their way to the bridge, mowing down any droids they send against them.
* Episode "In Like Ed" featured this gag, produced by a baking powder smoke bomb
* episode is presented through the Machine running several simulations of how events will play out based on what it tells Root to do, with it "resetting" back to real-time events every time the outcome is unfavorable.
* Episode I, the only thing still spiffy and clean are the machines the military uses to keep the populace in line, and those look better when they look mean than when they look pretty.
* Episode IV: A New Hope, only Luke's run is so difficult that the only way he was able to do was with some timely assistance by Han and Chewie eliminating his pursuers while he used The Force to hit the impossible target.
* Episode IV gives us our first mention of the Clone Wars, mentioning only that Obi-Wan fought in it alongside Anakin Skywalker, Darth Vader, and Bail Organa. (Though those first two
* Episode IV, is introduced as a physically frail old man who unleashes previously unseen powers or abilities by the end of the film. Obi-Wan literally "become[s] more powerful than you can possibly imagine".
* Episode IX: The Rise of Skywalker groups, which predictably satisfied neither.
* Episode "Jupiter Jazz, part II" replaced the normal credits music "The Real Folk Blues" with different music ("Space Lion" by The Seatbelts), and the usual "See you space cowboy" with
* Episode "Ma Parker". The cells of Ma Parker and her criminal children each had a label with the occupant's name.
* Episode "Mary 25" has a robot nanny bought to work in a household, just to be molested by the children's violent and abusive father. It doesn't end well...
* Episode "Memorial" has the crew affected by traumatic memories of crimes of war
* Episode "Monday" opens with Skinner arriving at a bank that Mulder and Scully are inside, shortly before the bank blows up. All this happens in the teaser. After the credits and commercial break, we're in the hallway outside Mulder's apartment a few hours before the explosion as his day begins badly (
* Episode "My Big Fat Geek Wedding", Skinner admits he does not want to marry Edna and the Simpsons have to work to keep him from leaving her at the altar. However, Edna finds out and chooses to dump him instead.
* Episode "Nerod". When one of Nerod's gladiatorial robots fires sword blades at Samson the "skeleton beam" sound can be heard.
* Episode "Nightmare". A group of United Earth troops is captured by the alien Ebons and subjected to interrogation using physical and psychological torture.
* Episode Nine — Germany is close to final surrender, and the unit seems to mostly be behind the front line, where they find a concentration camp.
* Episode N), thus making the movie's status in canon questionable at best (not helped by the duality gimmick making them interchangeable).
* episode of the animated web series “Whirlgirl” had the titular super-hero character grow to giant size.
* Episode of the Dead: A chapter, episode, level, or stage dedicated solely to zombies.
* episode of the fact he thought she was his sister. It's not lost on the crew, however, and they spend the episode making jokes about it.
* Episode "Oh Do You Know the Poffin Plan!" Forsythia's shy Roserade can only fight when dressed as a superhero (with its face covered by a scarf). Meowth removes its scarf and it's captured by Team Rocket. Forsythia gives it a rousing speech, it realizes it doesn't need the scarf to be a hero and beats up Team Rocket.
* Episode "Old School" has Rosa, Amy, Charles, Jake and Hitchcock goof around with a bomb-disposal robot and they blow up Scully's smelly shoes in the
* Episode One — training in the US and England, and the conflict with
* Episode One, attempting to call Bubs using Homestar's phone results in a phone tree. Strong Bad quickly hangs up because "You can't prank a phone tree. Besides, the last time I navigated Bubs' TeleStand, I wound up with a crate full of rhino

horns... and not even the endangered kind!"
* Episode One", Bitsy wonders how could the dog walker lose Shampagne, but Helen assures her that he seemed competent when she interviewed him. A quick flashback revealed that Helen purposely hired an incompetent dog walker so Shampagne can get lost so she would be next in line to inherit Bitsy's fortune.
* Episode One of Season 3 has Cinder driving around picking up people for "nefarious reasons" (and being pretty
* Episode One", Owen is the only person in his family and the park who's excited about the Hot Lips Turtlehead flower blooming in Central Park.
* Episode One reveals that the "suppression field" mentioned apparently doesn't suppress the drive: only the formation of embryos.
* episode on Newmen #1 has flashing "extreme!" text, at on the final repeat there also appears "if you can read this, you paused the video".
* Episode "Pete: part 1". Kryten, Kochanski and the Cat come upon a team of Canaries frozen by the Time Wand. When Kryten tries to fix them, they instead intermittently unpause.
* Episode "Replaceable You" ends with a dance party to "Golden Years".
* Episode "Requiem" opens with the characters attending the funeral of Leo McGarry, who had passed away in the previous episode. The funeral — and episode — was very obviously a send-off to actor
* Episode Ryuu (full names "Lunoire Faust" and "Chloe Rollo"), and Ryuu knows both of them personally.
* Episodes 115-116, aptly titled "Storm the Tower", features one team (between Team Lads (Gavin, Michael and Ray) and Team Gents (Geoff, Ryan and Jack)) attempting to get to the top of a large fortified tower and capture the Tower of Pimps within one hour, while the other team attempts to stop them.
* Episodes 8, 9, and 10 of the Despair Arc take place over the course of a single day.
* Episodes 97, 99, 103 and 107 use a frontal shot of Beerus screaming to the camera.
* Episodes: After reconciling with his father after his father's death Matt Leblanc decides to fufil his father's wishes by scattering his ashes in the ocean. Unfortunately the wind is blowing the wrong way, covering Matt with the remains.
* Episodes, a group of Hollywood TV executives discuss a potential premise for their network's vampire style show. Many ideas are mentioned, culminating in Myra recommending the paranormal creatures in their show should be Gypsies. She recommends it twice, before somebody tells her that Gypsies are real.
* Episode "School Nurse," Nurse Kirkman, having been soured by an earlier date with Coach McGuirk, tells Jason (who has made clear his
* Episodes ends on this note: Sean and Beverly get a new show, which they start watching in the final scene - enter the Episodes opening sequence.
* Episode seven has arguably the highest disposal count of the entire series: in this case, the team has to bury the bodies of
* Episodes is forced to take a job as a game show host because he owes a lot of tax money, and needs to pay it off fast.
* Episodes is that of a husband-and-wife team of British television writers finding themselves living this trope, with all its attendant pitfalls.
* Episode: "Smack in the Middle". The Riddler's henchwoman Molly puts on a mask made from Robin's face and masquerades as him.
* Episodes of the classic series referred to several different events, including the survivors of the destruction of Phaester Osiris defeating Sutekh and sealing him in a
* Episodes starting with the TARDIS responding to a distress call include
* Episodes such as "The Answer", "Reunited" and "Hit the Diamond" were never allowed to broadcast in Russia and the Middle East due to the presence of same-sex couples. Other episodes containing these themes were not outright banned but heavily edited.
* Episodes that take place in (and poke fun at) countries other than America don't tend to be popular in the given countries. While aware of this phenomenon,

* Episodes, then 28-Year-Old Mircea Monroe portraying the very much aged (possibly 40s or 50s) actress Morning Randolph, who was said to have plastic surgeries to stay young.
* Episodes (which revolves around a couple of British scriptwriters in Hollywood) is a jaunty tune backed by typewriter noises. Interludes between are also frequently bridged with typewriter sounds, such as typing, dinging bells, and ratcheting.
* Episodes with villains were few and far between, but one had a giant monster made of goo named "Crud", who had a hyper, overenthusiastic, comical lackey named Smudge.
* Episode Ten — Set in Austria after VE Day, and everyone is wondering if they will have to go and fight against Japan. There is an Action Scene, involving what their CO calls "men with firearms, alcohol, and too much time on their hands."
* Episode "Terms of Endearment" is all about a demon who's trying to father a child that
* Episode "That '70s Show": During construction a body is discovered inside a support column of a building. It is revealed to be that of a prominent mobster who disappeared during
* Episode "The Condemned Of Space". The Robinsons encounter an abandoned prison filled with inmates who served out their sentences while frozen. When their sentences were up, they were unfrozen and released.
* Episode "The Fortune Hunters": When a fortune telling book says James is like Moltres, James' confidence skyrockets and he becomes a total badass. When he is informed that fortune telling is just a scam, he turns into a loser again.
* Episode "The Infinite Vulcan". The Phylosians are very reverent toward Keniclius 5, despite his predecessor having caused all their problems in the first place.
* Episode "The Jimmy Jab Games" has the office event described by Diaz as "a bunch of dumb contests we play to kill time" while waiting for a VIP to arrive; examples would be "the monster mouth bagel toss" (trying to hit Scully's open mouth with a piece of bagel), "the mouthathon" (eating month-old Chinese food from the fridge) or "bulky bulky run run" (the bomb suit foot race), "keep your cover" (they must talk to as many officers as they can without being recognized) and "obstacle course".
* Episode "The Loneliness of the Long Distance Golfer" from Marty Feldman's sketch show
* Episode "The Lorelei Signal". Every 27 years, a starship is lured to a planet where female aliens drain the life force of the male crew members. While explaining the situation to Lieutenant Uhura:
* Episode "The Naked Time". The Enterprise is minutes away from burning up in the planet's atmosphere.
* Episode "The Penguin's A Jinx". The Penguin and his henchmen fire a rope line from the top of one building to another and slide across using umbrellas with special devices attached to the end.
* Episode "The Schizoid Man": After a Village agent surgically altered to look like #6 is killed, #6 attempts to masquerade as the agent to escape. Unfortunately, he talks too much and makes several mistakes, causing #2 to become suspicious. #2 mentions someone named Susan saying something "only a month ago": #6 doesn't react. He asks #6 to "give Susan my regards" and #6 agrees. Later, after #6's escape has been foiled, #2 tells him that Susan died a year ago.
* Episode "The Sea Haunt". As the title creature climbs onto the deck of the ship the captain tells a crewman to "Sound the alarm! All hands on deck!", and an alarm bell starts ringing.
* episode, the title character uses the threat of a poor customer service rating to get a vendor's account representative to participate in a wheelie-chair race down a three-story parking garage.
* episode thirty-one", the residents of the Lower Levels of the Ship refer to the Mutants who live on the Upper Levels as "Muties".
* Episode "Tithonus" featured a photographer who could detect people who were about to die, and used it in an attempt to photograph Death.

* Episode Title Card: A television series' episodes have a card showing the episode's title every time.
* Episode Title Card. This may suggest that Ava was testing the two of them the entire time.
* Episode "True Blue Swablu": Max tricks an injured Swablu into thinking that the "magic powder" sprinkled on the Pokémon would help it to fly, except that the powder was actually just
* Episode Two a Combine Hunter appears on top one of the buildings before quickly running away. Another then appears in the back of a building after switching on a light before running away.
* Episode Two. Incidentally, he gets fooled into tagging along with a forest weasel of questionable morals, Prima.
* Episode Two, it's shown that Gordon ruining someone's lunch in the first game by leaving it in the microwave too long is canon (it was Magnusson's).
* Episode Two, the G-Man's endgame reports have been replaced with Vortessent messages, the most amusing of which comments that "the Magnusson's misgivings about the Freeman were completely justified" if the player fails to protect the base.
* episode, unsuccessfully of course, for his Boating School class photo.
* Episode "Versus the Moltens of Meteorus". While Vapor Man is talking with his superior at Intergalactic Security (a military-style organization) he ends a radio conversation (where he received the message) by saying "Over and out".
* Episode VIII: The Last Jedi he orders no quarter when the First Order attacks the Resistance on Crait.
* Episode VII: The Force Awakens does. The difference mostly just comes from smarter use and ten+ years of technology making CGI rendering less of a problem. So in this case, it's more of just telling the base what they want to hear than actually pandering to them.
* Episode VII: The Force Awakens who could have told the Resistance what happened to Poe.
* Episode VI — Return of the Jedi: The moment Luke Skywalker and his lightsaber are reunited at the Pit of Carkoon, everything goes downhill fast for Jabba the Hutt's assorted gangsters as they are blasted, sliced, sent flying headlong into the Sarlaac's gaping maw, or all three. Jabba himself is strangled to death in the dark by Princess Leia.
* Episode "Wetwired" dealt with subliminal messaging on cable television driving people to murder. Mulder finds that he is immune to this subliminal messaging because he is red/green colorblind, and the messaging is heavily reliant on that. Scully, on the other hand, is temporarily brainwashed, convinced that Mulder is one of the men who abducted her and has been lying to her from the beginning. This almost ends tragically as she pulls a gun on him in her mother's home. Scully insists that Mulder never trusted her, and Mulder replies with "You are the
* episode where Peter and Brian win a tour of the Pawtucket Brewery, Peter says something to the effect of "It's like I died and went to Heaven, but they realized it wasn't my time so they sent me back to a brewery."
* episode which centered on the morning wood. It turned out the reason for it was a "Morning Wood Fairy".
* Episode XXV has the 300 Spartans fighting an evil machine that sends hordes of robots to attack day after day with no end in sight because the machine strips the battlefield of fallen robots to either repair them or salvage them for spare parts. The Spartans fight to protect their homeland from being stripped of its natural resources. The war ends when Jack shows them a hidden path that allows a strike team to attack the robots' main base. During the background story, the king admits he's the fifth king in the war and with his son fighting, that means the war has been going on for at least 6 generations.
* Episode Zero, which makes the Maganacs the first real friends he ever had.
* Episodic films (though not the Anthology films) begin with the opening narration scrolling against a starry sky. When the narration ends, the camera pans to a ship flying through space.
* Episodic Game: A game that is divided into separate episodes, and allows for

cheaper prices, shorter wait times, and shorter development times.
* Epistolary Novel: A novel is presented as if it was a compilation of multiple other writings.
* Epistolary Novel: A story told entirely through an exchange of letters.
* Epistolary Novel (Cárcel de amor) by Diego de San Pedro, 1485.
* Epitaph Road centered on a virus called Elisha's Bear, that wiped out most of the men in the world. It's revealed that it was intentionally released by an angry radical feminist.
* Epitaph Road, which tells the story of a boy in a society where a virus, which turns out to have been deliberately released, drastically reduced the male population and led to a society ruled by women.
* Epithet Erased creator Brendan "JelloApocalypse" Blaber has stated that he doesn't mind porn of his characters unless it's of Molly (who is underage), in which case he hates it with a burning passion and is annoyed that people aren't making porn of Zora and Mera instead. He's also confused as to why there's more porn of Bugsy than there is of either Mera or Zora.
* Epithet Erased. Cut to everyone else staring at him and wondering if he's okay.
* Epithet Erased despite being inscribed herself, since she believes that epithets give people an unfair advantage over mundies who'd have to spend their whole lives training to keep up.
* Epithet Erased, Giovanni embodies this trope. From his very first appearance in episode 1:
* Epithet Erased: Giovanni is less effective in a straight fight than the other Inscribed, but he's learned enough variety in his powers to give him some advantages they don't have, such as a high level of mobility.
* Epithet Erased has Molly's "Dumb" ability, which, as you can guess from its inclusion here, would actually be best described as a negation ability (by way of "dumbing down" things). In addition to creating cones of silence around herself, she can temporarily lower a person's intelligence to allow for easy manipulation, reduce pain or a weapon's damaging power into practically nothing to protect herself and others, and weaken any summons created by another Enscribed until they fade from existence. Upon seeing her demonstrate that last use, another character asks in slight terror if she can do the same to actual people, to which she fearfully admits to being unsure of and unwilling to find out.
* Epithet Erased. He then comes across the police, who are here to stop the robbery...
* Epithet Erased: Mera and Indus are arrested at the end of the first arc for trying to steal the Arsene Amulet from the museum and subsequently disappear from the story. In a similar vein Sylvie, who was injured during the attempted robbery, makes no later appearances after being carted off to the hospital at the end of the arc.
* Epithet Erased, so time will tell if the rest of Bliss Ocean is as lax about their principles as her.
* Epithet Erased the characters will often loudly announce what they are doing, referring to themselves in the third person. One of the more notable ones is Giovanni's repeated "Teleports behind you..."
* Epithet Erased, there are screens that pop up before and after ad-breaks, showing facts about various characters, complete with said character saying a variation of the show's name.
* Epithet Erased where scenes are fully animated, such as the opening credits.
* ''Epitome'' how Tantalus was punished in Hades because, among other things, he "blabbed the mysteries of the gods" to his fellow men.
* Epitomized by the Demolisher series of tanks. Massive tanks ranging from 80 to 100 tons carrying
* E Pluribus Unum has Nancy at its mercy on the floor and roars into her face from inches away.
* "E Pluribus Wiggum" caused controversy in Argentina prior to its broadcast there. The controversy is over an exchange between Lenny and Carl. Carl says "I could really go for some kind of military dictator, like Juan Perón. When he

'disappeared' you, you stayed 'disappeared'!". Fox decided not to air the episode in Latin America, except in Brazil. Some national TV networks in the region, Caracol in Colombia, Canal 13 in Chile, Televen in Venezuela, and TV Azteca in Mexico have aired the episode. FOX Latin America finally aired the episode for the first time on September 6, 2016, after 8 years of censorship.
* E Pluribus Wiggum" never reveals how Ralph's presidential campaign turned out. We see a fake ad asking the people of Springfield to vote for him and then...credits.
* Epoch Evolution launching three nukes to destroy the American station, whose purpose is to destroy ballistic nukes with lasers. The station personnel manages to destroy two of the nukes far enough away, but a Chinese satellite jams the third laser turret, preventing a lock until the nuke is too close. It's still destroyed, but the blast wave destroys the station as well.
* Epoch. Rand and Czaban find out that the US military plans to blow up the Torus (a huge, spinning alien artifact that threatens to cause a new Ice Age) with a nuke. Since the Torus is likely the reason for all life on Earth, the figure that this act of violence would only show its alien creators that humans cannot be allowed to live. They sneak into the Torus and reach the bomb site. Rand, an experienced engineer, tries to figure out how to disarm the bomb only to realize that this particular design cannot be disarmed with this trope. They kiss, and the screen fades to white... only to reveal that the Torus absorbs the energy of the explosion and not only keeps Rand and Czaban alive but also cures Rand's terminal illness and impregnates Czaban with Rand's child.
* Epoch that they can change shape, resurrect the dead, and change between matter and energy forms with ease. It is theorized that they may have started life on Earth, controlling its cycles of extinction and recovery.
* Epoch, the military wants to do this to the torus, and they eventually get a nuke inside the thing, but it absorbs the explosion, only shaking a bit.
* Epomis beetles feed on frogs and other amphibians in this way. They first disable their prey with a bite to the throat/underside (larvae) or pelvic region (adult beetles), then begin feeding. Sometimes they end up on the receiving end of this trope, but that doesn't mean they get digested; one observed case of a frog eating an Epomis larva resulted in the frog regurgitating it a few hours later.
* Epona, a Celtic goddess associated with horses, is sometimes depicted as half-horse. One backstory is that her father hated women and thus had kids with a horse instead.
* Eponine and Marius sing "A Little Fall of Rain" as Eponine lies in Marius's arms, dying of a gunshot wound. She dies before they can finish the last note.
* eponymous character") series. Whenever he tells one of his past adventures, his three grandkids usually don't believe a word of it.
* eponymous comic book, was apparently enough of a fan of "capes" to major in studying them at college, despite the crappy job prospects. She also wears "Capitan Rivet" underwear in some panels.
* eponymous organization that would focus on the plot to be announced for a 2020 release date (later pushed to 2021, later moved to 2022).
* eponymous series can come across as this, given that he casually murders people who challenge him to a fight without a second thought.
* eponymous series new career as a teen prostitute with an axe. They're both normal high school students again the next day. (Her for real, him only apparently.)
* eponymous. Since most people expect death to befall them when they open the box, that's exactly what happens. The reason why our heroes survive is that they were skeptical of its reputation.
* eponymous substance proved to be much tougher than they could've anticipated.
* Epps gets another one earlier, when he sees the various Decepticons coming at their group of soldiers and Autobots:
* E Ps featuring two B-Sides each that contribute to the Cornish/Gaelic feel of the aforementioned song's parent album (Although, rather thankfully, his latest batch of singles avoid this).
* Epsilon is metastable/rampant. Metastability in the Halo universe is, to borrow a phrase from the forums, a big deal, involving some very obvious and extreme

stages. Epsilon hasn't really exhibited any of these (except maybe anger) and it's likely he's not even capable of it (being a fragment, not a full AI), yet it's such a common fan theory that it's often stated as fact, even on
* Epsilon is stuck in the Monitor body and being worshipped by the aliens, he's called upon to give a eulogy. He begins this way.
* Epsilon-, leaving Tucker to take over in Season 12. Tucker is clearly resentful about this and struggles with insecurity, but ultimately steps into the role of leader and actually develops several traits similar to Church. Then, when Church returns, the two start to clash when Church tries to reassume his old role, since Tucker is both accustomed to being the leader and pissed about Church leaving him to fill in his shoes.
* Epsilon. Of course, he has the original's personality and memories, so it's not too big of a deal for him.
* Epsilon: PsiCorps is Balanced, whose main strength lies in mind control technology and amphibious assaults. HQ is slightly more of a Powerhouse, focusing on territorial control, defence and strong infantry. Scorpion Cell is the most Subversive, favouring cheap, spammable and
* Epsilon! to activate, leading to the use of a variation of this trope.
* Epstein (1953–2019), American financier, philanthropist, and sex offender".
* Epyx fall under this trope, including giant centipedes, giant leeches, giant ticks, giant wasps, giant fire bugs, and giant mosquitos. Possibly justified as Apshai is described as a giant Insect God.
* Epyx — it is possible to converse with some monsters and get safe passage if you leave them alone. However, subsequently attacking them or attempting to steal their treasure will get you in trouble.
* Epyx, where the entire point of the game was to enter the Apshai temples, fight the monsters, and grab the loot.
* Equal Impact, opens up with a beaten competitor from the Northwest Karate Tournament trying to fight the protagonist in the parking lot.
* Equalist biplanes are painted in a grey shade with black insignias set inside a red circle, looking very similar to Luftwaffe paint schemes. Bonus points for the insignias resembling the Balkenkreuz cross.
* Equalists. A few trainees and hangers-on have gone down easily enough, but the uniformed members are usually able to give even the main characters a good fight. In their first appearance they actually beat the heroes in even odds!
* Equal Justice in "Sugar Blues" (1x10), where a prisoner defends himself on a murder charge. While he ends up losing, he gives the prosecutor a very hard time. He turned himself into a jailhouse lawyer inside and had apparently won previous cases at trial. An old woman who comes just to watch trials claims he's her favorite since he's that good.
* Equal Justice: One entire episode revolves around police officers that are on trial for beating a suspect, while in another Barry gets an officer to ease off while arresting one of the disabled activists by threatening to prosecute him over this.
* Equal Justice: The defendant in "The Big Game and Other Crimes" (2x06) is accused of arson for burning down a crack house he felt was a threat to his neighborhood.
* Equally delusional mass murderer John Linley Frazier claimed to have killed an entire family
* Equally fun is a few strips earlier when Ebbirnoth describes having had his
* equally have a unified culture under default settings, only it's in a state of civil war at present...
* Equally if not even more ironic, Cupid, the god of love, had one wife and was faithful to her. The other Olympian who was completely faithful? Hades, god of the underworld.
* Equally important at this point is having dedicated supply runners whose sole purpose is to provide the soldiers with ammo and snacks, as any zombie engaged can potentially call a nigh-limitless horde to their location, turning a skirmish into a days-long siege.
* Equally, Magneto had great respect for his chief "sparring partner" back in the

bad old days, Special Agent Alan Scott of SHIELD. Yes,
* Equal-Opportunity Evil: An evil organization invites everyone regardless of what race, gender, etc.
* Equal-Opportunity Evil: Bad guys apparently don't discriminate, resulting in a diverse group or organization of villains.
* Equal-Opportunity Evil: It's just not polite to be prejudiced, even if you are a villain.
* Equal-Opportunity Evil: The villains are willing to hire anyone as their minions, regardless of their race or ethnicity.
* Equal-Opportunity Evil: They'll gladly hire anyone to do their dirty work; regardless of gender, sexuality, race, religion, etc.
* Equal-Opportunity Evil they look or act like, just as long as they get the job done.
* Equal-Opportunity Offender: A creator doesn't play favorites on any side.
* Equal-Opportunity Offender: Character loves insulting people, no specific preference.
* Equal-Opportunity Offender: I shit on whoever I feel like, regardless of if they're black, white, Asian, Hispanic, male, female, non-binary, straight, gay, bi, a pansy, whatever!
* Equal-Opportunity Offender: This type of humor is nowadays seen as trying-too-hard-to-be-edgy and offensive in the politically correct modern day, but it's still alive and kicking.
* Equal Rites, a colony of ants that developed a civilization due to exposure to magic at Unseen University steals a sugar lump from the breakfast table. The ants evidently consider sugar to be a treasure of royal calibre, as it's what they use to build a miniature pyramid in which to entomb a mummified queen.
* Equal Rites archetypes. In a funny sort of way, both parties can eventually claim, by the last verse, to have "won"....
* Equal Rites dimensions, the narrator describes the fact that a cat appears to simultaneously be its own age, a newborn kitten, and a decrepit moggy, as resembling a kind of white, cat-shaped carrot, "which will have to suffice until someone is able to devise effective fourth-dimensional adjectives".
* Equal Rites, Granny Weatherwax forcibly imposes this trope on a hungry bear, causing it to walk headfirst into a tree and knock itself out.
* Equal Rites, Granny Weatherwax is a cunning witch, but not portrayed as anything out of the ordinary - though her duel with Archchancellor Cutangle, which ended as a draw (albeit one where Cutangle's inner monologue uneasily notes that if it had gone on much longer, she'd have beaten him) is an indication of just how powerful she really is. A few books later and she is the most respected and feared person in the entire Ramtops, and entire cultures have nicknames for her which basically translate to "Avoid at all costs".
* Equal Rites, Granny Weatherwax's dramatic entrance to the Unseen University great hall is ruined when the door bounces back and hits her in the knee.
* Equal Rites had an easy time of it with Granny Weatherwax: she became Ouma Wedersmeer. He was stumped in trying to translate her broomstick being the equivalent of an elderly Morris Minor: the reference is to a clunky ugly British car that while mechanically sound didn't want to go very fast. This concept would not directly translate into Dutch. Then he realized a kind of old, ugly, slow but reliable bike in Holland is nicknamed the "Granny Wagon". Bingo...
* Equal Rites has just been discovered by such a recruiter when we first meet him.
* Equal Rites is a much more humble figure than the one she would eventually become.
* Equal Rites: Just after Drum Billet has passed on his staff to baby Esk, Granny Weatherwax turns back the blanket to show that the baby's a girl.
* Equal Rites mentions the existence of Magicians (essentially failed students who are reduced to being lab assistants to proper Wizards) and Thaumaturgists (untrained dogs bodies who go and fetch dangerous spell components such as "the semen of a live tiger"). Neither are ever heard of again despite several books focusing pretty heavily on the Wizards.

* Equal Rites of stealing his work! The similarities between them mostly amount to this: there is a school for magic users, someone in the book uses a broomstick to fly. Someone is turned partially or entirely into a pig, goats are mentioned a couple times.
* Equal Rites parody: "Grampone the White? He'll be Grampone the Grey if he doesn't take better care of his laundry."
* Equal Rites references this, saying that magic has a habit of lying low, like a rake in the grass.
* Equal Rites, there's a young wizard master named Simon, who has great difficulty with saying words that begin with certain letters, to the point where other characters often attempt to fill in the words for him so he won't have to go to the struggle of saying them.
* Equal Rites, the Unseen University refuses to accept female students, arguing that it would be "against the lore". "Lore" and "law" sound identical in RP.
* Equal Rites, the wizards are standing around unsure of what to do until Esk yells, "You're wizards! Bloody well wizz!" (This was before the "power from not doing magic" thing started, so they weren't doing it deliberately; they just actually were unsure they should wizz.)
* Equal Rites, the world's most powerful Witch, Granny Weatherwax, and the world's most powerful Wizard, Arch-Chancellor Cutangle, fight a magical duel which involves continually shape-shifting into creatures and things, each trying to get the definitive winning edge on the other. The battle expends so much magic that it threatens to open a doorway to the Dungeon Dimensions, and just for a while it is being fought in two worlds simultaneously.
* Equal Rites where the clash was more conceptual than physical (at once point Cutangle transformed into a snake and Granny Weatherwax countered by transforming into a basket). It's interrupted by the approach of abominations from the Dungeon Dimensions, to Cutangle's great relief since he had a nasty feeling he was going to lose; he compared fighting Granny to being like trying to swat a fly that keeps landing on your own nose. Notably it's one of the few times in the series that Granny disregards headology completely and engages in full-blown physical magic.
* Equal Rites, with Esk in Ged's role, and Granny Weatherwax as both the unnamed village witch and Ged's mentor Ogion.
* Equestria: Across the Multiverse. Amelia (a giant pony) then smirks and casually crushes him.
* Equestria: Across the Multiverse due to Mainline Equestria's technology leap. They genuinely do come in peace and their first message is actually introducing themselves and asking to be friends. Subverted with Black Star the Light Stealer, who's one of the supervillains that has attacked their world several times and teams up with Chrysalis.
* Equestria: Across the Multiverse during the Winter Wedding battle who accepted becoming one.
* Equestria: Across the Multiverse level threats, such as Seiryu (a Magitek Mechagodzilla) and the Great Harmony (a gigantic flying super battleship). Things only increase from there as more and more worlds join the Alliance and pool their knowledge and resources.
* Equestria: Across the Multiverse sons. They have apparently done this to a larger number of worlds by this point, but Mainline Equestria ultimately proves too much for them.
* Equestria: Across the Multiverse style. Their first indication things are like this is seeing Mr. and Mrs. Cake walk by in their fused state, though it's unclear if they're permanently fused or not. Supplemental materials reveal this is rather common in this universe.
* Equestria: Across the Multiverse the have this trope attached is the Bard Armor, but that's because it runs on Innocence Magic, and only certain ponies can use that anyway.
* Equestria: Across the Multiverse versions of the G1 Troggles and powers them up further to become equal to Warhammer Orks specifically to counter them.
* Equestria: Across the Multiverse video games on this world are co-op for this

reason.
* Equestria: Across the Multiverse, which is able to severely weaken the ram necromancers Storm King got on loan from Grogar that were strong enough to give the Hegemony forces trouble.
* Equestria: A History Revealed and blatant disregards for common sense, so this claim is questionable.
* Equestria: A History Revealed and fight to reclaim her old nation in the Equestrian Civil War.
* Equestria: A History Revealed and her lack of evidence on this matter, she may just be making it up.
* Equestria: A History Revealed, as hinted at in canon and confirmed in the comics, Princess Luna's transformation into Nightmare Moon is said to have been due to the fleeing Nightmare forces possessing her; to exact a toll for her failures.
* Equestria: A History Revealed, as well as her ignorance of basic math fulfills this trope.
* Equestria: A History Revealed: Celestia is forced to create the resistance to reclaim all of Equestria that she lost in her absence to Nightmare Moon. She reclaims small towns at first, relying on guerilla tactics while slowly amassing a larger and larger army of ponies who choose to fight on her side, before eventually reclaiming the east with a large enough army to move into the rest of Equestria.
* Equestria: A History Revealed certainly fits this well. She tends to analyze minute details behind word choice in an attempt to find some hidden meaning. However, this is not always the case, as sometimes she ignores the literal meaning for a more symbolic one. She really tends to go either way depending on what supports her way of thinking the best at the moment.
* Equestria: A History Revealed college student), she believes that her essay (the story) will bring her fame for revealing the truth behind Equestria (otherwise known as her rambling anti-Celestia conspiracies), and she's deeply jealous of other ponies who have powers she doesn't, but covers it up with a facade of Earth Pony supremacy.
* Equestria: A History Revealed considers everything to be a symbol, such as religious allegory. Even certain word choice from ancient sources. She spent three paragraphs analyzing the meaning behind the inclusion of the word hellfire before concluding that it meant an evil fire.
* Equestria: A History Revealed, during the Equestrian Civil War, Princess Luna, upon losing the bulk of her forces at the Battle of Canterlot and knowing the war was lost, pulls this tactic with her remaining forces in the Battle of the Everfree Fields; in order to take down as many of Celestia's ponies with her army as she can.
* Equestria: A History Revealed example, the Griffon nation has their own prince in response to Shining Armor, Shining Amour.
* Equestria: A History Revealed finally arrive and help them out, as a form of apology for their previous inaction.
* Equestria: A History Revealed. He knows what he's doing is wrong, but sees it as the only option available to him.
* Equestria: A History Revealed, he still felt the need to publish the results of his evil experiments with the rest of the world as a continuation of his science-loving side, and possibly his need for peer-review.
* Equestria: A History Revealed, in which the narrator purposefully miscites sources, and her "proof" for her ridiculously implausible theories.
* Equestria: A History Revealed is guilty of this herself, as usually when she talks about both princesses, she just says, "Celestia (and Luna)." Even King Sombra only narrowly includes Luna's name in his paragraph-long curse of Celestia, adding a "and Luna too I suppose" at the end of it. It's almost no wonder why she turned evil.
* Equestria: A History Revealed, it becomes increasingly obvious that this is clearly not the case.
* Equestria: A History Revealed; it was just the awkward way she worded her sentence. She seemed to be aware of this however and went out of her way to ask the

reader not to quote her on that.
* Equestria: A History Revealed, leaving her mostly just insufferable.
* Equestria: A History Revealed, most of the names fall into this trope. The in-universe conspiracy theorist narrator Loose Change, the real-life author, Hoofry Poneigher, and most of the authors listed in the bibliography all have unashamedly punny names. At a point, the bibliography has a field day with crystal pun names before promising to stop.
* Equestria: A History Revealed narrator, it may not stand true in-universe.
* Equestria: A History Revealed needs to learn about this, as she picks apart benign things and events for evidence while breezing past events of actual significance. Her analysis includes, among other things: the word choice of select sources, what rocks can metaphorically represent, citation of a cereal box and a hobo, and making a far-fetched leap in logic to relate Celestia to Italian food when a cooking book mentions "the elements of a good pizza".
* Equestria: A History Revealed notes that it would've been funny if this did occur.
* Equestria: A History Revealed often does this at times, before returning to her supremely arrogant appearance.
* Equestria: A History Revealed often forgets the point of her metaphors, or worse, gets lost in her train of thoughts, and continues on with the metaphor as though it was the point itself.
* Equestria: A History Revealed, Princess Luna does this with her remaining Nightmare forces in the Battle of the Everfree forces. Knowing the war is lost, she personally sits this one out as she orders her armies to take out as many of Celestia's forces as possible. It ends with most of her forces dead or fleeing to be captured later.
* Equestria: A History Revealed seems to go out of her way to demonize Celestia every time she gets, even when in subtext, it is made clear that Celestia is one of the few good guys in the fic.
* Equestria: A History Revealed, the entire concept of the fic is played for laughs, as a parody of the professionalism expected from a historical essay.
* Equestria: A History Revealed, the Equestrian Civil War, when Luna first became Nightmare Moon and attempted to usurp Celestia.
* Equestria: A History Revealed, the griffon Chancellor Papillon fits this trope to a T. It's even hinted at he may have been responsible for a mass famine to take even more power for himself, eventually crowning himself emperor.
* Equestria: A History Revealed, the narrator, and by extension, one of her sources, Crazy Larry definitely qualify. The narrator goes to the extent of stating she is the only "true" historian in all of Equestria, and all the rest have been paid off by Celestia to support her lies.
* Equestria: A History Revealed, the narrator directly belittles her professor who is currently marking her work, and curses at him a couple of times in-text.
* Equestria: A History Revealed, the narrator's confusing take on time travel and method for dealing with the Starswirl inconsistency tends to invoke this trope more than a few times.
* Equestria: A History Revealed, the validity of the latter is quite questionable. A one-off mention of the game Yahtzee is expanded into a massive cover-up on the absence of Princess Luna and the guards during the Changeling invasion, with the narrator going as far to cite a pair of dice found in Luna's bedroom as evidence of this.
* Equestria: A History Revealed, this trope is literally invoked when the narrator says that most flaws in logic can be handwaved by the work of wizards/magic.
* Equestria: A History Revealed, to explain how a pony of his esteemed position would choose to fall so low.
* Equestria: A History Revealed to handwave the historical issues regarding Clover the Clever and Starswirl the Bearded.
* Equestria: A History Revealed; to wipe out as many Celestia's forces as she could. The only main difference between this and most of the other examples on this page was that Luna chose to sit this battle out, waiting for Celestia to confront

her herself.
* Equestria," and overall they're unaware of the scale of the destruction the galaxy underwent at the hands of the Reapers.
* Equestria at War and its mods are present as well, albeit with modified names and the bodies of fantasy creatures, but they otherwise interact with the world and MLP's characters with their real-life personalities and ideals.
* Equestria at War, the nation of Equestria starts out as one giant united nation. It is possible however for a civil war to erupt through events, which splits the country in two between supporters of Princess Celestia and supporters of Princess Luna, with several regions breaking away and forming their own nations.
* Equestria Chronicles: Flapper Jack's special talent is protecting ponies... and the guard he's in grows increasingly corrupt and abusive.
* Equestria Chronicles has Nova Storm. Interestingly, she was born with three legs and had to get a fourth in order to join the guard.
* Equestria Chronicles has Shiloh, who looks like a filly and has been mistaken for one on multiple occasions.
* Equestria Chronicles has Wishing Star give Iron Hoof the talk. For context: Iron Hoof's mom was very strict and psychologically abusive, while Wishing Star is very casual talking about sex and has experimented quite a bit...
* Equestria Chronicles: Icarus, established as a kind and loving pony, is told to execute a prisoner in front of the entire city. On penalty of death. While his Dad looks on. He's given five minutes to prepare.
* Equestria Chronicles: "In the middle of a civil war, ponies throw a Nightmare Night party."
* Equestria Chronicles: The royal guard is corrupt and abusive, although its officers try to keep things safe and reasonable.
* Equestria Chronicles, transgender transformation pins exist. However, they've only been shown to last a couple of weeks at the most; hourly transformations are more common.
* Equestria: Civil War. After Starlight Glimmer causes a major accident that injuries many innocent ponies, an act of checks and balances against all former antagonists is made. The mane 6 and all of Equestria are split on the act and divided into two factions, with Princess Twilight leading the faction against the act supporting the right for a former villain to choose their own destiny, and Moon Dancer leading the other to support accountability and consequences.
* Equestria Daily acknowledge its existence, but it also sent official material, from an extended cut of "Equestria Girls" to exclusive interviews with the show's creative staff.
* Equestria Daily are still running strong, and fan artists are still making things left and right.
* Equestria Daily tends to get a pretty pronounced boost in popularity.
* Equestria Divided can tell you there are some parts that you'd rather keep away from.
* Equestria Divided doesn't have an army like the other factions; rather, most of its forces are composed of mercenaries of various species — chiefly ponies, griffons, diamond dogs and zebras.
* Equestria Divided fights mostly using a combination of medieval weaponry and clockpunk war machines and does a pretty good job at it.
* Equestria Divided: House Earthborn makes extensive use of these, including large cannons, enormous battering rams moved by teams of earth ponies, heavily armored bomber helicopters, and the Fortbusters/Beastbusters, powerful war machines designed to take down enemy fortifications, constructs and monsters.
* Equestria Divided, in Pinkie's case) warring with each other for total dominance of the country they used to defend.
* Equestria Divided, mounting howdahs on their backs to carry warriors into battle. Boars, rhinos and hippos are also used as less powerful but cheaper alternatives for the same purpose.
* Equestria Divided. No one really knows how that affects the voting but apparently it works.

* Equestria Divided, on the other hand, has the Whitegold Militia and Sapphire Sirens units, which are what you get when the thieves and whores get an actual military budget.
* Equestria Divided or did she want to come back that way? Only the Laughing Mare knows.
* Equestria Games, Derpy follows them silently. The Cloudsdale team appears prominently, but none of them have lines this time around.
* Equestria Games, even the largest of crowds are completely made of actual ponies.
* Equestria Games, in addition to the Saddle Arabians (who are more horse-like than pony), there are pony-like delegates from other cultures: a mare with a half-sun-like headdress akin to the Incan or Mayan culture, and a stallion with a very Mesopotamian headdress, beard, and hair/mane style. We find next episode these two are representatives from Maretonia.
* "Equestria Games", Rainbow Dash encourages the Ponyville teams to win the gold... except for her team, who she admits probably won't do as well.
* Equestria Games, Rainbow Dash gives one to the other Ponyville competitors at the start. When it comes to her team, however, she acknowledges that being pitted against the Wonderbolts doesn't put the odds in their favour.
* Equestria Games" shows that, for the duration of said games, unicorn spectators have to go through gates (looking like metal-detector walkthroughs) that neutralize the magic of their horns. This is in order to avoid any cheating.
* Equestria Games, the four princesses each have their own elaborate thrones at the Games, emblazoned with stylized renditions of their cutie marks. This is similar to the VIP seating for the heads-of-state at the Olympics, including the leader of the host nation.
* Equestria Games this with an enthusiastic hoof-bump at the finish line after the relay race.
* Equestria Games", when Spike is brought before Cadance upon arriving in the Crystal Empire, he falls face-first on the ground when the guards transporting him come to a halt.
* Equestria Games": Who are the delegates from other lands, and what are their kingdoms like? Plus, all the characters on the other teams, and what events the other ponies from Ponyville were participating in, and how the parts of the games that we didn't see (which were most of them) went, and Equestria's relationship with the griffon kingdom that sent a team (assuming it wasn't a griffon-majority territory located in Equestrian boundaries), and how the actual anthems of Ponyville and Cloudsdale go...
* Equestria Girls: A Fairly Odd Friendship: Crocker. Every single one of his plans blows up in his face, and usually results in bodily harm for him.
* Equestria Girls: A Fairly Odd Friendship. Sunset is annoyed with Timmy at how he's pining for someone like Trixie, a popular girl who rejects him and clarifies she is not interested in him. Sunset bluntly told Timmy he is wasting his time on someone who will never like him; Sunset becomes sympathetic once Timmy tells her why he likes Trixie. Later, when Timmy asked Rarity for advice on how to talk with girls, Rarity spells out how his attempts at romance (saying that the girl the love of his life) are obsessive and creepy. She cites Zephyr Breeze, pointing out his lame come ons just make him look pathetic. Timmy takes that to heart and listens to Rarity's advice so he would not end up like Zephyr Breeze.
* Equestria Girls: A Fairly Odd Friendship. The Rainbooms expect Timmy to not believe them when they tell him about Equestria and all the related magic, but given all the other weird stuff he's been through, he takes it all in with ease.
* Equestria Girls: A Fairly Odd Friendship: Timmy giving two WHOLE...cookies to Shallowgrave to get him to look the other way. He happily takes the deal.
* Equestria Girls: A Fairly Odd Friendship: When Mr. Turner witnesses Rainbow about to vandalize Dinkleberg's car with a crowbar, he admonishes her... for using a weak weapon, advising her instead to use a brick or a golf club so she can destroy his windshield much more quickly and make a clean getaway.
* Equestria Girls and she at least is wearing shorts longer than the skirt, but its still odd seeing them in skirts for lots of fans. Applejack's skirt actually gets

shortened intentionally by Rarity in the scene where they dress for the school dance.
* Equestria Girls: Applejack spits out fizzy apple juice upon hearing that Twilight will be competing against Sunset for princess of the Fall Formal.
* Equestria Girls by saying the moral is "age and maturity are two different things."
* Equestria Girls counterpart of Rainbow Dash, lack of makeup and all.
* Equestria Girls: Dinosapien, Maia Search's gymnastics career was ended when she broke her leg. Although it healed, she still walks with a limp, so she becomes a camp counselor instead.
* Equestria Girls: Dinosapien trying to intimidate them away after Sandalwood accidentally spooked the cub going for his trail food. She and Eno square off briefly but aside from a light tackle from Eno, they don't physically fight and just back off.
* Equestria Girls do not have anything to do with each other, apart from the characters.
* Equestria Girls films, but Luca Sandri does his humming in "Filli Vanilli".
* Equestria Girls follows the standard evens-over-odds curse with its movies/longer specials. The second, fourth, and sixth are much better received than the first, third, and fifth.
* Equestria Girls forms. Likewise, the human forms of the princesses — Celestia, Luna, and Cadance — all have hair that reaches past their hips.
* Equestria Girls: Friendship Souls, according to what Shining Armor tells Twilight.
* Equestria Girls: Friendship Souls: All of the factions use technology that makes use of spiritual energy to some degree.
* Equestria Girls: Friendship Souls and injecting her reiatsu into others to weaken or dominate her enemies while also using the same principles to power up herself and her allies, but as she improves she gains the ability to use that same power to heal others and herself while developing her hand-to-hand skills.
* Equestria Girls: Friendship Souls feels a sense of disgust and pity at what he's literally mutilated his own soul into for power. Granted, this is more to show the depths of depravity he would sink to; it's made clear from his appearances before the reveal of his Resurreccion he was rotten long before he started "upgrading" himself to surpass his natural limits.
* Equestria Girls: Friendship Souls happens quite often, but the most prominent examples:
* Equestria Girls: Friendship Souls have finally signaled the turning point for the war to heat up to a decisive conclusion, with all sides gearing up for the coming storm.
* Equestria Girls: Friendship Souls. He's still standing after that so they think he's still alive, but he did indeed die.
* Equestria Girls: Friendship Souls, it can probably be assumed he feels similarly about that too.
* Equestria Girls: Friendship Souls: Las Noches, and to a lesser extent all of Hueco Mundo, runs on this. Tirek, as possibly the most powerful Hollow/Arrancar to ever exist, is at the top of the hierarchy, and position in the Espada below him is determined by strength (though in some cases useful abilities can compensate somewhat for lack of raw power, like with Squirk and his Garganta creation skills, Grogar's technical skills, etc.). Part of the reason he goes with this approach is because he wants strong warriors to fight the Quincy and Soul Reapers.
* Equestria Girls: Friendship Souls she can use them to fly. Her Completed Fulbring is a near perfectly form fitting golden armour with skull motif and many faintly visible circular ports. It even extends into her body, forming around her very bone, keeping them together even if they break.
* Equestria Girls: Friendship Souls: Sombra and Twilight Sparkle discuss this trope in regards to Twilight Velvet. He says that she was this when she was a part of Xcution and, like Twilight, wanted peace between the Quincy and Soul Society. However, he also says that she became jaded due to Soul Society's actions, turning

into the woman she is today. He thinks that the same thing will happen to her. Twilight, naturally, doesn't believe him.
* Equestria Girls: Friendship Souls so that he can be the true and uncontested guide to improving the Hollow condition as he sees fit to.
* Equestria Girls: Friendship Souls: What Sunset's Bankai turns her into.
* Equestria Girls: Friendship Souls: While Shining Armor is training Twilight Sparkle, she complains that she's in pain. He says, "Your body will adapt, and it will get easier, but it always hurts the first time..." Twilight gets embarrassed as he realizes how dirty that sounded and says, "Yeesh, never thought I'd be saying stuff like that to my little sister."
* Equestria Girls: Friendship Souls, while the actual fastest Catrina can not only make multiple tangible speed clones, but they can all physically attack their targets and take damage themselves without hurting Catrina herself.
* Equestria Girls (How did she adjust and survive? How long has she even been there?) being gigantic blank slates, even after the sequels fleshed out her character a bit more.
* Equestria Girls in Japan and is now airing the third season almost 7 years after it originally aired in the US and during the show's final season elsewhere.
* Equestria Girls is often an afterthought, with no strong opinions surrounding it.
* EQuestria Girls Marvel Universe: Flash is still good friends with his ex-girlfriend Sunset Shimmer, with Sunset especially helping Flash deal with the grief of his Uncle Ben's death. Downplayed, as Flash's journal reveals they weren't actually "together", more like they had a "hang-out-with-me-and-act-like-we're-together thing", and he is completely afraid of what she might do to him and Thorax when they tell her they told Sci-Twi about the magic around CHS.
* EQuestria Girls Marvel Universe together uninterrupted. As they are leaning in for a second one though, Shining Armor purposely interrupts them, telling them to break it up and for his sister to go inside. Sci-Twi gives Flash a quick goodbye kiss before going inside anyway just to spite her brother.
* Equestria Girls seems to be intent on showing off the acting talents of the singing doubles, Rebecca Shoichet (Singing voice for Twilight Sparkle) and Kazumi Evans (Singing voice for Rarity and Princess Luna) have both gotten major roles.
* Equestria Girls shows Sunset Shimmer trying on Twilight Sparkle's glasses.
* Equestria Girls Silver Spoon are seen uncharacteristically getting into the spirit of "Help Twilight Win The Crown" and appear to be nicer in the human world than they are in Equestria. Fast forward to season 5 where Diamond Tiara and Silver Spoon get redeemed for real.
* Equestria Girls special "Mirror Magic", while most of the Humane 7 are trapped in the alternate dimension inside Juniper's mirror, Twilight Sparkle tries to reach the portal leading back into the real world with Applejack giving her a boost. The process gets interrupted when Sunset Shimmer comes crashing in through the portal.
* Equestria Girls spinoff has a different ending to one of the scenes made into a short. In the short, DJ Pon-3 puts in earphones after Principal Celestia takes them away. In the book, Celestia takes them away because there's a fire drill.
* Equestria Girls spinoff opens once "every thirty moons" for three days. Twilight later uses an invention to open the mirror manually so they can go through whenever they want.
* Equestria Girls stumbles on an enchanted hand mirror and uses it to get revenge on the Humane 7 for exposing her sabotage of the Daring Do movie in "Movie Magic".
* Equestria Girls. The only thing to come from the series since then was a one-shot comic book called "Cantorlot High: March Radness" and some shorts that were held over into mid-2020. There's been no news of the series since then.
* Equestria Girls universe is likewise able to reset her frazzled hair back to perfect by just running her hand through it, having messed it up moving a piano.
* Equestria Girls, we get this bit of dialogue when the girls learn that convicted serial anal rapist Ben Dover has escaped prison.
* Equestria has a fleet of Earth Pony built zeppelins and the as of yet, unseen Pegasus
* Equestria has a sport called hoofball that's mentioned in "The Cutie Map",

presumably a fantasy counterpart sport to
* Equestrian dragons are as they appear in the show. They can mature naturally as well as experience rapid growth caused by excessive greed, at the cost of becoming rabid. Greed-growth isn't reliant on just material greed and can be caused by craving anything from prey to revenge. Most aside from Spike are a bunch of jerks.
* Equestrian Legends: Beret Swirl invokes this trope to get free drinks.
* Equestrian Legends canon, as well as other creatures from myth and legend.
* Equestrian Loop. How horrifying is something when creating further multiversal instability is better than letting it continue to exist? Also note the Sleipnir is portrayed as one of the most responsible and levelheaded of the admins.
* Equestrian sports. Like sailing, they're generally perceived as elitist and upper class. In the case of actor
* equestrian sport, where riders are often physically able to compete into their 40s and 50s, so careers can be long and incorporate several breaks due to injury or other circumstances. As of 2019, legendary New Zealand eventer Sir Mark Todd was trying to retire again aged 63, but even 'retirement' for him means training a string of racehorses.
* Equestria Online, which she appears able to continue uninterrupted and indefinitely.
* Equestria's First Human her crush shows up from time to time in the sequel stories.
* Equestria Total War features a full-on invasion of Equestria by Gryphonia.
* Equestrylvania about why Dracula's minions would do the things they do, leading to an explanation of this trope.
* Equestrylvania, and actively torments travelers in attempts to feast on their minds.
* Equestrylvania: Due to the Castle dimensionally displacing the royal castle and everyone in it (including the Princesses) and replacing it, it's child's play for Dracula's forces to occupy Canterlot and wipe out the Royal Guard.
* Equestrylvania. For the ponies of Equestria, however, he switches to skinning their cutie marks off and taking those.
* Equestrylvania: The aura from just one of Dracula's body parts is described as feeling worse than Nightmare Moon, King Sombra, or even his own minions.
* Equestrylvania the viewer, causing them to relive every terrible memory they have.
* Equilibrium after John Preston stops taking his medicine, he pulls this trope when he catches a dying resistance fighter in his arms that his partner shot, almost transfixed by the blood on his gloves and gun.
* Equilibrium: "A heavy cost. I pay it gladly." Partridge refuses to give in to Preston, deconstructing the meaning of a system without emotion. Being aware that he has just committed a sense offence, he faces death in the most composed way possible as a form of his defiance, because he'd rather die for his beliefs than be committed to a corrupted establishment. Fair to say, his words continue to reverberate as Preston unravels the truth and the Resistance gain a chance to seep through.
* Equilibrium, apologizing for the various things that they had to cut corners on for bugetary reasons, and generally discribing the superior film that could have been made had they been given enough time and money.
* Equilibrium are also fit in this trope. They are referred to as clerics and their leader is called Father.
* Equilibrium, but the goddamn dog refuses to leave, leading directly to the hero's first act against the government..
* Equilibrium Commentaries from the movie's makers says they see belief in exemption from their own oppressive rules is a mark of a despot.
* Equilibrium: During the final battle of the movie, John Preston disarms and incapacitates his former partner with four quick, obviously fatal slices. The former partner sinks to his knees and looks shocked before his face slides off.
* Equilibrium, emotions are demonized and people are made to take medications not to feel them.

* Equilibrium: Father turns out to have in fact died years ago, with DuPont taking his place as leader of Libria.
* Equilibrium. First fight scene is illuminated entirely by muzzle flashes from the protagonist's pistols.
* Equilibrium has outlawed all human emotion in an effort to stop another disastrous war from coming to pass. Including love. Although sex for reproduction purposes still works normally.
* Equilibrium have any emotion; his huge smile has nothing to do with real happiness or real satisfaction. Knowing this makes it pretty creepy.
* Equilibrium, illuminating himself and small other parts of the room with muzzle flash, wiping out the mooks. It's all very beautifully done.
* Equilibrium), in a hostile tone. The scene escalates the sense of an impending shootout, just when the commander recognizes Preston, makes an excuse and turns around. And then it ends in a shootout anyway.
* Equilibrium is a clearly Romanticist work, as it is about an evil futuristic society where emotion is outlawed, and the extreme Enlightenment idea of suppressing all emotion through technology is definitely shown as wrong. However, the ending, while portrayed positively, never exactly comes clear on whether restoring human emotion is a good thing.
* Equilibrium is for the most part bloodless with its violence. In fact, it pulls off an unusual variation. Every bullet impact is shown, often in loving slow motion, but with black powder squibs. The only blood squib used in the film is for a particularly brutal broken arm. This gets slightly surreal when the main character slices a chunk off one of his opponents, which then slide off (again in slow motion) without a trace of the red stuff. Meanwhile, his sword is beaded by a single drop of white fluid.
* Equilibrium is full of zeppelins. In at least one scene the zeppelin has a screen on the side to broadcast propaganda.
* Equilibrium is labeled as a "Sense Offenser" and rebels against the tyranny of the Grammaton Clerics.
* Equilibrium is shot from overhead and has a (vertically ejected) shell casing bounce off the camera lens. The filmmakers deemed it important enough to modify the pistol at significant expense, then have it animated in when they couldn't get the trick to work right mechanically.
* Equilibrium. It is strongly implied, however, that even drugs cannot fully eradicate human capacity for love, since even John Preston, who dutifully took them all his life, displayed behavior consistent with emotional reaction when the state took his wife away from him.
* Equilibrium, it's entirely possible that Bale was the one who got Jovovich started on the trope.
* Equilibrium, Preston makes his entrance by having two SWAT team members shoot the hinges off a door as he leaps at it, timing it so that he kicks in the hingeless door and slides into the pitch black room, into the midst of a dozen or so men armed with automatic weaponry. They stop shooting, the whole room goes dark, and for a moment we think nothing's going to happen.... then there's a 30 second scene comprised entirely of muzzle flashes illuminating Preston blowing all of his enemies away with no effort whatsoever.
* Equilibrium quickly wiped out that fanbase, and he hasn't directed another film since.
* Equilibrium's interrogation scenes between Preston and Mary, despite simply being two people speaking to each other, were incredibly expensive. Mary required multiple dresses of various shades of pink, and each scene required a smaller table than the one preceding it. Director Kurt Wimmer felt that it was absolutely necessary, despite squeezing the film's already tight budget, because the richer colors and the closing distance between the two characters showed that Preston was emotionally opening up and beginning to perceive beauty.
* Equilibrium takes a similar approach. The entire reason for the plot was because human emotions were a flaw and the cause of 'man's inhumanity to man.' The ending, while portrayed positively, never exactly comes clear on whether restoring human

emotion is a good thing.
* Equilibrium. These guys are either Elite Mooks, or complete idiots, for fighting only with swords in a world where everyone is equipped with automatic weapons. In any case they don't do noticeably better against the hero than all the previous Mooks...i.e. they all get killed in about 6 or 7 seconds.
* Equilibrium use the trappings of this trope, although they serve a secular state.
* Equilibrium, which teaches its practitioners to seek out locations in a fight where there is minimum probability of getting shot at and it's not "behind cover"). In a later fight, Preston reloads by a mechanism that inserts fresh magazines into the guns from his sleeves.
* Equilibrium, which uses a polygraph—not necessarily to detect lies, but to detect emotional fluctuations.
* Equilibrium wife, who not only gets the Gaussian treatment, but shots of her include actual colours, as opposed to the slightly desaturated/bleached out effect of Librium as a whole. There's even a sequence (as she's being arrested for sense-crime) in which she shares a shot with and kisses her husband as she's dragged away. Her side of the screen? Sparkly, glowy, soft-focus. His side? Cold, harsh, slightly desaturated hard focus. Even in the middle of the kiss.
* Equilibrium, with a flag consisting of four Ts, as a reference to the Tetragrammaton government (Tetrarammaton being a phrase referring to four letters and the name of god).
* Equine-Ranch. Sure, it's free to play indefinitely...unless you want to actually do something, like breed or train your horses to a winning level of even the basic level competition...or even own horses that aren't just "Grade" horses.
* Equinox crew, informing them they've been stripped of rank for their actions, and will continue as such until she determines otherwise.
* Equinox Flower Hirayama tries hard to exercise this, not even for any specific reason, but just because he wasn't asked ahead of time. He eventually finds out that the veto is no longer in effect in Japan.
* Equinox is one of the oldest examples and may be the oldest put to film. The symbol magic in the film is explicitly treated like a science.
* Equinox's captain, Ransom. She threatens to lower the shields in the room, which would allow the aliens an opening to get through and attack the man, while she and Chakotay leave the room. The crewmember demonstrates his familiarity with this trope, looking at Chakotay and asking "I suppose the plan is that you're going to come to my rescue now, right?" Chakotay, however, admits that "There's no plan as far as I know. The Captain's on her own." When the crewman continues not to talk, Janeway and Chakotay leave the room and Janeway proceeds to do just what she said she was going to do, shocking Chakotay, who thought she was only bluffing. (The crewmember does crack, but not before being badly spooked.)
* Equin: The Lantern, glove items have a Slap move that drains some of the enemy's stamina while not costing any from you. Unfortunately, the stamina damage is too low for it to matter most of the time and the stronger enemies and bosses always have unending pools of it anyway.
* Equipment also introduces a lot of weirdness when it comes to things like wielding three melee weapons at once, decking yourself out in two suits of armour and so on. A late-game Kled can have the Black Cleaver (an axe), Titanic Hydra (an axe), and the Blade of the Ruined King (a sword) all at once, which he is somehow wielding from the back of a
* Equipment-Based ProgressionOccasionally an RPG will make characters more powerful by having them find better equipment, instead of leveling up with experience points (or by having them level up their equipment).
* Equipment Hiding Fashion: Allows players to have their character's armor covered by clothes, even when they logically shouldn't, to allow for more customization of a character's appearance.
* Equipment SpoilerFinding an unusable piece of equipment means that someone able to use it will join the party at some point.
* equipment transplant to the moth breeder's body. Before 790 could get his freak on, his head was knocked off, leaving him bodiless again, and Xev went to "find"

the moth breeder.
* Equipment Upgrade: Enhance your equippable items instead of replacing them!
* equipped a very-short-range BFG beforehand that visually resembles the unreliable weapon. He annihilates his enemy's 'Mech in two shots.
* Equipping an apron but no other top on a female created character in
* Equipping a Novacat in MW4 with a quartet of ER PPCs will result in a mech that can oneshot light and some medium mechs without ammunition issues. However, not even spending all other tonnage on heatsinks can save you from overheating after each shot — perfect for snipers, suicide for everyone else (gauss cannons have a similar damage output and longer range, but very limited ammo). On the other hand, shutdown due to overheating will hide you from enemy radar while you are cycling for the next shot.
* Equipping Mary with the Frying Pan in the PSX version gives her access to the move "Zan!", which is so powerful it was later made into a Mystic Arte.
* Equipping the gas mask will change the look of the player's first-person mode to simulate looking through the eye-holes of a real gas mask.
* Equire : "I am the malevolent WASP" (although his father was a German immigrant).
* equites cataphractarii, a long thrusting lance. They were effectively the predecessors of the medieval knights, with specialized saddles allowing them to replicate the same devastating effect (see below) before the invention of the stirrups.
* Equius himself died with the most idiotic look on his face after being strangled.
* Equius is also on the lower end of popularity among the trolls, mostly because he's a sweaty pervert who gets off on both obeying
* Equius replaces the sounds 'loo' and 'ool' with '100' and '001', probably a reference to his namesake Zahhak, known as "he who has 10,000 (one hundred hundred) horses" and a pun on
* Equius's alternate universe counterpart, Horuss, has Equius's STRENGTH, but is smart enough to build not only robots, but also a steam-powered suit to actively reduce his STRENGTH so that he doesn't break stuff. (Of course, being a member of the Zahhak family,
* Equius Zahaak for his wounded allies. He also builds robots for various personal uses.
* Equius Zahhak has a not-so-hidden collection of musclebeast furry porn. And in the interactive flashes, you can find more in chests.
* Equius Zahhak sticks to genteel curses like "fudgesicles" unless he's extremely flustered, and berates others for foul language, believing it to be a habit of the
* Equivalent Exchange: Giving up something is equal to what a character desires.
* Equivalent Exchange: Giving up something that is equal to what a character desires.
* Equivalent Exchange: If you want great power, prepare to make a great sacrifice. Nothing is free, you know.
* Equivalent Exchange: In order to be able to do something, somebody must give up something equivalent.
* Equivalent Exchange like a corpse. Ed has to thin out Al's armor in order to repair the parts of him that are destroyed.
* Equivalent Exchange seems to be a thing with fae folk: since Gil often helped Ardsley and gave him gifts, Ardsley finds himself in his debt and could be forced to do Gil's bidding. Gil is genuinely horrified to learn this detail.
* Equivalent Exchange: When shifting into a certain form requires exchanging it with someone or something that already has it.
* Equivalent to the superheating described above, you can also supercool a fluid below the freezing point in a clean, smooth, container. Adding a nucleation site (or even just jolting the container) can cause it to instantly freeze.
* Equivicatio Romana by which each of the gods and goddesses of the other pantheons the Romans encountered was said to be another name for the nearest equivalent in their pantheon—sometimes by a great deal of squinting.
* Equivocation and his daughter Judith: her twin died as a child, and he can't help

wishing that she had been the one to die instead.
* Equus. He read a newspaper article about a teenager who blinded six horses, then wrote a story that would explain it.
* Equus is the story narrated by a psychiatrist about a particularly disturbing case, inside the same story his patient recalls the events that led to his hospitalization through hypnosis.
* Equus October team was sacrificed and the inhabitants of two competing neighborhoods would fight over possession of the severed horse head.
* Equus was filmed in Toronto, despite being set in England. It was made during the era of the UK/Canada tax shelter co-production, plus Richard Burton was a tax refugee from the Inland Revenue. The extras look quite Canadian, and the locations look not quite right, especially the farm and the streets. They're not completely unconvincing, but they're not quite perfect matches either. This odd feel actually adds to the film's discomforting feel. Plus extras have audible Canadian accents.
* ER: 6'4" Luka Kovac (Goran Visnjic) dated 5'2" Abby Lockhart (Maura Tierney) and 5'3" Samantha Taggart (Linda Cardellini).
* ER, actor Noah Wyle rapidly inserted an IV so that she could receive fluids, having clearly learned to do so after years of playing a physician.
* Eradica has its ultimate ability which makes it more powerful the more damage it takes and when its health finally runs out it gets 2 minutes of invulnerability before being destroyed.
* eradicates any and all punctuation and grammar within a radius of one post.
* ER admits to doing this when describing to her how much he loves her.
* ER, after Doug tells him he has reconciled with Carol, best friend Mark teasingly asks him if she makes him submit to this as a condition (Doug cheated on her left and right the first time they dated).
* ER, after Gallant has been killed in Iraq, two military police show up at the hospital, looking for his wife, Neela. The minute he lays eyes on them, it's obvious that the desk clerk, a veteran himself, knows what they're going to tell her.
* ER. After the death of his granddaughter caused by a crazy bomber who happened to be taken into the same hospital, the man who was previously shown to be friendly and calm went and strangled the guy to death. When Gates's best friend's wife finds out he was dating Neela, she got drunk, went to the ER, and flew into a rage at both Gates and Neela. In another instance, when a man found out his girlfriend was dying, he brought in a gun and threatened the doctors working on her to continue working on her and bring her back, even though her heart had stopped.
* ER, after their relationship took a series of strange turns for the worse, climaxing in her bipolar brother falling into his grandmother's grave.
* Eragon and any of his elf friends. In particular, Arya, who's about 80 years older than him.
* Eragon blessed a baby who grows to about four years old in her next appearance. It turns out he actually cursed her, forcing her to eat huge amounts of food, making her mature mentally and physically at a rate far faster than normal.
* Eragon. Brom politely asks her "Could you tell us which house Jeod lives in", to which she replies "I could", then he asks her "Will you tell us?", and she answers "Yes", until he finally asks her directly and gets the answer.
* Eragon for her, considering one of the things about elves is their iron control over themselves. Arya is also more withdrawn and closed than most of them, and for her, even a clenched jaw might equal something stronger from others. This is eventually addressed much later in the series, in the third book, when Eragon notes that she never talks about what happened to her. This leads to her breaking down and weeping while sharing the details of her captivity and its effects on her.
* Eragon: Like the books and film it's based on, a dragon is one of the central characters.
* Eragon, magic is very rarely used because it drains the caster. Indeed, the main character almost dies by using magic. Specifically, spells use the same amount of energy that the caster would have to expend to perform the same task without magic. Using a spell to, say, lift a penny off the the floor right in front of you would

be almost effortless. If you were to use the same spell to levitate the same penny from a mile away, it would take the same amount of effort that it would've taken you to walk all the way over to it.
* Eragon once the player has to face, solo, a pair of bosses that are immune to everything except magic.
* Eragon plays with this a bit with the title character having visions of a girl in prison. He crushes on her and rescues her, but she's not interested in him in that way.
* Eragon start getting a little bit more original, though depending on who you ask they may not actually be all that much better.
* Eragon, the Dragon Riders themselves are Soul Jars for their dragons. A Rider can live on if their dragon is killed, but if a rider dies, so does their dragon. Because of this trope, Saphira goes to a lot of lengths to save Eragon.
* Eragon: The first book in the above-mentioned series, it revolves around farm boy Eragon and a dragon he finds, hatches, befriends, and names Saphira.
* Eragon: The part of Alagaësia where all of the action takes place has giant woods flanking it from north and north-east, mountains in the south and east, and sea in the west and south-west.
* Eragon, the story takes place over months to give Saphira time to grow up. In the movie, time is compressed to a matter of weeks so a magical age-up was introduced.
* Eragon, the title character and his mentor, Brom enter the city of Teirm under the aliases of Evan and Neal. Brom plays the role of the slightly senile uncle and Eragon comments to a guard that he had a bit too much sun and now has a touch of the brain fever. After they are safely inside the city, Brom comments "A touch of brain fever?" and Eragon replies that he couldn't let him have all the fun.
* Eragon, the titular character is forced to do this to himself after he's captured and imprisoned. When he first awakens, he finds himself in a pleasantly dimwitted haze and vaguely realizes that he's been drugged. Eragon eventually discovers that the substance used to stupefy him is hidden in his food and water, and has to go without until he can escape.
* Eragon tries this with a mysterious canteen he finds while tracking the Ra'Zac. It ends up eating through a few layers of skin, though Brom commends him for having the good sense not to try and drink it.
* Eragon was that the author finished the first draft when he was fifteen — he was nineteen by the time it was published (after extensive revision) and also received a lot of critical slack for that reason. Whether or not it has outgrown its beardom is a matter of debate.
* Eragon, which felt that people would think they were ripping off Tolkien's creations.
* ER also has a subversion, in that the outside of the hospital is not shown until the very end of the final episode. But it's played straight with the inside of the hospital, as the second scene of the first episode follows Dr. Mark Greene through a hallway of the ER toward the admissions desk.
* ER. And then, eventually, Mark himself, though in a much slower form.
* ER an injured toddler comes in and shouts that Uncle Charlie hurt him. Someone asks if they should call Social Services only for someone else to point at another, unharmed but still grouchy, toddler, and say "That's Uncle Charlie".
* ER"", a number of former actors from the show turned up for his funeral, including Dr. Benton and Dr. Finch. Notably absent were arguably his two closest friends, Doug Ross and Carol Hathaway.
* Era Of Errors, with the author having thousands of pages of storyline/notes/character sheets/backstory written, including most of the entire series storyline.
* ER apartment, wearing nothing but her underwear, while he's shirtless. She freaks and runs out. Although she's clearly hoping that he merely took her home to sleep off her alcoholic binge, flashbacks reveal that they did in fact sleep together.
* ER, a policeman's wife comes in badly hurt by her husband. Some of his coworkers are witnesses, but won't speak against him because of cop code. Benton shows the abuser's lieutenant her medical records, showing that he's been beating her up for

years. While the other cops still don't give him up, they do beat the shit out of him with the cover story that he fell while chasing a suspect.
* ER. As Doug tries to rescue a boy trapped in a storm drain, he forces him to sing "Take Me Out To The Ballgame" to keep him from passing out from hypothermi, turning a normally cheerful song into a desperate tool of survival.
* erase all ghosts within them from existence. This includes the alternate universe Dave that Jack killed, the John from Davesprite's timeline, and countless versions of the trolls.
* ERASED and also holds the knife that was used to stab her (which doesn't have the killer's fingerprints since they were using a glove). A neighbor who hears the commotion checks to see what the problem is and calls the police to report him for murdering his mother. Also not helped that the protagonist and his mother got into an argument the previous night, which makes people think he killed her in a fit.
* ERASED, a young man known for hanging around kids, of serially kidnapping and murdering three children. The real killer deliberately used Yuuki's reputation to pin the crimes on him, even going so far as to plant homosexual-related books in his room to explain the one male victim.
* erased from historical record and replaced with William Henry Harrison, Trembly is referred to as the 8 1/2th president.
* ERASED has Satoru able to jump back in time to prevent some kind of tragedy, although he doesn't really have any control over when it happens.
* ERASED. He's had one hit manga but has mostly been in a slump, with his editor telling him that his stories don't seem to connect for some reason. He works part-time as a pizza delivery driver to help make ends meet in the meantime.
* erased people from existence retroactively - after reality literally started unraveling from its overuse. Thousands of years later, the weave is still banned, and Aes Sedai generally have their panties in a bunch about Rand's liberal use of it.
* Erased Potential: After Nedzu repeatedly manipulates Toshinori, tricking him into revealing Izuku's status as a Recommended Student to the whole class, Izuku wants an apology. Nedzu initially pretends he didn't hear what he asked, followed by a pithy "Then I am sorry that I caused you trouble, Midoriya-kun." Aizawa immediately calls him out on this non-apology, and Nedzu affirms that he still thinks his actions were completely justified.
* Erased Potential costumes, seeing them as emphasizing 'marketability' over function. He's especially disgusted by what was designed for Yaoyorozu. This is blamed upon U.A. branching out and working with other suppliers; when Aizawa contacts their original supplier, they share his horror, and help salvage what they can while completely redesigning other outfits.
* Erased Potential despite being Quirkless. Katsuki first learns about this shift when Izuku stands up for himself against their middle school teacher's attempt to humiliate him into giving up on U.A.
* ERASED that Satoru's teacher Yashiro is Kayo's killer as a huge twist, despite Yashiro being literally the sole character who fits the very basic information one is given concerning the culprit.
* ERASED, the protagonist is not especially smart, but since he does have the ability to go back in time, he has significantly more information than other people around him. He uses this power to solve a series of murders that occurred around him when he was a little kid, and since his 29-year-old mind is in his 11-year-old body, he's constantly being underestimated.
* ERASED was guessed by majority and is considered one of the weakest aspects of the story.
* Eraser. A character fakes a seizure to create a distraction, and while he's in the building infirmary, pulls out the cable monitoring his heart rate out of curiosity. This causes the flatlining alarm to go off, so the nurse immediately starts zapping him, with him furiously struggling. She actually gives it to him three times with no ill effects.
* Eraser: A fridge door was used to block the flechettes from a grenade. It worked... more or less. It was also used by the heroes to hide behind, as the X-ray

scopes couldn't see through it.
* Eraser, a mob informant is relocated to working as a bartender at just such an establishment. It looks pretty flashy and bizarre, but not very scary. The informant asks Schwarzenegger to please not let on that he's straight, to avoid breaking any hearts.
* Eraser. Arnie lands in a car wrecking yard after barely getting his parachute open.
* Eraser, Arnold uses a fridge door as a shield to protect against a grenade that apparently fires straight shards of metal. One pierces his right hand between the knuckles of the index and middle finger, which forces him to drag his hand off the spike. This in no way affects his accuracy for the rest of the film.
* Eraser: During the cabin shootout, Krueger (Arnie), hanging from the ceiling, takes out a mook in this fashion kicking him out of a window.
* "Erase/Rewind" also has two endings: The band is stuck in a room with
* Eraser guys pretend to be members of the dockworkers' union, demanding their cut. The guard captain simply tells them to get lost and indicates his assault rifle. He gets distracted by Kruger making noise and is promptly beaten down by the mob.
* Eraserhead gives a quip of his own after the League are rapidly defeated and captured in the hideout raid:
* Eraserhead, included the nightmarish Man in the Planet, the eerie-but-sweet Lady in the Radiator, and the mysterious Beautiful Girl Across the Hall.
* Eraserhead kind of human in order to add to the wrongness. Also the small cabinet and the tree cart.
* Eraserhead loves using it, and to great effect; an especially unnerving drone is played at the end, matching the equally terryfing imagery.
* Eraser Head wields a "capture weapon" — a giant, super-strong scarf used to entangle enemies — and can use it to create
* Eraser in this manner, when it becomes clear that he will never be convicted.
* Eraser involves a car being struck by a train moments before the end of the film and blowing apart into manageably small pieces. Fate of occupants a foregone conclusion. Given that this was a real effects shot with a car actually being struck by a locomotive, though, it's at least excusable that they wanted to break up the car a little bit to try to avoid any unfortunate derailing during filming.
* Eraser is about a federal agent who fakes people's deaths for the Witness Protection Program.
* Eraser is the titular US Marshal whose job it is to make those in the federal Witness Protection Program disappear, as far as the world of the witness is concerned.
* Eraser: John Kruger saves mob snitch Johnny Casteleone from some thugs sent to silence him. Kruger plants his firearm in one dead thug's hand, then takes photos of Johnny C. and his wife posing as murder victims. This is done to make the mob boss think that Johnny has been silenced and that his thugs got into a lethal argument among themselves.
* Eraser, Kruger takes part in a rescue mission to save a compromised witness but it turns out his team is dirty. The witness and her protectors are killed and he is framed for it.
* Eraser, the participants in the Witness Protection Program acquired a new identity and had all the fixings of their old one destroyed.
* Eraser, which then explodes, covering the bad guys with water… And alligators.
* erases all evidence of their encounter with Picard's crew, believing that divulging the existence of aliens would cause panic and civil unrest. Even some warp-capable species want nothing to do with those weirdos.
* Erase Una Vez, or "Once Upon A Time," instead of "La Cenicienta," as intended. If that wasn't bad enough, the film was deemed politically permeated, especially after it came to light that there were plans to produce a Catalan dub. One poster made light of this, decorating the frame with Cinderella's name in various languages, including the Catalan "Ventafocs."
* erasing her memories, leaving her mentally an infant. Shortly before Raynare is

killed, she soils herself because infants have no control over their bladders and bowels.
* erasing his family's memories every day until they give him the perfect Father's Day and he's been doing this for six months.
* Erasing someone's recent memory to prevent them from "knowing too much" is a common device. This has been used in
* Erasmus Montanus: While Erasmus himself is legitimately well-read, just very prideful and a bit absent-minded, Deacon Peer is definitely this trope. He presumably had a priest's education but has clearly forgotten or skipped over most of it, and any time he proves his intellect he's just making up nonsense. The townsfolk, who lack education, believe every word he says and think the Deacon won his "debate" with Erasmus because Erasmus was too flabbergasted by the nonsense to have proper answers.
* Erasmus Tycho was originally just a Blood Angels captain who appeared in a
* Eras of Alchemy (having aided an alchemically powered AI in recreating all forms of life on Earth after an environmentally devastating meteor strike wipes out most creatures on the surface), players are treated to a dance party. HERA's avatar and the human sprites dance joyfully.
* Eras of Alchemy is to help an alchemically-powered AI recreate life on Earth after a meteor strike wipes out most life on the surface. Players are given the task to create griffins, pegasi, fairies, dragons, flying unicorns (or "pegacorns"), and phoenixes during the "Mythical Era," after having re-created dinosaurs and extinct ice age megafauna.
* Erastes Eromenos way. On other stories, though, Eros is the son of Khaos, which is the mother of Gaia, which is the mother of Kronos, which is the father of Zeus, who is the father of Ares.
* Erast Fandorin appears to become a confirmed bachelor after the death of his first wife in the very first novel. It takes a midlife crisis for him to consider marrying again (though his second marriage proves disastrous for entirely different reasons).
* Erast Fandorin, but it has been established that luck alternates every generation in his family: both his father and his son were Born Unlucky (while his grandson Nicholas was extremely lucky again). The unlucky Fandorins, however, don't get mentioned much.
* Erast Fandorin cycle of novels, set in Imperial Russia, and sometimes Imperial Japan.
* Erast Fandorin: Fandorin does this after Renate spins her story about how she killed Gauche because he was trying to kill her.
* Erast Fandorin he takes on as a protege Anisii Tulipov, a rookie cop who is brave and good-hearted but by no means an expert in deduction. Tulipov has to have pretty much everything explained to him by Fandorin all the time.
* Erast Fandorin is so good at this that some characters get confused, which of his appearances is the real, original one.
* Erast Fandorin, on his first crime scene (in his defense, it was an exceptionally gruesome murder).
* Erast Fandorin types of this trope. From the point of view of a modern reader he's in an alien setting (nineteenth-century Russia), and from the point of view of his contemporaries he's unusual because of the time he spent in Japan and the way it influenced him.
* Erasure. However, Aizawa makes up for it with his wits and being skilled in combat, capture equipment, and stealth to win a fight. His stats give him an average 3/5 in Power and Cooperation, but a good 4/5 in Speed and Intelligence, and an overwhelming 6/5 in Technique.
* Erasure: If queer people aren't mentioned, they disappear. Related to the assumption above.
* Erasure's "ABBAesque EP", as well as the release of "ABBA Gold", a compilation of the group's Greatest Hits.
* Erasure, the true story of Van Go Jenkins, a youth in the ghetto. He intended it to be a blatant parody: the book itself is incredibly awful, reproduced in its

entirety and written completely in Ebonics. And then it hits the bestseller list and people start wanting to meet the (completely fictional) author who wrote such a "raw and stunning work." Oops.
* ER: At least one episode zigzags the trope, though. A drug-addict takes a hostage in order to get IV Demerol, which the ER attending provides, but the nurse intentionally overdoses. Subverted in that he was actually cooperating with her attempt to administer the injection IV; played straight in that he just barely made it past the triage desk before pitching over.
* ER at this point) going out for drinks. In the next episode, she is clearly trying to avoid him and they're both very uncomfortable when they do run into each other, leaving viewers to speculate that they'd slept together and now couldn't handle it. It turns out they hadn't.
* Erayu is a video game being played by main character Josh, who gives comments on various events from time to time.
* ER, Benton's portrayer, Eriq LaSalle was equally uncomfortable with the relationship, feeling that it sent a negative message to the African-American community and asked the show's writers to nix it.
* ER, "Blizzard", a young black man nonchalantly walked up to Dr. Doug Ross with a loose bandage around one hand. Dr. Ross removed it, to find the man's thumb missing. He was keeping it in a small plastic bag. Doug had Malik wheel him straight upstairs to surgery.
* ER: Carol's fiancé dumps her on their wedding day after gently, but firmly getting her to admit she doesn't love him the way he loves her.
* ER. Carter after his friend Gant's death, blasting himself for not acknowledging that Gant was depressed and struggling, and also after Lucy's death, outright declaring himself to be partly responsible.
* ER cold openers generally focus on interpersonal ties (more than the hustle and bustle of the meat of the show could, anyway). A 12th season episode, "The Gallant Hero & the Tragic Victor", actually kills off a main character in the teaser.
* Ercole contro il gigante Golia... but it's a far cry from the 10-meter/30-foot behemoth he was "shown" as earlier.
* ERCOT also ignored experts on a smaller scale as they made minimal preparations in the couple of weeks leading up to the storm as they only really focused on the weather forecasts predicting snow and sleet, rather than the days of freezing cold.
* Erdős only turned to speed in his 60s; before that he did just fine on
* Erdenstern is a German group producing 'music for your head cnema' - sound tracks usable in role-playing games. Each album by Erdenstern followes a certain theme, such as seafaring (Into the Blue), cold and ice (Into the White) or high-tech SF (Into the Grrey). The sepatrate tracks are seamlessly loopable, but just having them sorfted by themes is very useful.
* ER does this when Mark Greene dies and most of the cast (including a couple of characters who had left the show) go to the funeral. Which raises some questions: was the hospital even open? (explained, albeit unrealistically, with a flashback later on), and of course, makes long-time fans wonder what happened with those who weren't there (namely Dr. Ross and Nurse Hathaway). That was subverted later on when Greg Pratt died, as they didn't show the funeral but commented on how most past and present characters went or at least sent flowers.
* ER, Doug Ross was treating a young man dying of cystic fibrosis who wanted to enact a DNR. Unfortunately, as he was not yet 18, Doug could not do this, and so, at his mother's bidding, intubated him against his will. As the kid is wheeled off to be admitted to the hospital, he gives Doug the finger in response to the latter's apologies. This was the first time this happened in the show's run, but it made sporadic appearances throughout — Romano flipped off his physical therapist in response to her questions about his motility, and a wrongly arrested, deaf patient flipped off the cops even as they apologized to him (aside from the fact that he was friends with the woman he was wrongly accused of attacking, it's implied the cops leaped to conclusions because she was white and he was black). The amused interpreter declared, "I don't think you need me to translate that one"
* ER: Dr. Doug Ross and medical student Harper Tracy sleep together after a rough

day. Doug's supervisor (and best friend) Mark is furious when he finds out—this is a major rules violation—despite both of them insisting that the encounter was completely mutual and their was no force or coercion on Doug's part.
* ER Dr. Kim Legaspi. Even then, it's not until Kim points out Kerry's behavior—frequently calling on her for consults, etc, that Kerry realizes that she's been acting like someone with a crush. They soon begin a relationship but break up due to Kerry's constant wavering. Not until several months later does Kerry blurt out that she's a lesbian, and even then, it's not to Kim, it's to someone making derogatory comments about her. Although it doesn't work out between the two, following this, Kerry pursues several lesbian relationships with ease, even marrying and having a child with one woman.
* ER, Dr. [Mark] Greene called to "Dr. Carter" at the end of the first episode; the series ends with Dr. Carter calling to (future) "Dr. [Rachel] Greene." Meanwhile the old gang—including Drs. Corday, Weaver, and Rasgotra—are shown to be happily settled in to their lives post-County.
* ER, Dr. Robert Romano. As much as everyone hated, you couldn't deny that he freely admitted to being an egomaniac whose sole concern was his own well-being. This is in stark contrast to Kerry Weaver, who hid this same behavior under a facade of friendly concern, only to backstab anyone foolish enough to trust her.
* Erebonia invaded Liberl shortly after that. It was almost the perfect excuse. To an outsider, it was as if Liberl had hired the jaegers, equipped them, and ordered them to attack the village. When Loewe and Joshua were found by the local garrison after the incident, the military was adamant that it was Liberl. After the war however, they were told a different story. That the jaegers had turned rogue, and were engaging in pure brigandry. Regardless, they were threatened and told to never speak of this again. After the incident, the Erebonian government quickly and hastily gathered up all of the people responsible and executed them. In the peace agreement between Erebonia and Liberl, one of the requirements was that no one could ever speak of this again, to prevent a rebellion from occuring. Erebonian history texts were changed to say that the village was destroyed in a landslide, and that was that.
* Erebos, all NPCs in the eponymous game are able to react almost uncannily realistic to the players' words and actions, including forming plans based on the intel they gather.
* Erebos Luna into Nightmare Moon; and Luna suspects that he was manipulating the conflict between the hippocampi and the dragons of the Scaly Back River Clan for his own benefit (though this hasn't been confirmed yet).
* Erebos. The protagonist, Nick, decides against it - But somebody else models their character after him, even naming himself LordNick.
* Erebus is a being similar to Nyarlathotep and Philemon, but he embodies humanity's desire for death. Erebus sees to make contact with Nyx to enact the Fall, which would wipe out all of humanity. The protagonist of Persona 3 sacrificed their soul to become the Great Seal that keeps Erebus from Nyx. Erebus has been destroyed in the epilogue chapter of Persona 3 FES: The Answer, and has also been destroyed on a yearly basis by Elizabeth as seen in Persona 4 Arena. However, it was stated repeatedly that Erebus would continue to revive itself every year, and can only cease to exist if humanity stops wishing for death.
* Erebus of the Word Bearers managed to bring about the Horus Heresy with a few carefully timed manipulations. First, he teamed up with Lorgar's mentor Kor Phaeron to lead Lorgar to the Chaos gods. Then he followed up by executing a convoluted scheme to get Horus sworn to darkness. Unfortunately for him, he has trouble when the pieces in his plans act for themselves, leading to him
* Erebus' plan to infiltrate the Atlas Strongest Tournament is a chance at revenge on Twilight Sparkle for her defeat at the wedding.
* Erebus Sequence are interwoven. The second book uses fewer flashbacks, but there's still a reasonable number.
* Erebus Sequence, but again, we don't see a corpse, so we can't be sure.
* Erebus Sequence, Dino attracts a degree of female interest, but realises that

he's gay. However, prejudice means that he's unwilling to simply say so, which means everyone ends up unhappy with their love life.
* Erebus Sequence, is also both the nastiest and stupidest. He's being prepared for a role as dumb muscle, but thinks he's being prepared to be the next king. (He doesn't genuinely care, and just wants to strike out at people who think they're better than him.)
* Erebus Sequence: It turns out that the reason Anea wears a veil and can't speak is that she doesn't have a jaw.
* Erebus Sequence much older than him, and is more his nanny and maid than mother figure, but their relationship nevertheless started out as caregiver-and-kid.
* Erebus Sequence, some nobles in Demesne don't think much of the way it's run. Stephania Prospero, in particular, defies her mother and supports attempts at reform. At the end of the second book, she has to flee but doesn't think she'll miss the place much.
* Erebus Sequence, this is given to someone without their knowledge; Rafaela has been secretly building up Lucien's immunity to the poison Golia uses due to the (correct) fear that it will eventually be needed.
* Erecting a sprawling civilian metropolis directly atop a military base that is
* EREDAR LORD OF THE BURNING LEGION!! who has 15 HP, but possesses a 3/8 Weapon and his heroic ability lets you summon a 6/6 creature for 2 mana every turn.
* Erek King is an ageless, nearly-indestructible android perfectly capable of being a
* ER: Elizabeth Corday tries to invoke this when she meets Susan Lewis, an old friend of her husband Mark, when the latter invites her to have coffee, declining with, "I don't drink coffee, I'm breastfeeding." Unfortunately, all it does is make her look incredibly rude, as A)Susan already knew about the kid, so there's no shock factor, and B) Susan had no romantic interest in Mark and was trying to befriend Elizabeth to assure her of this.
* Eren (183cm) gets a lot of ambiguously shippy interactions with Historia, the shortest member of the 104th.
* Eren attempts to end the war in the most horrifying way possible; by murdering most of the world and enslaving the survivors on Paradis Island. His supporters believe this will make the world 'smaller and manageable', even if the war continues.
* Eren decides he wants to destroy the concept of slavery, even if it means mass-genocide of slave races (which includes all
* ER ended up with a prosthetic arm, effectively ending his career as a surgeon.
* Erendis dies in Second Age 985, over a century before Aldarion dies. Aldarion lived to be 398; Erendis died at only 214. She did drown herself, but she was already very old for a non-royal Númenórean. Ancalimë inherits her father's longevity and actually lives even longer than him - she dies at the age of 412.
* Eren ends up losing control of his Titan form during the Trost counter-offensive.
* Eren. He has no extraordinary skills, but still placed 5th in the top 10 of his squad. Subverted with
* Eren is like this at first when he discovers his Titan-Shifting powers. The
* ER. Enraged at the cops' failure to find his assailant, Dr. Mark Greene trashes the lounge.
* Eren's father Grisha is the only member of the Eldian restorationists
* Eren's father, Grisha just by eavesdropping. Maybe the Royal Government's information security just needs work.
* Eren's feelings towards the Colossal and Armored Titans who destroyed his hometown. It's the same as his feelings towards all Titans, but turned
* Eren somehow used the Founding Titan's power to give Mikasa memories of an Alternate Timeline.
* Eren's titan shifting ability manifested when their group was surrounded by titans outside the wall with little hope of surviving.
* ER episode "Twenty-One Guns". Abby places one on a door window just before

slumping over and falling to the floor.
* Erepublik), an online social strategy, suffers from this. While free play is possible, the international currency is virtual gold. This can be earned in small amounts for various infrequent achievements, or bought on the currency markets (prohibitive due to its high value), but is required in moderate and large amounts to create organizations, newspapers, companies, and political parties; to upgrade buildings; and to buy wellness packs that allow players to fight more times each day. In short, any major in-game enterprise tends to become expensive.
* eRepublik by permanent bans to any one found with multiple primary accounts and the way you're allowed to make as many stripped down secondary accounts as you want. Doesn't stop some people.
* eRepublik has World Wars I to V, completely unrelated to historical ones.
* Ereshkigal is invincible in the Underworld and the Underworld saps the strength of other gods and spirits. In the living world, she can make small areas simulate a weaker version of the Underworld's effects.
* Eres Veneno ++ greatest example of The Masochism Tango. As was once commented, "there's love, and then there's bitchy love."
* Eretz Nehederet-esque pig for a head) was featured. Host Eyal Kitsis went over a list of his assets, which included, among many others, the phrase ‘Holy shit, get a load of those tits!’ and the word ‘morning’.
* Eretz Nehederet interviews with actors playing public figures, and skits in the formats of news reports.
* Eretz Nehederet is particularly known for bringing a few neologisms every season, some of them sticking for quite a while.
* Eretz Nehederet's depiction of John Kerry had him speak machine-translated Hebrew, complete with painfully shoving Hebrew words into English grammar and translating loanwords.
* ER fanfic centered around the reviled Kerry Weaver had her wishing she'd never come to work at County. Sure enough, her guardian angel showed her how bad things would have been otherwise.
* ER fanfic had Doug walking in on Carol as she was doing this. She is of course, self-conscious and embarrassed that he caught her like this, even as he tries to reassure her that it was beautiful to see her that way—the very reason he walked in was that he was so turned on that he wanted to have sex right then and there.
* Erfar the Silvertongue. extraordinaire aside, he will likely drop from a single attack. He doesn't even have the dignity to leave something decent behind, instead granting only one coin.
* ER: Fellow nurse Malik offers to be Carol Hathaway's coach, though it's her friend Dr. Mark Greene serving this role when the day comes (and we never see the classes).
* ER frequently used made-up medical emergencies as a way to get the victim into the room where the surprise party was being held. And they could never say no and take the chance of it being a real emergency.
* ER: Frustrated with an impending lawsuit, his nagging boss, and worsening PTSD following a vicious attack, Mark Greene is trying to talk to a deaf, elderly woman about her husband's condition and growing even more frustrated because she can't understand him. He finally gets fed up and screams at her that her husband is terminally ill, just as everyone else in the waiting area and the nurse's station shuts up, leaving him thoroughly humiliated by his behavior.
* Erfworld. A divine artifact backs him up on this point. Or not, since croakamancer Wanda Firebaugh has one too, and apparently so does Charlie of Charlescomm.
* Erfworld, after having his views on royalty changed by the events at Gobwin Knob, insists that he is "merely a warlord formerly known as Prince."
* Erfworld after her and Jillian's experiences with trying to fight Fate just made things harder on them. Wanda chose to submit to Fate and became rather stoic and hopeless as a result, but generally gets what she wants. Jillian herself keeps fighting Fate despite the futility and is usually happier and more fulfilled even

though she always seems to end up suffering and losing eventually. So, who won?
* Erfworld), and at one point enables a blinded Jillian to "see" by broadcasting an illusion of his own perception into her head. He's almost-singlehandedly the reason why Faq managed to remain an unknown kingdom for as long as it did.
* Erfworld and custom clothes. Ace can't stand that, though, and prefers to use his talents to make "accessories", such as a jet pack, and a laser pistol.
* Erfworld and everyone can naturally see everyone else's stats by looking at them — except Parson, who cannot see stats and has no stats anyone else can see. Partway through the series, though, he obtains a pair of old-fashioned 3-D glasses that allow him to see unit stats.
* Erfworld; and nearly succeeded, although Parson was very good at exploiting the weaknesses of that strategy:
* Erfworld are rendered images superimposed on the drawn art. In this case, it's a deliberate effect intended to make them stand out by looking a bit "otherworldly". In a similar vein, the use of digital brushes is very conspicuous in the scenes with masses of bats.
* Erfworld. As this speech happened two "volumes" ago in-comic, it isn't much of a spoiler that he finds a way.
* Erfworld (attacking during negotiations especially being practically a signature move) means that the side's attempts at diplomacy once their position is secure are crippled before they begin.
* Erfworld becomes a lot sexier (and much more open towards the protagonist) when she does this late in the comic.
* Erfworld built the eponymous universe with laws of physics which seem designed to make peace impossible. However, recent events indicate they may be still active.
* Erfworld combines the powers of different mages to revive a dead volcano.
* Erfworld doesn't just take place a world with its own cultures, and an unfamiliar set of fundamental universal laws. It features a protagonist from outside of that world learning about the world alongside the reader... who then hunts down and exploits loopholes within the world's established construction in ways that rock the world to its foundations and destabilize whole civilizations with long and (internally) storied histories.
* Erfworld. Erfworlders instinctively understand the meaning of such words (as they do most other Earth words), but they are revolted by them and never use them themselves.
* Erfworlders also near-universally use the term "croak" or "croaked" where Stupidworlders say "kill" or "dead". They still know what "kill" means, but if someone uses it they find the term highly vulgar.
* Erfworld first sight. Merely hearing Wanda's name with no further context was enough to send Jillian's heart racing. Then Wanda captured her and tortured her for a few dozen turns, and then Wanda joined Jillian and helped her croak Wanda's Ruler, and then Wanda betrayed Jillian's father while Jillian was out in the field, and then Wanda captured Jillian and tortured her a few more times. Their relationship is... complicated, even without bringing in the large amount of Fate connecting them.
* Erfworld gains red eyes after completing his sword, in a panel that makes him look genuinely frightening for the first time in the series.
* Erfworld gets the bright idea to take out the throne room's defenders by dropping a balcony on them with a purple dragon, excited by the irony of croaking them with falling statues of their own heroes. However, he doesn't seem to have commanded a dwagon in combat before, because the beast doesn't stop short enough to prevent them both from being crushed. His last words upon realizing what's happened are "Irony, really."
* Erfworld had a bit of fun with this one, as it was the title of part two of Book 2, and it was a central plot point.
* Erfworld has Jillian, who has three people in love with her. After she leaves two behind to go after the third, one of them asks the other why he didn't go with her.
* Erfworld has many types of golems, from cloth (giant stuffed animals) to metal (including soft, hard, and acid), to — as Sizemore is discussing with Bogroll

— crap.
* Erfworld has the protagonist conduct a number of hit-and-run attacks that technically count as "losses" by the world's rules, but his opponent loses far more valuable siege units.
* Erfworld has the Titans, the beings who created Erfworld. They can only be described as omnipotent mile-high Elvis impersonators.
* Erfworld) hits Parson and he has to wonder how much he was influenced by the spell that summoned him and how much by his own free will and genuine desire to command a battle.
* Erfworld if they doubt their Ruler's ability to act in their Faction's best interests.
* Erfworld: If you fail to pay the upkeep, the unit disappears, and the leader is normally given a psychic indicator that their forces have decreased from starvation. If the leader doesn't get such an update, then that's usually due to "Carnymancer" trickery and the ignored death is intentionally orchestrated.
* Erfworld. (In an even more delicious twist of irony, this school retroactively replaced a school called Deletionism, which was itself deleted.)
* Erfworld" in order to explain how a change was retroactively made to a character's special ability. Therefore, Deletionism has never existed.
* Erfworld IRC. According to a "news" post on the main site, "You may NOT quote what I say as Word of God. There's a lot of thinking out loud. Anything I say in there is not canon, and may be changed, ignored, or totally reversed."
* Erfworld is a firm believer in what is called in-universe "Fatalism." Functionally, Fatalism teaches that if you have a Fate, that Fate will come to pass no matter what you do. You can make your life easier by seeking out your Fate and sticking to its dictates, or pointlessly torment yourself by trying to work against your Fate, which does absolutely nothing besides make more trouble and pain for you and everyone you care about.
* Erfworld is almost entirely drawn in 2D — except for the Arkentools, which are rendered in 3D CGI.
* Erfworld is home to a broad variety of mounts, including spidews, dwagons, gwiffons, unipegataurs, megalogwiffs, tankeroos (kangaroo-formed cloth golems), elephant-formed cloth golems, and a glass golem which appears to actually be in the form of a horse.
* Erfworld is ordered to prepare a plan to betray and conquer the city he's serving as liason to - and whose ruler he is in love with - he does so with trepidation but no hesitation, and stands ready to carry it out if and when the order comes down. His side is his side, and his personal feelings don't enter into it.
* Erfworld, is responsible for many reprehensible acts, but he wishes Parson, the protagonist, no personal harm, and is only trying to stall Parson's fate to kill him for as long as he can. But as long as Fate continues to manipulate events, conflict between him and Parson is inevitable.
* Erfworld is something like "rockstar" in the Magic Kingdom, where all the other magic users appreciate his abilities and willingness to lend a hand to anyone. Back home in Gobwin Knob, his boss refers to him "as the shit guy" and his job is basically taking everyone's waste and making terrible smelling golems out of it. He starts getting more respect at home once Parson takes over as Chief Warlord, but that comes at the cost of his popularity in the Magic Kingdom (as more and more people become unwilling to associate with him due to his side's actions and expansion)
* Erfworld) It was established early on that units can bend or break orders when necessary to their overlord's survival:
* Erfworld, Jack uses this to screw with a bunch of spellcasters; he's looking through the portal when suddenly it fizzles out, decapitating him instantly. Two panels later he drops the illusion spell to show both he and the portal are perfectly fine.
* Erfworld Judging from the way the story is going, this was just the start.
* Erfworld made on her. It didn't turn out well for her loved ones and the prophecy came true anyway, so she came to believe that the only way to avoid/minimize

suffering is trying to fulfill your Fate as quickly and directly as possible.
* Erfworld master they need, but he has to learn the local rules first... It's also deconstructed; he's not really an everman, but rather so obsessed with his gaming hobby that it completely dominated his life as he let everything else fall apart out of sheer disinterest. One of the people who saw him disappear remarks that it's the first plan he's ever followed through on.
* Erfworld mind - he asks a sorceress what she was like as a child, and gets a blank look. (This fact, by extension, also means that Erfworld has a much more casual attitude towards sexuality than a medieval society normally would, as well as general equality of the sexes since women aren't held back by pregnancy.) Regardless, this is of the "it's just how it works" variety - presumably because their entire world is designed around warfare, so there's no room for kids (or civilians, for that matter).
* Erfworld parodies this with its "dwagons", "gwiffons", "spidews", and other such beasts. Main character Parson Gotti, from Earth, explains to his boss Stanley that he's used to "dragons" and "griffons" on Earth. Stanley replies that they sound stupid, especially "Earth".
* Erfworld. Parson describes it as "really useful, really dangerous" magic.
* Erfworld, Parson goads Ansom into striking before he's ready by claiming that his (imbecilic) overlord Stanley is superior to Ansom's royal status (a sensitive issue with Ansom) due to Stanley's possession of a divine artifact. Cut to Stanley chocking a subordinate in frustration.
* Erfworld. Parson Gotti, meanwhile, is from our world and has these strange notions of "free will", "choice", and "not taking sexual advantage of underlings". Egad. Made worse when Maggie, a spellcaster and therefore one of the few units who exercise some amount of free will, mocks him for being reluctant to take advantage of the situation.
* Erfworld, Parson, still not quite sure it's not all a dream, tries pinching himself to "wake up".
* Erfworld Parson, who needs special help to do so. No-one can see Parson's stats, however they do figure some of them out by how the bonuses he grants affect other units.
* Erfworld, perform other magical feats, and is a formidable weapon in close combat. In keeping with the outwardly cutesy appearances of everything else, however, it's also a plastic toy squeaky mallet. As one fan put it: "It's only a toy if you're a Titan; mere mortals have to settle for using it as an insanely powerful artifact." It turns every fifth walnut it cracks into a pigeon, and supposedly every fifth bird it kills into a walnut.
* Erfworld premise. Taking out the enemy ruler will end their entire side unless there is an heir (and heirs are very costly to pop or designate). This tactic is attempted against Gobwin Knob in Book 1 and Jetstone in Book 2, though it fails for different reasons. It's successfully used against Haffaton in Book 0.
* Erfworld, Prince Ansom uses a rolled-up one as a mount. It can be unrolled and used in the traditional fashion if he wants to accommodate additional riders.
* Erfworld, Prince Tramennis greets his fallen brother, (formerly Prince) Ossomer, after Ossomer had been killed and Decrypted by Wanda, just like Ansom was.
* Erfworld requires a huge amount of attention to detail just to figure out the rules of the world, and that still leaves the mystery of what exactly the world is, and who is working behind the scenes.
* Erfworld, resulting in gwiffons, dwagons and spidews. When the protagonist makes note of this and asks if it shouldn't be "dragon" instead, the other characters seem to be quite weirded out by these "incredible stupid words" and state that they "really don't want to know what you call spidews in Stupidworld or whatever you call it". Note that "erf" sounds slightly like "earth". "earthworld"?
* Erfworld say (e.g. clinical terms like "testes" are permitted) to sidestep this limitation.
* Erfworld she says: "Arrange it so that he thinks it was his idea. Let him have your way."
* Erfworld: Since the world is based on a turn-based strategy wargame, this is to

be expected. If a Ruler is croaked, their Side falls unless they have an heir. Heirs can either be popped naturally or designated at great expense. When a Side ends, any units in the field disband (cease to exist), while any cities go "neutral," meaning they freeze in time until someone attacks them. If all the cities are captured or razed when the Ruler is croaked, then if they have an heir, that heir will become a barbarian, a nomadic unit without a true Side. Barbarians have a limited purse and no easy way of making more money, but if they capture another capital they can start a new Side.
* Erfworld: Since the world is based on tabletop wargames, the various Sides fit into these roles. Traditionally, the Ruler of the Side decides on the Grand Strategy (unit production, etc), and the Chief Warlord chooses how to fulfill their goals using the provided units.
* Erfworld Sizemore appear there from time to time but operate primarily in the field.
* Erfworld, Slately decides that he can not leave the city before his son leads the attack; his son must leave before he leads the attack.
* Erfworld spells asks "May I give you a suggestion, lord?", you may want to think about your answer.....
* Erfworld. Stanley has a tactical table with real-time intelligence and images generated by his linked casters; Ansom uses a more prosaic map-and-counters representation of his available intel.
* Erfworld structures. That and towers apparently have no stats whatsoever. Although it isn't known if it is true or not, some characters think that what afterlife you get when you croak is determine by an invisible stat called a score. Some other weird things is that many buildings in cities are completely empty of workers but still do their function and somehow do their function better when they are visited by a warlord. And because units pop into existence as adults they have no concept of childhood and very little concept of family. Even things like the laws of probability and statistics don't work the same way as they do in our world. Random events are determined by abstract dice which can be manipulated through Luckamancy, however, there is a limited supply of good dice rolls, so blessing someone with good luck steals good dice roles from somebody else. According to Predictomancers and Carnymancers the future is predictable because the game is rigged; you can fight fate, but Fate fights back and it can hit harder than you.
* Erf World summer updates, Parson gets into a discussion with Jack and Maggie about the nature of time in Erfworld. At some point, he realizes that he is either too drunk or not drunk enough to participate in the conversation. Having no way to sober up, he gambles on the latter, and downs a wineskin.
* Erfworld than truly understanding how magic works. The Thinkamancers, for example, view everything in terms of Grandiocosmic strings, to the point that they never even noticed that key parts of their own discipline involve quite a lot of Date-a-mancy.
* Erfworld, the Battle for Gobwin Knob: The titular battle included siege towers pushed by 20m tall Cloth Golems and Wiener Rammers: living battering rams in the shape of elongated wiener dogs with rams horns. Upon striking the gates of Gobwin's Knob they invoke "YTMND!": they are drawing their striking power from the "You're The Man Now, Dog" meme.
* Erfworld, the entrance to the caves leading to Gobwin Knob has a sinister resemblance to a mouth.
* Erfworld, the guard comments on the "fascinating" things he overheard and tries to ask a few questions. Wanda tosses some magic powder in his face and tells him, "You heard only the screams for mercy."
* Erfworld, the mysterious Charlie assumes a variety of different forms whenever he psychically communicates with someone. To the reader, they come off as fourth-wall-shattering references, but given that almost everything in Erfworld is a warped version of Earth pop culture to begin with....
* Erfworld, this one's invoked by Charlie and the Jetstone side, in order to trap Parson in an unwinnable situation. (More an emotional slam than a physical one: Parson was hoping to keep that portal open as an escape route.)

* Erfworld. Though everyone at least suspects that mind control is involved, with most people believing it completely.
* Erfworld to make him leave the room and appoint Parson chief warlord.
* Erfworld, took time off in November 2011 to deal with her dying mother. During this time, the text only "Inner Peace (Through Superior Firepower" was posted instead, which was set before the events of the main comic.
* Erfworld to Superman. His brother Ansom has a less pronounced (but still pretty manly) chin. Their brother Tramennis has the cleft, but his chin is quite narrow, so it's not as noticeable. Their father King Slately probably has one as well, underneath that King-of-Hearts beard.
* Erfworld trope; he has to patiently explain that even perfect strategy doesn't mean you never lose.
* Erfworld uses a card game like this to demonstrate the rudiments of Carnymancy. The basic rules are simple, but after the cards are dealt, everyone gets to make a new rule. The twist is that no player can use a rule he made himself to win a trick.
* Erfworld uses a cat-o-nine-tails in her "hobbies" of torture, interrogation and, well, BDSM, while wearing appropriate outfits.
* Erfworld, Wanda and Jillian arguably had such a relationship at one point.
* Erfworld, Wanda is lying broken and beaten before Prince Ansom and begs him to strike her down, just to let her touch "them" (the Arken Pliers). Ansom is so creeped out by it that he leaves her where she is without attacking again. Things might arguably have gone much smoother for him shortly there-after if he had just done as she asked at first. But then again, maybe not...
* Erfworld was a Hippiemancer who specialised in Flower Power. Most Hippiemancers despise war, but Olive was perfectly happy to put her talents toward war and killing, and did so mainly out of spite. She killed at least ten of her siblings, tried to kill her father and took control of her side by getting her Ruler hooked on a horrific drug that she also used to kill off her fellow casters from spite. Olive was a master at poisons and drugs, and didn't discriminate, happily manipulating and torturing anyone she felt deserved it in her quest for dominance.
* Erfworld was apparently created by the Titans of Arc, who are worshiped its inhabitants and who look like giant Elvis impersonators.
* Erfworld) webcomic before he got plotted into Erfworld. It's actually been up since before the comic that shows it was posted — hasn't been updated since then either. Presumably it'll get some fresh content when (if) he makes it back to the "real world".
* Erfworld when Lord Stanley is called a "tool" by Parson, he declares that "Tool" will be his title from now on, because he didn't realize it was an insult.
* Erfworld (which he could not do before due to Erfworld's censorship) to signify how he won't be controlled. Judging from a recent chat with Charlie, he can now swear at will. When determining what he wants in life, one of the things he decides is that if fate is a thing that exists, then its hold over the world should be broken.
* Erfworld, with the usual half-cutesy twists added. Here, the "death" mages are called Croakamancers, the illusion-casters are called Foolamancers, and the earth-specialist is a Dirtamancer. Every school of magic (except for a few, like Hat Magic) bears the Mancy suffix, and we get stuff like Hippymancy, Lookamancy, Luckamancy, etc. Dirtamancers do move earth, but they can also use... night soil.
* Erfworld with the written message "Hey, Bogroll, order me to speak!"; however, Bogroll can't read. When we next see Parson, he's conversing with Sizemore, who presumably did read and follow such a request.
* Erfworld would probably count. Though being golems, they might only qualify as crap-based automata.
* Erfworld would rather not be, but nobody he's interested in can consent in a way he considers meaningful thanks to power discrepancy. This raises some eyebrows in-universe since hooking up with attractive underlings whenever you want is generally considered one of the perks of command.
* ER. Gallant clearly doesn't want his MS-afflicted sister becoming involved with

Pratt, who is something of a player. However, when said sister gives Pratt the brush-off after their night of passion, it becomes obvious that Gallant was trying to protect Pratt from HER, not the other way around.
* ER). George Clooney accepted standard union scale pay for his cameo, which he did mainly as a favor to actress Julianna Margulies.
* Ergo Proxy: An Entourage Auto Reiv belonging to Re-l Mayer, Iggy contracted the Cogito Virus and grew to become enraged at Re-l's lack of regard for him. He despises Proxies and blames Vincent for taking Re-l — his sole reason for existence — away from him. He develops an unusual state of both loving and hating Re-l, and locks her up to "protect" her, while he attempts to kill Vincent. However, an Auto Reiv belonging to a Proxy that Re-l killed, attempts to kill Re-l at the same time, causing Iggy to return to Re-l. The Auto Reiv goes into a self-detonation mode and destroyed much of Iggy except for part of his head (which left Iggy "conscious" to some extent). In the end, not wanting to see Iggy suffer due to the virus, Re-l shoots him and buries his head.
* Ergo Proxy, as the proxies mentally war for supremacy. The ones involving Vincent have him and his friends appearing to steadily go mad, however one less serious episode involves little girl-robot Pino playing inside another proxy's gaudy Disney-esque Theme Park.
* Ergo Proxy, cannot be killed by conventional weaponry. Later on it is found that only UV radiating bullets can kill them.
* Ergo Proxy, Ergo Proxy's first couple of on-screen transformations involve lots of painful screaming. The transition seems to become smoother later on.
* Ergo Proxy had a very interesting method of revealing its backstory: the characters ended up in a bizarre gameshow, where most questions and answers were directly related to the plot. The gameshow host MCQ played the part of Mr. Exposition.
* Ergo Proxy is a dominating trait in the series and during Vincent's second journey from Mosk to Romdeau he and Pino have their dreams invaded which tells them more about the world.
* Ergo Proxy looks like Hitler. Even more hitlarious when watching the German dub, where in the earliest episodes, before the main characters leave Romdeau, his voice is completely normal, and by episode 21, when they return, he talks with the stereotypical Führer accent.
* Ergo Proxy, meaning everyone probably started this way. The proxies themselves, or at least the one from Romdeau, were kept in people jars as well.
* Ergo Proxy, Monad Proxy pursues Vincent Law through a crowded mall, violently flinging aside every bystander in its path with lethal force.
* Ergo Proxy Pino, happily chimes in that the power is in fact working.
* Ergo Proxy: Pino, who is really more like a Genki Robot that looks like a girl.
* Ergo Proxy Raul and Daedalus both get their priorities straight just before dying.
* Ergo Proxy Raul Creed becomes this as he loses his sanity over the course of the show.
* Ergo Proxy Raul, the newly-appointed Director-General of the Citizen Security Bureau is to blame for this.
* Ergo Proxy shows a future in which advertisements are constantly blaring on loudspeaker in the domed city of Romdeau without any breaks between them.
* Ergo Proxy. Similarly, the other Proxies also exhibit this trope when initiating aggressive action.
* Ergo Proxy's intro has little live-action pigeons flying about in it.
* Ergo Proxy: The last scene shows Vincent standing at the top of the ruins of Romdeau, with his caplet billowing in the wind. It's a very badass ending.
* Ergo Proxy: The Post-Apocalyptic wasteland outside the dome cities is constantly covered by a thick layer of clouds, creating an artificial nighttime.
* Ergo Proxy: There's a scene wherein Raul Creed is threatening Daedalus into helping him, coming up quite close and, if memory serves, touching him on the face. Though both characters are attractive, the whole thing feels very much like rape, making it highly disturbing.

* Ergo Proxy, though already post-apocalyptic, just made it worse when the last known bastion of humanity fell since its patron Proxy abandoned it, as well as almost every Proxy burns to death. The only survivors are a Proxy, two cogito-infected autoreivs, and a person who is either another Proxy or sterile. However, this is considered good because the small populations of humanity who retreated from the planet a thousand years before begin to return due to the Earth finally recovering from the nuclear winter. Every character we knew that even survived will likely be slaughtered because none of them were meant to survive — Proxies were genetically altered to have a deathly reaction to UV rays and autoreivs were meant to destroy all the sterile humans and then themselves by way of the cogito virus.
* Ergo Proxy typically come to regret it; in fact, the most common reaction to Becoming A Real Boy is a violent psychotic breakdown from crash-course existential angst and the inability to reconcile their new sapience with a lack of life experience.
* Ergo Proxy. Vincent is rapidly asked several trivia questions, culminating in "What is the title of this song?" - upon which we cut to the opening. And Vincent apparently knew the answer to that.
* Ergo Proxy, whose pure white skin, pitch black hair, and liberal amounts of blue eyeshadow make her rather striking and creepy.
* ER had a doctor and her husband being diagnosed with HIV. The husband had not known about this and accidentally infected a co-worker during a work-related accident. The co-worker saw the doctor and her husband in a diner in one episode and began to harass them until the husband stepped in and fought him. It was one of the more dramatic examples of this trope.
* ER had a haggard-looking English patient being treated, and when asked if he has hit his head or blacked out, he cheerily answers, "Of course I hit my head, it's rugby."
* ER had asked to be written out of the show. Needless to say, the only true surprise in the cliffhanger of the episode was that the producers actually had her die instead of just writing her off.
* ER had a veritable cornucopia of these. Examples include Elizabeth and Peter, Luka and Abby, Luka and Sam, Abby and Carter, Carter and Susan, Doug and Carol, Mark and Chuny...the list goes on.
* ER had episodes directed by Laura Innes (12 total), Paul McCrane (9), and Anthony Edwards (4). Laura Innes and Paul McCrane even directed episodes after leaving the cast.
* ER had John Carter in renal failure due to both injuries he received when stabbed 9 years prior and an infection he picked up while working in Africa. He finally received a kidney towards the end of the season.
* ER has a familial version with Abby and her bipolar mother Maggie. Abby outright describes their relationship as "the dance we do"—-her mother shows up all cheerful and enthusiastically swearing that things are going to be different than the hundred other times this has happened. Abby however, recognizes this as the beginning of a manic phase and knows that it's only a matter of time before she goes off the wall and causes chaos—she outright says this to Carter just after this has indeed happened. Her mother then disappears for months before turning up again, this time in a depressed phase, possibly to the point of being suicidal. Despite how miserable the whole thing makes Abby, it's obvious that she can't bring herself to get out of it, even telling her mother after her latest suicide attempt, "I will always show up because you have that power over me."
* ER has Doctor Kovac and Nurse Sam after they dated and decided to remain friends. Likewise with Abby and Carter. Even earlier, with Elizabeth and Peter, when she finally realizes that their personalities are far too different and that he'll never get over his discomfort with their interracial relationship.
* ER has one of the women losing her engagement ring in the drain. Romano later retrieves it with an endoscope.
* ER: he charges into the other trauma room, where said father is being treated, and attacks him.

* ER. He's Carol Hathaway's rebound guy after her breakup with Doug Ross and subsequent suicide attempt. They're quickly engaged, but he leaves her at the altar at the end of the season because he knows she'll never be as thrilled to be with him as he is with her.
* ER. He's the the new medical student so the other doctors (mostly Benton) explain how things run at the hospital and many medical stuff too.
* ER, however, it's because he hasn't eaten anything all day, thanks to the abovementioned search.
* Erica Carroll initially played a nurse in a one-off role in an early season, and then was brought back playing an angel named Hannah in season 9.
* Erica Durance's feet (on screen) before running to him. One of the more visible examples, as the moment in question eventually made it into the opening credits.
* Erica herself is an odd example. While everyone appreciates her skill set, her strict professionalism and reluctance to socialize mean that her eventual boyfriend Ben is the only one to get along with her well on a personal level (especially in the earlier books).
* Erica is actually a trans woman. However, Vincent, Orlando and Jonny are aware of it, and there are several hints dropped over the course of the game before the actual reveal. It's only this trope to Toby, who lost his virginity to her.
* Erica Lindbeck, has stated in interviews she personally interpreted Futaba as having Asperger's Syndrome.
* Erica Lowenstein, the Lois Lane on some villains and ended up falling into a vat of chemicals and becoming virtually indestructible and transparent.
* Erica Luttrell (Father is American, moved to U.S. when she was a teenager)
* Erica Mendez, Mexican-American voice actress for various anime and video games, is asexual.
* Eric and Ernie's skits revolved around Ernie doing an impression of a newspaper salesman and a butcher. They both sound the same.
* Eric, and merely intended the horse to distract the defenders while he and his men got into the city another way.
* Eric and Nell get an almost identical scene in season 8's "Getaway."
* Eri can do this in a sense, as her "Rewind" Quirk can bring anyone she comes in contact with in a previous state when activated. Izuku Midoriya/Deku was able to rely on her Quirk to heal himself from constant injury while using One For All at maximum power against Kai Chisaki/Overhaul. Since she is still just a child who is unable to understand or control it on her own, there is a chance she could rewind someone out of existence if not used correctly,
* Eric and Sookie's relationship has elements of this. She can't read his mind, he can't glamour her or make her quit her job and live safely as an odd type of housewife. This has nothing to do with the challenge and everything to do with the fact that hearing a guy's thoughts tends to really screw things up for Sookie, e.g. unflattering commentary on her body.
* Eric and Wednesday Burns-White's experiences with the visa interview.
* Eric, as an otherworlder (i.e. someone who came from another dimension) is subjected to a harmless version of this when he first arrives on Threa; basically magical x-rays. Although the
* Eric Balfour. This led to his character Milo getting shot in the face late in the season.
* Eric B. & Rakim only had one charting entry on the Hot 100. It wasn't "Paid In Full", "Eric B. Is President", or "I Ain't No Joke", but rather the much-less remembered "Juice (Know the Ledge)". Their only Top 40 appearance was a featured credit on Jody Watley's now-long forgotten #9 hit "Friends".
* Eric B. & Rakim's "Paid in Full" is well-liked in its original form, but Coldcut's "Seven Minutes of Madness" remix is probably the best known version of the song as it became a dance hit overseas, and its sample-heavy style was influential for a wide range of genres.
* Eric Bischoff and had been dying it for many years. Now that he was in his mid-forties, he was ready to embrace his natural gray hair. He went through the same scenario again in his 2002-2005 WWE run, as Vince McMahon personally requested

Bischoff to dye his hair black again upon being hired and it was shaved on-screen once more towards the end of Bischoff's run.
* Eric Bischoff booked the controversial Starrcade 1997 finish. Sting showed up on the day of the event pale, out of shape and unenthusiastic (Sting was struggling with substance abuse and marital problems unbeknownst to Bischoff at that time) and Bischoff panicked. He shortened the match and changed the finish a few hours before showtime. Bischoff is adamant that Hogan lobbied for the original finish to put Sting over clean because of the year-plus that had been put into the build. As for the pacing of the count, Nick Patrick said he simply forgot about the change to the match and counted regularly.
* Eric Bischoff. He reverted to his natural color in 1999, re-dyed it in 2002 at Vince McMahon's request, then went back to gray and stayed that way.
* Eric Bischoff (invaders) and Heartland Wrestling Association (talent developmental) in its place.
* Eric Bischoff, just not enough to get over their difficulties in working together.
* Eric Bischoff, one of the few to spot Bischoff, summed it up by saying, "Tell me I didn't just see that".
* Eric Bischoff stated that he'd drawn heavily on WarGames to create the match concept.
* Eric Bischoff that Bischoff would tell the announcers to call the matches as if they were "shoots" (real.) Heenan said that they'd never seen a shoot and wouldn't recognize one if they saw one.
* Eric Bischoff the face by default, so he has no real motivation to be nice to anyone other than perhaps to save his own skin. Otherwise he's just stringing you along, don't listen.
* Eric Bischoff to the know-nothing corporate suits at Turner, as opposed to his predecessor, the reactionary, bullying dinosaur Cowboy Bill Watts.
* Eric Bischoff was being put on trial to see if he could remain RAW GM. "The Masterpiece" Chris Masters was called in to testify on behalf of Bischoff, but Vince was able to discredit his testimony by proving he committed perjury, as his name isn't really Chris Masters, but Chris Mordetzky. This was quickly forgotten and his real last name was never mentioned on TV again.
* Eric Bischoff were running roughshod over WCW, they still had to answer to "Ted Turner", who frequently came down hard on them.
* Eric Bischoff, who stacks a multi-jurisdiction task force with hand-selected cops who he knows are on the take.
* Eric Bloodaxe's Interlude quest reveals that his wife, witch-queen Gunnhildr, is actively scrying on him from the Throne of Heroes, and quite unhappy that the player summoned
* Eric Bogle's "Introduction Song", the members of the band's nicknames are 'Wee Short-Arse' (Eric), 'Garbage Guts' (Brent) and 'Old Dogs Balls' (Andy).
* Eric Bogle's song "Nobody's Moggie Now" contains the lyric "Decapitating tweety birds, and masticating mice". On one live recording, Eric sings "masturbating" instead of "masticating". It takes more than a minute before the band and the audience are ready for the song to continue.
* Eric Bogle) Tony Miles wrote a pastiche of "And the Band Played 'And the Band Played "Waltzing Matilda"'", about a folkie who tours Australia and finds that, wherever he goes, all anyone can talk about is the bloody Bogle song. Apparently he wrote this after he happened to go on tour two weeks after Eric and hit most of the same venues.
* Eric Bogle, which is based on Bogle saying goodbye to his mother at the train station as he left to emigrate to Australia.
* Eric Bruntlett hit a World Series-clinching win for the Philadelphia Phillies in 2008, and performed only the 15th unassisted triple play in history in 2009 at 31 years old. A year later, he was out of baseball entirely.
* Eric "Butterbean" Esch had little footwork and dodged basically nothing, but was tough enough a man broke his elbow against his face and Butterbean kept on trucking, and he had enough knockout power to instantly floor

* Eric Cantona's post-kung fu kick statement was "When the seagulls follow trawler
* Eric Cantona took direct retribution on a fan who was heckling him during the 1994-1995 season. Cantona famously leapt into the crowd and delivered a roundhouse kick to the chest; he was banned from all football for a year and faced a criminal investigation. Man U fans still sing about this when playing Crystal Palace.
* Eric Carmen, the lead singer of 70s power poppers The Raspberries, pursued a solo career that lasted until the 1980s.
* Eric Cartman. And probably, one of the most sadistic moments in the entire series was in the ending of "Scott Tenorman Must Die".
* Eric Cartman can be quite clueless over certain things, but is also a completely
* Eric Cartman constantly makes fun of gingers, even after finding out his father was one, therefore making him half-ginger.
* Eric Cartman in general, but especially as The Coon in the Coon Trilogy, where he will maim anyone for his gain (including harming a small child for liking Mint Berry Crunch better than him) and rationalize it as a heroic action.
* Eric Cartman in the "Coon & Friends" trilogy where the two proceed to destroy everything the former doesn't like.
* Eric Cartman once posed as a teacher for a bunch of hooligan teens. Instead of teaching them all that normal stuff, he taught them to cheat at tests.
* Eric Cartman once tried to bulk up with Weight Gain 4000, thinking it would make him more muscular. He just ends up getting fatter still, until he is a thousand-pound blob of immobile fat being interviewed by Geraldo Rivera.
* Eric Cartman raising his hand. Principal Victoria rather understandably tries to scout out another student, but Cartman remains the only willing volunteer, so unfortunately she has no choice but to enlist him.
* Eric Cartman relishes on the trope whenever he isn't extracting revenge. He will go to any lengths to piss people off or make someone miserable as long as it amuses him, especially if that person is Kyle.
* Eric Cartman serves as this for Season 21. His relationship with Heidi Turner is this season biggest plot driver where he emotionally abuses her and manipulates her into staying with him. This causes Heidi to become Cartman's
* Eric Cartman. Usually a sign that he's taking a giant leap over the
* Eric Cartman. When he is on the good side he'll still insult and suggest violent methods. He seems to be the default leader of the fourth grade boys in the case of a crisis, e.g. "Make Love Not Warcraft", "Marjorine", "The List". That said, his
* Eric Church's "Kill a Word" was originally a solo song with Rhiannon Giddens singing backing vocals. However, the remix had her sing most of the second verse by herself, and this is the version that became more familiar to listeners.
* Eric Church to his fan club with no advance warning to anyone that he was working on a new album.
* Eric Clapton did just that back in the Blues Breakers in 1966, he ended up inventing modern rock guitar as we know it.
* Eric Clapton, he briefly shacked up with Pattie's sister Paula. Paula ditched him, however, upon realizing that she was just a Pattie substitute.
* Eric Clapton himself counts. At the time Cream was together, Jack Bruce was probably the best known member. Nowadays, however, Bruce is best known as "that guy who was in Cream", while Clapton is a household name.
* Eric Clapton's famous little acoustic tune "Change the World" is awesome. It's also a Wynonna Judd cover.
* Eric Clapton's then-wife Patti Boyd, who Clapton was infatuated with. They later got together, though the relationship didn't last.
* Eric Clapton's wife Pattie Boyd... except that it's averted since Clapton did eventually end up marrying her.
* Eric Clapton's "Wonderful Tonight" (actually his then-wife, and muse, Pattie Boyd).
* Eric Clapton to legendary status; neither model were known as high sellers at the time. The Les Paul had been discontinued for years when Clapton and his peers started using it. Not only did Gibson bring it back to great success, it also drove up the prices of the original 1950s models to insane levels. A 1959 Les Paul

Standard is the most expensive guitar in the world, all thanks to Clapton. Sales of high-wattage Marshall amplifiers also increased, along with effects boxes like wah-wah pedals, distortion boxes and phase shifters.
* Eric Clapton with Marley; thus, it can't beat "Tears in Heaven" (#2), "Wonderful Tonight" (#16), or "Layla" with Derek & The Dominos (#10) as his signature.
* Eric Close, as did his co-star Marianne Jean-Baptiste (Vivian Johnson).
* Eric, Count von Stenbock, is marred by his having made the villain of the piece a "certain Portuguese Jew" called Mendes. He's not only a slick, greedy bastard, but Stenbock drops a couple of hints that he's after more from the little girl than her albatross egg.
* Eric did it once or twice as well, most notably in the graduation episode when he was trying to persuade Mr. Feeny not to retire.
* Eric did this to Marnie's companion Roy in Episode 4x11 who attempts a: "You'll have to
* Eric Dolphy: Gifted multi-instrumentalist, playing alto sax, flute and bass clarinet with equal facility. Influenced by hard bop, free jazz and also 20th century classical music such as Bartok and Stravinsky; played with Mingus and Coltrane and was equally at home with both. His style was notable for its use of wide intervals; he used to listen to birdsong and try to imitate it. Beloved by everyone who worked with him, apparently. Died young of an undiagnosed diabetic condition after collapsing onstage in Germany.
* Eric Dolphy: Influential jazz musician who started a solo career in 1960, released five albums, and then died in 1964 of an insulin shock after being in a diabetic coma.
* Eric Dragomir, the dead father of Lissa and Andre, is fleshed out a bit. He grew depressed at realizing his family was dying out
* Eric empire, Quetzovercoatl, the Feathered Boa. Half-man, half-chicken, half-jaguar, half-serpent, half-scorpion and half-mad (a total of three homicidal maniacs).
* Eric, except that they don't need to stretch very far to make Eric's wishes backfire.
* Eric Flint, and humans are only capable of digesting regurgitated "childfood" (partially digested vegetation) produced by the maia (a larger, less-evolved sophont than the gukuy).
* Eric Flint books, Virginia Shaw, adopts a chainsaw as her personal weapon.
* Eric Flint editors. But within that framework, Flint actually kind of likes seeing what the fans come up with.
* Eric Flint series, but in this case the future is brought back to the past. The up-timers (who came from West Virginia USA approximately 2000) are brought back to the middle of Germany in 1632, and every down-timer who meets them comments on their health, their lack of pox marks and scars from childhood diseases, the percentage of children who survive to adult-hood, and mostly their amazingly healthy teeth. The up-timers attempt to implement some public health measures and supply antibiotics to help with all of these. It helps somewhat, but some up-timers still fall ill with the plague and other down-time diseases.
* Eric Flint series favors a whip in combat. It's not very deadly, but combined with the right words, can be terribly demoralizing.
* Eric Flint-verse is a "shared universe" open to anyone who wants in. In other words, any fan of the series can write their own contributions to it and have them entered into canon if they pass muster with a review board for the series. Flint and his co-writers then tend to take characters introduced in these stories and work them into the main series. Thankfully, the short stories that have the most impact on the main story have been collected into their own "Ring of Fire" anthologies.
* Eric. (France, we are told, simply had fast food executives shot on sight.)
* Eric Frank Russell") being sent to Sirian worlds to start sabotage and information wars to disorganize the planets before the Terran fleet arrives to invade.
* Eric Frank Russell do - nothing at all. But the aliens that keep our creative

hero prisoner don't know. He finally even manages to end a space war by his bluff.
* Eric Frank Russell, "faplap" and "enk" in "Next to Kin" (AKA "The Space Willies" AKA "Plus X"), some all-purpose insult for (alien) people.
* Eric Frank Russell is practically only known for his humoristic SF, but if you look closely into his oeuvre, you find the one or other crime novel.
* Eric Frank Russell, is sent down alone to an alien planet to stir up as much trouble as he possibly can.
* Eric Frank Russell is that the dull, dreary legwork gives us more opportunities for Eureka moments. Without all the investigation of the bizarre bank thefts, the police commissioner would not have been able to connect them with Harasha Vanash's UFO.
* Eric Frank Russell) organization called Dirac Angestun Gesept (Sirian Freedom Party). He also proceeds to hire contract killers to take out Kaitampi officials.
* Eric Frank Russell's "And Then There Were None": interstellar travel is so prohibitively expensive that a would-be pirate has to become a millionaire first.
* Eric Frank Russell short story "Displaced Person" implies that God Himself may be an example of this trope.
* Eric gets around the invitation to Sookie's house by buying her house
* Eric gets called "Foreskin" from time to time (his last name is Foreman). In one episode, it's revealed that
* Eric Harris and Dylan Klebold was to get immortalized by the media for their crimes. It worked well enough that it got them an entire page on this very wiki.
* Eric has a lengthy digression about the British habit of attempting to mimic an American product exactly, only without the one thing that made the American version worthwhile, such as slow fast food, and hotels that sacrifice atmosphere for efficiency, without the efficiency.
* Eric has the Aztec-flavoured god Quezovercoatl, who is described as "half-man, half-chicken, half-jaguar, half-serpent, half-scorpion and half-mad", making "a wossname total of three homicidal maniacs".
* Eric have never bothered much about judging the souls of the dead, and so people only go to hell if they believe, in their deepest heart, that they deserve to go. Which they won't do if they don't know about it. This explains why it is important to shoot missionaries on sight."
* Eric having the last name Montgomery. He must just look it. This concept is so established in
* Erich Hartmann, history's highest-scoring fighter ace, had a stylized flower, a black tulip, on the nose of his
* Erich Honecker, the longest-ruling and most well known leader of East Germany, was quite possibly the most conservative of all East Bloc leaders, and his country was notorious for its all-pervading, soul-crushing bureaucracy. He even
* Eric himself, and he is a self-parody of Pratchett's own act of creation in writing the novels.
* Erich Maria Remarque was fond of this trope: many of his novels feature noble Russian immigrants who are usually friends of the protagonist. Notable examples include Boris Morozov from
* Erich von Daniken is famous for claims that the first human civilizations were created by aliens, similar to the
* Erich von Manstein's best strategist, devising the Fall of France and numerous battles on the Eastern Front.
* Erich von Stroheim aristocrats. Von Stroheim presumably wasn't a criminal, but he was a fake aristocrat, the son of a Viennese haberdasher. When he emigrated to America he added the aristocratic "von" to his name and made himself out to be an Austrian count.
* Erich von Stroheim, as "The Man You Love to Hate" was the nickname he earned for his silent-era villainy.
* Eric Idle can be seen biting down on his scythe to keep from laughing in that scene because John Cleese let a beat hang for longer than expected.
* Eric Idle group who doesn't speak in a shrill, high voice when imitating a woman.
* Eric Idle recalled going to Chapman's house for a writing session. Idle decided

that, this time, he was going to wait for Chapman to speak first. After about an hour of total silence, Chapman checked his watch, said he really must be going, and left.
* Eric Idle's character Berthold is an extreme super speedster. He wears heavy leg irons to stop himself from dashing all over the place.
* Eric Idle unnecessary bleeps for comedic effect. Some of the bleeped words seem like they might be perfectly innocent, while some others are just impossible to guess.
* Eric in a coup by the other demons, who are frustrated with his attempts to run Hell like a modern corporation, with boredom as its chief form of torture. The demons give him a "promotion" that ends with him alone in an office with absolutely nothing to do, and a callbox that doesn't reach anyone. He actually seems quite satisfied with this arrangement.
* Eric is a slightly more sympathetic example, although Rincerwind feels that spending your entire life searching for the Fountian of Youth is kind of missing the point.
* Eric is said to be this several times by Mr. Feeny. It's true that as time goes on he becomes a
* Eric is unique in that his personality dramatically changed and he had no memorabilia, friends or support network with which to piece together his former life.
* Eric is what ultimately made him realize that he has feelings for Kim.
* Eric Jacobuss, Walter finishes baking his pie and pours himself a glass of thoroughly spoiled milk before taking a sip and spraying said milk all over his new pie, ruining it (followed by attempting to wash his mouth out with the Tabasco in the fridge, and failing to get the glass right-side-up to get water to quench the hot sauce...), necessitating the convenience store trip that kicks off the plot. Why he didn't notice the smell...
* Erick Avari, an Indian who grew up in the Himalayan foothills, has played members of over 24 nationalities, including ancient Egyptian in both the original
* Erick Avari, in point of fact, says that he's "portrayed representatives of more than 24 different nationalities".
* Eric Kripke described her as an enthusiastic, innocent girl who takes a "girl-next-door" approach to hunting.
* Eric Kripke explained on that Season's DVD commentary that the storyline wasn't working and so had all the psychic kids killed off in a battle royale storyline at the end of Season 2.
* Eric Kripke, is either hailed as a God or as a Lying Liar That Lies Anti-Christ.
* Eric Kripke only intended the show to run for five seasons, which is why the fifth ends on what is, by all appearances, a
* Eric Kripke, the creator and original showrunner, released spoilers that Sam would have a new waitress
* Erick Rowan: In February 2011, Ruud signed a developmental contract with WWE and was assigned to their developmental territory Florida Championship Wrestling under the ring name Erick Rowan, where he debuted as a member of the Wyatt Family.
* Erick Rowan Music Video Raven's Flight, Crack The Sky and Mjolner, Hammer Of Thor.
* Eric Laneuville (Luther Hawkins) directed 19 episodes from Season Two onwards.
* Eric Massa. "Do you know how awkward it is to have a political argument with a naked man?" Massa (a US congressional representative) and Rahm Emanuel (then White House Chief of Staff) were in the showers at the gym at the time, so the nakedness was expected, but this combined with it being Rahm Emanuel no doubt made it awkward.
* Eric met his defeat when Rufus bit him in the ankle, causing his syntho-gel to leak.
* Eric mocks the tale of Argos, saying what killed the dog was holding his master's slippers in his mouth for twenty years nonstop.
* Eric Morecambe also had a heart attack during a stage performance in 1984 and died the following day. In that stage show, ironically enough, he joked about the

death of Tommy Cooper (whose death recounted above happened a month prior) and how he'd "hate to die like that".
* Eric Morecambe, at one time half of the most famous comedy double act in Britain, used to get by in public by taking his trademark glasses off and affecting a limp. His son has stated that this worked so well he wouldn't even get recognized by people sitting next to him on trains or planes.
* Eric Morecambe, which are set in a parody Überwald environment.
* Eric Northman and Pam Beaufort are (probably) a platonic version. Eric, in turn, cared deeply for his maker, Godric... very deeply. This gets
* Eric O'Grady, the third Ant-Man, would later use his shrinking to spy on two women, ON DIFFERENT OCCASIONS, showering. Unintended versions of this have also popped up with him ending up in the second
* Erico's fanverse for Mega Man features Doctor James Cain of the Maverick Hunters, who the troops revere as a father. For some, such as X and Zero, he's the closest thing to a real father figure they have.
* Erico the Superbard's fanfics have his original characters making use of small, handheld teleport units to dispose of nukes and other hazardous material, by teleporting them close to the sun, where they'd be drawn in.
* Eric "Otter" Stratton has his room this way, which is humorous both for being the only non-messy place in the house and for being so obviously a "bachelor pad" of this type.
* Eric Prydz has also had success with this tactic, creating less mainstream material under the label Pryda and techno under the label Cirez D.
* Eric Raymond, The Misfits' manager, doubly so. The guy (and his proteges by proxy) can get away with pretty much anything because he's rich. His catchphrase?
* Eric receives two of these: The Spirit and Its Power for general spirit powers and Introduction to Magecraft, which is
* Eric R. England, another Vietnam sniper with 98 confirmed kills, was described by the above-mentioned Hathcock, as "a great man, a great shooter, and a great Marine."
* Eric Roberts being among the names thrown around. Eventually, Fox agreed to cast McGann under the condition that a name actor play the Master instead.
* Eric Roberts series. The film itself even treats him like a celebrity by playing a fancy cue when he's introduced.
* Eric Rudolph is a member of this group and gets arrested in 2014 for bombing a tech business.
* Eric Sacks. It allows him to go head-to-head with the Turtles, sports several retractable blades per arm, and the blades can even be launched out as projectiles and drawn back with magnets.
* Eric Saward's favourite monster was the Cybermen, an affection that some fans (and
* Eric's civilian boss on Threa wore one of these to his commerical energy company because he still thinks he's in the military.
* Eric's sister Laurie starts off as the favorite, but as the series progresses Red begins to see the strong character in Eric while becoming more and more disappointed in how the promiscuous Laurie turned out.
* Eric Stoltz as Eddie Carson in "Under Pressure", "Entrapment" and "All About Eve".
* Eric's Vista Cruiser, Kelso's Volkswagen Samba Bus, and Red's Chevy Corvette from
* Erics World with the image of a pipe wrench, rather than a bat) to call a plumber, who arrives less than ten seconds later.
* Eric the Cavalier from D&D, Wheeler from Captain Planet, or Judd Nelson from The Breakfast Club. Those characters annoy everyone on their team equally instead of just having a rivalry or grudge against one specific person on the team.
* Eric, the description of the demon guarding the gates of Hell says "it would be a lazy use of language to say that the thing that answered the door was a nightmare. Nightmares are usually rather daft things and it's very hard to explain to a listener what was so dreadful about your socks coming alive or giant carrots

jumping out of hedgerows. This thing was the kind of terrifying thing that could only be created by someone sitting down and thinking horrible thoughts very clearly."
* Eric the Hedgehog's character basically revolves around this trope, and his Super form takes it
* Eric the Penguin birthday card had Eric in a coffee shop with a menu listing various expensive drinks, and a sign saying "Free wi-fi". So he tries to order "a free wiffy".
* Eric the Unready featured a magical banana which could be summoned out of any body of water by speaking a magic word.
* Eric the Unready, the titular protagonist manages to set off one of these during a banquet, burning down the entire building.
* Eric the Unready, you officially start on your heroic adventure by being the only one able to draw the legendary banana out of a stone.
* Eric the victims. The newest demon king attempts to turn the whole thing on its head by instituting new torture in the form of extreme boredom and pointlessness.
* Eric training consisted of 50+ years of fighting and not getting eaten by the various horrible creatures the Discworld has to offer).
* Eric vowed to protect his love interest, Annala, and while she initially needed it, he maintains this vow even after she becomes an
* Eric wears a wig to pose as a girl in a girls' gym class for a school radio program segment in the episode "The Last to Know". Rachel, who takes Eric to the girls' gym class teacher, introduces Eric as "Eric... a. Erica!", in order to keep the masquerade going. The gym teacher lets Eric in without question.
* Eric, when Eric is about to let slip that they were the ones who let the Ephebian army into Tsort.
* Eric, when the besieging army builds a wooden horse, and when the defenders are all gathered around it waiting for it to open, they sneak in through the back door.
* Eric, when the Odysseus-inspired character of Lavaeolus uses the Tsortean Horse for this purpose. The Tsorteans take in the big wooden horse, see that it's full of air holes, and surround it with spearmen. Then Lavaeolus' small, elite squad sneak in through the secret entrance, which they know about because they got the janitor drunk.
* Eric, where Eric has typical adolescent male fantasies of all-female kingdoms in the jungle who regularly kidnap men and make them live with them for certain services only men can provide until they die of exhaustion. However, these "certain services" are more along the lines of mowing lawns, changing lightbulbs, killing spiders and sorting out strange noises in the attic.
* Eric, where Hell's new punishments include, instead of being forced to push a boulder up a hill, being forced to listen to all the safety regulations for manhandling large objects. Neither the sinner nor the demon are happy about this.
* Eric, where the inscription has been crossed out in favor of "You Don't Have To Be Damned To Work Here, But It Helps!!!"
* Eric which ends by saying that three wishes provided a happy ending for most of the people they've affected and giving as examples the Tezumen, who continue to slaughter people but no longer do so because of religion so they don't need to get up so early; the Tsorteans and Ephebians, whose war is over, allowing them to prepare for the next one; the demons and damned souls, who get back to inflicting/experiencing material punishment on immaterial spirit in the knowledge that at least it's not Astfgl's psychological torture; and Astfgl himself, who as Life President of Hell gets to spend his time writing policy statements entirely unaware that the rest of the demonic lowerarchy is completely ignoring him. What happened to our actual protagonists, we don't get told beyond "It could be worse". Lampshaded by the last two lines "And this too was happiness. Of a sort."
* Eric, which rings true, given Rincewind's life for years on end consisted of running from one danger into another all over the world (Lavaeolus is also faux-Greek for “rinse wind”).
* Eric, who hasn't had an education, but simply spent the last forty years fighting people and monsters.

* Eric XIV of Sweden (reigned 1560-1568) managed to upset large parts of the Swedish nobility, including his own brothers, during his reign because of his sometimes violent insanity and paranoia. His decision to marry his mistress Karin Månsdotter, the daughter of a common jailkeeper, became the final straw that made it possible for his brothers and other political opponents to dethrone him.
* Eric Young and ODB, especially since the former used to be a poster girl for
* Eric Young (played with during the final months of the stable's existence)
* Eridan also appears to have quite an extensive vocabulary and is not hesitant to show it.
* Eridan also shows Narcissistic tendencies — for example, his feelings of
* Eridan also was this. He's in a moirallegiance with Feferi, and their dialogue implies that they've know each other for a long time. But their moirallegiance goes badly, and by the time Eridan's got up the courage to confess that his feelings for her are romantic, Feferi wants to break up with him and is too emotionally exhausted to consider a romantic relationship.
* Eridan Ampora falls under this. He already had very few friends before his breakup with Feferi, after which he becomes intolerable. After crossing the
* Eridan Ampora is practically the classic example. Being from a naturally bisexual species, his options are a bit more widely ranging than most. Doesn't do him any good, though - not only is he rejected every time he tries but by the time
* Eridan Ampora is similarly hated by the fandom due to his creepy, desperate attitude towards Feferi, his
* Eridan Ampora was introduced as a genocidal racist. Then, it was shown that he was an
* Eridan continues trying to go after Feferi even after she rejects him and starts a relationship with Sollux.
* Eridan cut in half. Bam, plot points to half of the trolls have been revealed right there.
* Eridan has actually never said "Nyeh!" in canon. It originated in an OctoPimp video (Thrown in because he couldn't think of anything better), and now you can frequently find fanart of him saying that.
* Eridan lives in a world which canonically contains ghosts, telekinesis, clairvoyance, psychic mind control, dragons, telepathy, time-travelling demons, trolls who spontaneously sprout butterfly wings enabling them to fly,
* Eridan, pre-flipout. It says something about him that even Kanaya and Equius can't stand him and Feferi actively resigns from being his
* Eridan's NPCs in the Land of Wrath and Angels were supposed to be unkillable, but Eridan believes they were enemies — despite, as Karkat observes, the fact that they don't drop loot like actual enemies — and somehow manages to kill them all through sheer determination. Sheer determination and
* Erigor can create a wall of wind that can trap enemies and even make an armor out of the wind.
* Erigor's wind magic, which is supposed to shred him to ribbons. It doesn't even scratch his clothes.
* Erika and the Princes in Distress Prince Aurel with a terrible breath, which causes most people to faint on the spot if they get too close.
* Erika and the Princes in Distress : Queen Lagertha only accepts challenges from people she sees as worthy to face her. For this reason, she does not allow for men to challenge her, and also refuses to duel Erika for the throne. Citizens of the Kingdom of Brutes seem to share this ideal, as one woman seen early in the comic implies that pretenders to the throne would much rather access it by defeating Lagertha than Erika, because lowering themselves to duel the latter would be humiliating.
* Erika and the Princes in Distress. Somewhat subverted however, when Pita then pats the back of Erika's head, and she actually cowers and lets out a cry of pain.
* Erika and the Princes in Distress : The story is divided in arcs that each focus on a specific Prince, and take place in their respective kingdom.
* Erika and the Princes in Distress when she goes as far as to kiss, pounce on, or tear the clothes of men unprovoked, and actually gets called out on that attitude

by Irvine, who berates her for disregarding his friend's physical boundaries.
* Erika does this to prevent the secret from being discovered, with disastrous consequences.
* Erika favors the Oddish family, particularly Vileplume. Quiet and unassuming like Erika herself, they can lash out with poison and energy-draining techniques at the slightest provocation.
* Erika Furudo, introduced later in the series, definitely comes off like this because of her obsessive behavior and egomania. It says something when the Ushiromiyas, who themselves are a major case of
* Erika Furudo is not only unfazed, but actually excited by the murders occurring, partly because she "knows" that wherever a detective like her goes, a murder occurs. Needless to say, when questioning witnesses, she doesn't bother with delicacy.
* Erika Hammerschmidt, was diagnosed with Asperger Syndrome at the age of 11.
* Erika Karisawa has no problem with telling her friends that she fantasizes about them having gay sex.
* Erika Karisawa, who happily and loudly ships pretty much any two men that so much as breathe on each other (including her friends. Kadota is not amused at finding out he's among her yaoibait). It doesn't help that she tends to
* Erika, Lorelei... is one as well, since the Mykene grafted their brains in robotic bodies to survive underground, but it is harder to say with her.
* Erik and Raven. When she's holding a spike to his throat, he just quips, "It's been a while since we were this close." There is also a hint when Charles asks Erik for the second time, "How is she [Raven]?", and Charles' facial expression when he hears the answer reads, "Oh, god, he has slept with my sister."
* Erika of Celadon City. She's an excellent gym leader, the head of one of the largest department store chains in the world, and a major player in Kanto politics. And she carries a lot of respect in all three fields.
* Erika's anime portrayal was one of the least liked Gym Leaders in the series run, while the Reset version is depicted as a lot more likable and competent, though she had to partially recover in-fic as well for a somewhat controversial debut appearance.
* Erika the Radical, Erika is understandably miffed about all of this.
* Erika the Radical her off the hijacked Saint-Chamond tank for her treachery.
* Erika used The Glomp with Kouji in episode 63, much to Sayaka's jealous wrath.
* Erik Danielsson of Watain. Watch or read any interview of his. The "wtf?" creeps in when you realize he's not kidding about anything he says.
* Erik Gates, a rocketry expert and honorary MythBuster, died unexpectedly in late 2009. The episode that aired the next week had an "In Memory" graphic at the end of the credits.
* Erik hardly ever takes his shades off, even during sex, and definitely has a cool image. It's possible that he works at this consciously, with the shades as a prop; his cool does crack a little occasionally.
* Erik has this issue when he first enrolls at his new school, which is aimed at students with mental health problems. Erik can't help but wonder "what's wrong" with Ela, the first student he meets. Even ignoring mental problems, Erik has a hard time ignoring the fact that Katja has an eyepatch on her right eye and that Lena wears a metal mask.
* Erik is pretty much the perfect boyfriend to Zoey for the first three books. Then he suddenly turns out to be a possessive jerk in later books, thus justifying Zoey's displays of interest in other boys. Though considering that Zoey wasn't exactly a faithful girlfriend to him, his new attitude toward her might be somewhat justified. In addition, he exhibited a surprisingly cold, condescending, and sometimes insulting behavior towards his ex-girlfriend Aphrodite, which everyone overlooked because they saw her as a borderline
* Erik Killmonger version of the Panther suit, even though Killmonger's coup is a key second act plot point that was deliberately kept out of the initial trailer and promos.
* Erik Lehnsherr ditches his civilian clothing, reasserts his Magneto identity,

and is gifted with red
* Erik Lehnsherr serves this role to Charles Xavier for much of the film. They specifically fulfill the
* Erik of Internet Comment Etiquette has become well known over the years for his sophisticated and well written ad segments. In his lesson "Jump Scares"
* Erik Per Sullivan actually knows how to play the piano and was able to work it into the series.
* Erik Satie and Camille St. Saëns, two composers he personally loathed.
* Erik Satie: Hailed as one of the great innovators of classical music, yet apart from "Trois Gymnopédies", which can be heard on soundtracks once in a while, his music isn't that well known to the general public.
* Erik Satie was seen as a musical lightweight who composed silly little tunes with often comedic titles and littered his scores with sarcastic remarks. His legacy as a historically important musical innovator only came decades later after his death.
* Erik Satie wrote a piece called "Vexations", which consists of two faintly unsettling bars of music that would otherwise be unremarkable save for the instructions to repeat it 840 times, which takes at least 24 uninterrupted hours to perform. When Australian pianist Peter Evans tried to perform it as instructed in 1970, he reported that he started panicking and hallucinating before he had to stop. He was at repetition number 595.
* Erik's coworkers are visibly distressed at the sight of Apocalypse.
* Erik Segersäll who fought his nephew and the Jomsvikings at the battle of Fyrisvall, his son Olof Skötkonung who led the Swedish fleet at the battle of Svolder, Magnus Eriksson who led a crusade into Russia, etc.
* Erik "The Lizardman" Sprague is a sideshow performer who has modified himself to resemble a lizard, including a bifurcated tongue. Actually a more-common-than-you'd-think form of body modification; it's done by gradually splitting the tongue with a razor-sharp blade after a procedure similar to a normal tongue piercing. Given time, the split tongue muscles adapt and you can wiggle the two halves
* Erik the Viking also has a slave galley (chasing the heroes' boat). Here the brutal first mate is Japanese (with silly subtitles).
* Erik the Viking, Erik makes a dramatic speech about the quest he and his men are going on, mentioning the dangers they might face. He only succeeds in making the families of his crew start mourning their deaths before they even clear the dock.
* Erik the Viking, Halfdan the Black got his nickname from being evil.
* Erik the Viking is a comedy in a historical setting, directed by Terry Jones and also features him and John Cleese in a cameo role. Despite all that it has nothing to do with Monty Python at all.
* Erik the Viking is one comedic example. His father is also a berserker and lectures him on berserking. He goes into a rage over every little thing, which leaves him with insufficient pent-up rage when he actually needs it.
* Erik the Viking see it, because he doesn't believe in it (he is a Christian, after all), but it certainly causes a great deal of frustration with his crewmates. Turns out to be a plot device when the Missionary is the only one who can leave Valhalla to save them all, since he doesn't believe in it.
* Erik the Viking: The island of Hy-Brasil is sinking, and the people of the island insist that it is not. The king continues his denial even as the waters rise over his head and reduce his speech to bubbles.
* Erik the Viking, the title character, needing to borrow his girlfriend's invisibility cloak, scales the wall to her quarters using a pair of knives. Her first question upon his entering is why he didn't just use the stairs that were right next to the wall he climbed.
* Erik the Viking. This partially averts the usual "flat error" (that "back then everyone thought the world was flat"). The token Christian disbelieves in the edge of the world.
* Erik the Viking to bring them all back home while the other Vikings are trapped.
* Erik the Viking use swords. Thorfinn Skullsplitter prefers his trusty battle-axe.
* Erik the Viking, where Erik thoroughly botches it. "And... we may not die HORRIBLE deaths...")

* Erik the Viking" Where Erik uses grappling hooks to scale the tower where Prince Aud lives, only to have her ask, "Why didn't you take the stairs?"
* Erimem delivers one to unite the Musketeers and the Cardinal's Guards into a cohesive force to fight Buckingham's troops in
* Erina, Alice, Mimasaka, Akira, and to some extent Eishi is based around them learning to accept that for all their skills and special talents, they aren't untouchable.
* Erina Nakiri is probably the most obvious of them and is known as God's Tongue in the culinary world for her picky tastes and perfectionist attitude. Unfortunately, her arrogance is entirely warranted and further amplified by her just having
* Erin and Melan, she later reveals that he is like a brother to her.
* Erin Andrews, it has become for common for sideline and courtside reporters to be female.
* Erin Brockovich: "Goddamnit!" — Erin shortly after breaking her nail getting into the car, and shortly before getting T-boned.
* Erin Brockovich, he said that the film "lacks focus and energy, the character development is facile and thin."
* Erin Brockovich: "I may dress like a cheap table dancer / but give me a call if you think you've got cancer.."
* Erin Brockovich shows why most people have a NIMBY reaction: in the movie's case, toxic substances are leeching into the water supply.
* Erin Brockovich - Though it's a platonic love, this is exactly the relationship between Erin Brockovich and Ed Masry.
* Erin Cox. The police didn't take action because Cox, while committing a technical violation by going to the party site while underage, didn't drink any alcohol herself and was preventing a case of drunk driving which could've been fatal — in fact, the police came to Cox's defense, just like many in the public who heard about the situation.
* Erin Dies Alone before activating the sprinklers above a villain made of water-soluble crystal, Rad tries to make up for it afterward.
* Erin Esurance ads took place in a baseball game. A song about saving money with Esurance to the tune of "Take Me Out to the Ball Game" even plays in it!
* Erin Esurance, the female agent in the pre-2010 Esurance commercials, frequently sported one.
* Erin Esurance, when they realized that the majority of search engine results for "Esurance" were fetishistic artwork starring Erin rather than anything having to do with car insurance.
* Erin Gilbert to Peter Venkman. Like Venkman, she's initially the least enthused about busting ghosts, and joins the team after losing her university teaching gig. But where Venkman was a self-centered, slovenly,
* E-Ring is named Miguel Carrera. Not even Mikel Korrika." Four years later, an ETA leader named Miguel Carrera was arrested in France for the murder of a Gendarme.
* E-Ring to anyone familiar with the history of terrorism in Spain, but it corrects three errors from the original version:
* E-Ring to compare its files with the record of the kidnapper's voice he has. This leads to the obvious question of why on Earth would a government keep a voice database of all its citizens if it had no way of consulting it.
* Erin Hunter do not. As a result, the various series can differ in style:
* Erin Hunter for her series'. However, most are commonly known by their title plus the species the work is themed around (including on this Wiki) for convenience's sake:
* Erin Hunter has an entirely new team and isn't connected to any of the people responsible for the other two series.
* Erin Hunter.) It's characterized by being in all capital letters, with the first and last letter a larger size than the others, and long tails trailing from letters like R and A.
* Erin Hunter series, often jokes that she likes doomed romance. And apparently this is true:

* Erin Hunter the aforementioned series — and has the most content released annually.
* Erin Hunter, under the same pen name, around the same time that Vicky stepped down due to her health, and since then a multiple-person "story team" has been behind all of the Erin Hunter books (with at least 5 individual authors to turn the detailed storylines into full books).
* Erin Hunter (Victoria Holmes, Kate Cary, Cherith Baldry, Tui Sutherland, Gillian Philip, Inbali Iserles, and Erica Sussman).
* Erin is an assistant district attorney prosecuting major cases and working closely with the District Attorney.
* Erin: It's implied in the last scene that Elin and Ialu are married with a child.
* Erin Moran (Joanie) and Donny Most (Ralph) are mysteriously absent in the season 6 episode "Chachi's Incredo-Wax".
* Erin Morgenstern, Bailey draws the Knight of Swords, showing a knight charging, sword drawn.
* Erin Morgenstern, Mr. A. H— casts no shadow. Noticing this nearly drives Chandresh mad.
* Erin Morgenstern, when Mr. A. H— speaks of how Marco and Celia are clearly besotted, Hector Bowen tells him he should have been a matchmaker.
* Erin Pizzey, age 76. Created the first battered women's shelter, Chiswick Women's Aid, in London. Worked with what she called "violence-prone women" who grew up in violence and conflict and came to accept it as normal to teach them that there was a better way than violence and conflict. Tried to do the same for men (she failed due to not receiving any funding), received death threat, bomb threats, had her family dog shot, but none of these prevented her from speaking about violence-prone people and how to actually solve domestic violence which mostly involves dysfunctional people with broken childhoods who revert to the only way of handling relationships they know if they aren't taught a healthier way.
* ER) insist that they have never and would never harbor improper thoughts about an attractive male patient.
* Erin Strauss' witch hunt of Hotch and Gideon in Season Two shouldn't sit well with her superiors, as well as her rather comical mishandling of the crime scenes at the beginning of Season Three, but she still keeps her job.
* ER in the final episode of her arc by walking into a store, demanding a job, trying to steal an expensive scarf and eventually running through a glass window. When she's brought to the hospital for treatment, she repeats the "running and screaming" bit from before. Even worse, Abby's detached attitude throughout the entire segment indicates that this is the umpteenth time she's had to deal with incidents like this.
* ER. In the seventh season episode "Thy Will Be Done," Carter and Abby share one when Abby accompanies Carter to his grandparents' charity ball. The two were established friends by that point, but if the dance wasn't the turning point for both of them, it noticeably was for Carter...
* Erinyes also appear on the devil's side, but have lost this angle, instead adhering to their mythological inspiration as pursuers of vengeance and bloody justice. The bestiary specifically notes that they lack the subtlety and patience to be seducers. The first "Book of the Damned" notes that they detest mortals and the closest they come to such intimacies is letting those beguiled by their beauty approach before attacking them.
* Erinyes are rank 9. Hell's furies that bring vengeance and punishment. As fallen angels, they occupy a strange position in the hierarchy.
* Erio and Caro have alternated in carrying each other bridal style in both the series and promotional material.
* Erio being stopped by a police officer after kissing Caro in public.
* Eripoyo. The characteristic she's most known, however, is the genuine love she has for her favorite idol and the great lengths she'll go to in order to make Maina happy and number one in her group.
* Eris/Discordia follows this to a lesser degree: The Greeks portrayed Eris as just a spiteful bitch who makes people fight

* Eris, in turn, gave birth to Ponos (Toil), Lethe (Forgetfulness), Limos (Famine), Algos (Sorrow), Hysminai (Combats), Makhai (Battles), Phonoi (Murders), Androctasiai (Manslaughters), Neikea (Quarrels), Pseudologoi (Lies), Amphilogiai (Disputes), Dysnomia (Lawlessness), Ate (Ruination), and Horkos (Oaths).
* Eris is shown eating Hoss Delgado several times when she gets mad in "Chaos Theory", though she always uses her powers to spit him out/restore him afterwards.
* Erisolsprite does this during the Act 6 Part 5 opener. Jake English doesn't seem offended at all.
* Erisolsprite of the first order, to be a "friendly guide" despite the sprite in question emphasising how much he hates Jake in every other sentence.
* Eris tell a different story. The way she's animated certainly helps; her form is constantly moving and shifting, and she seems to be physically more 3-dimensional than the other characters, making her look generally otherworldly.
* Er Ist Wieder Da, Adolf Hitler himself comes back to life in the modern world and manages to become a media sensation despite not hiding in the slightest that he is literally Hitler. Everyone just assumes that he is a comedian whose shtick is that he never breaks character.
* Er Ist Wieder Da" ("He's Back" or "Look Who's Back"), none other than Adolf Hitler experiences 2011.
* Er Ist Wieder Da. In a way, this is much more terrifying than the bumbling idiot or screaming madman portrayals typically seen.
* Eritrea has women in all positions from combat to special forces and women make more than 30% of the military, and is capable of drafting women.
* ER: John's got a major crush on Abby, but she's with Luka; when they break up, she makes it understood that she wants to be with John, but he's already with Susan. There's also a bit of that with Ray and Neela later on.
* Er Kang also confesses his love for Zi Wei by telling her that his marriage prospects are not his own choices or even the choices of his parents, and that his marriage will be decided by emperor, and there is next to no chance that the emperor will allow him to marry Zi Wei when he doesn’t even know Zi Wei exists.
* ER, Kerry Weaver did increasingly underhanded and immoral things in order to advance her career.
* ER, Kerry Weaver tries to implement a code system for people's injuries and illnesses so that they don't have to be embarrassed by having the gory or gross details posted on the admission board. Unfortunately, everyone whines and complains and can't be bothered to learn the various codes, forcing the idea to be abandoned in less than a day.
* Erky Perky: "... so I said 'If you're doing that with my teeth, we should get married.'"
* Erky Perky, whenever the bugs get into the refrigerator. Fortunately, most of the characters have detachable tongues.
* Erle Stanley Gardner (1946). The fact that most of the intervening years had been occupied with World War 2 went some way to explaining why the characters had taken so long to get involved in another murder.
* ERLL had a luchador known as Alberto Dos Rios, a composite of El Patron Alberto's former
* Erl of Toulouse, a queen is saved by a champion after two knights falsely accuse her of infidelity for refusing their advances.
* ER. Luka gets his new girlfriend a job at the hospital. It's soon offhandedly mentioned that the petty cash is missing. Later, Abby mentions that she can't find her wallet. Later still, the desk clerk is looking for his PDA when he hears it chiming (he sets an alarm to remind him to take his medication) from the girl's purse. Sure enough, she has it, and everyone instantly realizes that she's responsible for everything else. She takes off, and in his futile efforts to find her, Luka learns that she was also stealing from the bar where she previously worked.
* Erma among many of the village inhabitants, including his family, this arrival brings any activity to a screeching halt and the lookout even sound an alarm via a

bell. But the real kicker, the man is only in a small form at the current, showcasing just how imposing he truly is.
* Erma Bombeck once wrote a joke about asking a gas station attendant directions on how to get to a baseball field. The guy starts into the complicated turn left turn right you've gone too far, only to have her say that they're already at the last landmark. The guy says that's cause she's here already, the baseball field is behind the station. What a wisenheimer.
* Erma Bombeck, where Erma writes about how her husband keeps switching the channels on the TV without asking:
* Erma. But when (some of) an episode is finally shown onscreen, it turns out to be surprisingly dark and violent.
* Erma girl with supernatural powers which she mostly uses for mischievous purposes, from hovering during jump rope to summoning an avalanche during a snowball fight.
* Erma had the ability to stop it. Erma smiles and nods at then returns to eating her lunch. The next scene has her friend pushing her to the area saying "that means you".
* Erma is never seen talking on panel. It's implied that she can talk but prefers acting things out or drawing pictures, and any time she's about to talk she's conveniently interrupted.
* Erma mother. They're shown to be a perfectly normal, loving family like any other.
* ER, Mark Greene gets beat up in the men's room by an unknown assailant. The last thing the guy does is break two of Mark's fingers.
* ER, Mark Greene's daughter Rachel starts her period unexpectedly while at Elizabeth Corday's apartment for Thanksgiving dinner. Elizabeth is reluctant to give her tampons given how young she is (ten and change) and tells Mark's father that one of them will have to stay with Rachel while the other goes down to the corner drug store to buy sanitary napkins. He quickly volunteers, but slips on the ice coming back, suffering a minor head wound and having to go to County (where Mark is working). He grumbles about the confusing variety while being stitched up.
* Erma she becomes so relieved that all she can do is hold unto Felicia and sob.
* Erma, the dog Siris, despite his small size, drags the babysitter Felicia when she takes him for a walk.
* Erma: This comic plays a lot of common horror movie themes for laughs.
* Erma to eat with the area where her mouth would be, though it's not shown how. She's never shown speaking, though it's unclear whether she can.
* Erma, which her playmates find and play dress-up with. Cut to the poor boy in girly clothes and makeup.
* Erma with a hugely stretchy, flexible neck. However, she can retract it to a normal length when she wants to pass for human.
* ER—that his character had previously had lousy relationships with two other black women, yet now had a functional one with the white Elizabeth. Sure enough, the following season, a black female doctor was brought on to be his love interest, despite them having zero chemistry (but very similar personalities).
* ER—the pregnancies still had to be concealed for some time, as the actresses in question were much further along than their characters were.
* Ermey in an overall more sedate style, but there's still enough hints at his DSN nature in there...
* Ermey, who instilled within him the drive of a drill instructor and inspired him to push his own recruits as hard as possible so they'll have a better chance of simply surviving once they graduate to full Lantern.
* Ermine Cape EffectFancy clothing is an easy way for us to tell which characters are royalty.
* Ermine Cape EffectFor royalty and nobility who choose to wear their regalia everywhere.
* Ermine Cape Effect: With royalty becoming less distant these days, this is largely becoming discredited, save for nations that still have absolute monarchies.
* ER, Morris attends his son's soccer match (via a sperm donation he made in

college). The boy's parents, having not been told that their son had tracked his biological father down, grow increasingly worried and suspicious about this stranger who is constantly calling out to the boy and cheering him on. When they exchange hugs after he scores a goal, the enraged mother physically attacks him. Only when poor Morris is being led away in handcuffs does the boy speak up and reveal who he is.
* Ernest Armand "Binder" Tinwhistle, a century-old minor talent mercenary, is also a pragmatic man when it comes to payments. He accepts money and nothing else. When protagonist Harry Dresden has to work with him, Harry tries to win his loyalty by hinting at some of the political factions Harry had connections to, but Binder retorts that favors from Fae Queens and the White Council might sound nice but both groups are schemers and would twist that "favor" into an action that puts Binder in their debt or not be that helpful in the end. He also
* Ernest Borgnine episodes prominently featuring Mermaid Man and Barnacle Boy.
* Ernest Borgnine. The film came out a year before his passing on July 8, 2012.
* Ernest carries a pair of mechanical folding wings that open up to provide him a bit of a glide during certain jumps of his. It's not on par with that of his fellow Aviant Benedict though and is more of a cosmetic animation than an actual glide.
* Ernest Cline gained a lot of acclaim and recognition for his first book
* Ernest Goes to Africa, Ernest tells the tribesmen a joke with the punchline "It's a knick-knack, Patty Black, give the frog a loan!" The actual joke is about a frog trying to get a bank loan using a miniature model of the Eiffel Tower as collateral.
* Ernest Goes to Camp and admits Sherman lied to get his hands on ownership of the camp to guarantee the camp's safety.
* Ernest Goes To Jail: Chuck sings "Ernest and Charlotte sitting in a tree..." when claiming that Ernest (who is Nash wearing Ernest's clothes but not his hat) is in love.
* Ernest Goes To Jail, Ernest replies: "Real men are not intimidated by physical threats against their personal selves, and, ironically, neither am I."
* Ernest Goes To Jail features several scenes not in the VHS or DVD releases, including a final scene before the credits where Ernest finally becomes a bank clerk...only to be magnetized again by an electric shock from his keyboard and chased from his desk by a filing cabinet.
* Ernest Goes To Jail is full of these types of machines. They're all even synchronized to Ernest's walking speed.
* Ernest Goes To Jail) is why he went to prison and got the chair in the first place.
* Ernest Goes To Jail looks exactly like his boss. He arranges for the jurors to visit the prison where the crime was committed, after which Nash knocks out Ernest and changes places. After that, Nash insists on finding his henchman innocent, keeping the henchman from getting his sentence upped to life, and then Nash walks out of the courthouse a free man, leaving Ernest in jail to serve out Nash's sentence (of death).
* Ernest Goes To Jail — and helps his boss hatch a plot to switch places with Ernest.
* Ernest Goes To Jail. There is actually mention of a higher court - but it's refused to hear Felix Nash's case, meaning that Ernest P. Worrell (who has been switched with Nash in jail) is going to the chair.
* Ernest Goes To School has to redo 12th grade to keep his job since the school board require all school employees to have a high school diploma.
* Ernest Hemingway as a mocking parody of the style used by Liverwright's favorite author.
* Ernest Hemingway, being among the last journalists to leave the country after covering the Battle of the Ebro, the last stand of the Republican forces.
* Ernest Hemingway, considering that the boy is young enough to not know.
* Ernest Hemingway), Greek, Russian, Mexican, Maltese, German, Hungarian. There was one Spanish actor too.
* Ernest Hemingway is concerned, you're a REMF, you're crazy, or you're dead. And

if you're not dead, you're going to be dead. Soon. Alone. In the rain.
* Ernest Hemingway poem by John Donne and touches on the idea thematically.
* Ernest Hemingway short story "Hills Like White Elephants" follows a couple talking at a train station, with the man attempting to convince the woman to have an abortion. The actual nature of the operation he's pressing, however, and the reason for it are conspicuously never mentioned.
* Ernest Hemingway's reply: "A bitch is a bitch is a bitch is a bitch." Roddy Woomble adds, "Gertrude Stein says, 'That's enough.'" (from the song "Roseability", by Idlewild)
* Ernest Hemingway's short story "Hills Like White Elephants" does not gloss over a single line of dialogue. Where another story might have said "They ordered drinks" and moved on, this one recounts every word spoken, with precisely the same level of detail used for the "important" part of the conversation.
* Ernest Hemingway. The protagonist suffers from a vaguely described wartime injury that leads to sexual dysfunction; the book is filled with Freudian imagery and oblique references to his sexual frustration.
* Ernest Hemingway was a renowned writer but had a miserable life. Traumatized by war, unable to stay in a romantic relationship, he eventually killed himself.
* Ernest Hemingway was the walking talking embodiment of this trope in his own lifetime. His works play this trope straight, subvert it or both.
* Ernest Hemingway. We only need to see the tip of the iceberg to know the rest of it is there.
* Ernestine Shepherd. In the Guinness Book of World Records as the oldest female bodybuilder at
* Ernest In The Army. Ernest had heard the euphemism about a bullet with your name on it and failed to realize it's not literal. He has one of these with his own name on it that he carries around with him, in the belief that it means he can't be shot.
* Ernest Moniz is the former U.S. Secretary of Energy and nuclear physicist
* Ernest movies has a scene where title character Ernest P. Worrell opens his closet to specifically show the viewer two dozen copies of his iconic blue-jeans vest outfit.
* Ernesto "Che" Guevara before surrendering afterwards with two loaded and primed pistols. Though to be fair, he did surrender only after taking two bullets, and his last remaining comrade fought to the end to protect him. Despite leading revolutionaries in Africa, Guevara was overheard disparaging his local African fellow travelers, stating that black people did not have the intelligence to make communism work, and placing Afro-Cubans in his command over the native Congolese.
* Ernesto Díaz Espinoza all of which are action / superhero films with numerous well-choreographed fight scenes.
* Ernesto died in 1942 when he was crushed by a falling bell at the conclusion of his song he murdered Hector for, "Remember Me", due to a stagehand leaning on the wrong lever.
* Ernesto is jealous of Miguel's talent and skill and does not want the boy to outshine them.
* Ernesto Miranda, the defendant who went all the way to the U.S. Supreme Court and won, ended up serving the exact same sentence. The Supreme Court ruled that, because he had not been made aware of his right to not answer questions, his confession was not admissible, and the prosecution wasn't allowed to bring it up. However, the Court didn't simply let Miranda
* Ernesto recognizes that Miguel should be allowed to follow his heart and play music. He is also not wrong in saying that achieving your dreams sometimes means sacrifice and making difficult choices.
* Ernest P. Worrell did commercials for regional banks involving this trope. While toasters weren't mentioned specifically, other appliances were featured such as a television and a Weber brand grill.
* Ernest P. Worrell got his start as a spokesman for practically everything under the sun.
* Ernest P. Worrell — 9 "Ernest" films have been made until the death of the

main actor.
* Ernest P. Worrell the part of a kindhearted simpleton and even at his technical best his creations tend to fail in comedic ways.
* Ernest Saves Christmas deals with this plot too, as Santa is looking for his successor to the job.
* Ernest Saves Christmas has led to them floating in space above Earth. Right after Ernest says, "Nobody moves, nobody dies," one of the elves sneezes, sending the sleigh falling back to Earth. (They survive.)
* Ernest Saves Christmas. Hell, the whole plot of the movie is that he's running out of time to pick a new Santa Claus because he literally loves doing good so much that he's stretched the clock as long as it will go just so he can continue doing it.
* Ernest Saves Christmas, Santa temporarily assigns Ernest his job as he's incarcerated after attempting to get a hold of the real guy who has been chosen to be the next Santa. Passing down the mantle is needed to "recharge" Santa's mystical capabilities, which gradually fade as someone carries it out for too long putting Christmas itself in jeopardy.
* Ernest Saves Christmas to make the switch and still prefers working with children but his career as an actor had taken a big hit and he felt this was the only way to start getting roles again.
* Ernest Scared Stupid after Ernest shows him the love and innocence of a child.
* Ernest Scared Stupid, but it flops when takes a moment to chuckle at his cleverness.
* Ernest Scared Stupid, Ernest manages to get himself stuck inside his garbage truck and compacted into a trash box.
* Ernest Scared Stupid gives us a Ham-to-Ham Combat between Jim Varney and Eartha Kitt.
* Ernest Scared Stupid has the titular character releasing a troll on Halloween.
* Ernest Scared Stupid: It takes Ernest 10 seconds of careful, calculated thinking before he realizes that his fingers have been slammed in the lid of a dumpster and that he should scream in pain.
* Ernest Scared Stupid, the troll Trantor's signature power is to turn kids into little wooden dolls that give him his power.
* Ernest Scared Stupid, trolls can be killed by milk (which represents "a mother's care"). When Trantor becomes more powerful, milk can't stop him. The only thing Ernest can do is to defeat him with "the heart of a child" — unconditional love — and hugging and dancing with him does the trick.
* Ernest Scared Stupid uses the horror variation, when a little girl checking for monsters under her bad finds a hideous troll in bed next to her when she finishes.
* Ernest Scared Stupid, what's scaring Ernest so much are a variety of trolls who, legend has it, are vulnerable to... milk.
* Ernest Scared Stupid, when garbage is falling out of Ernest's truck, you can clearly see a stage hand pushing the garbage out of the truck with a hammer.
* Ernest's ex, Helen Sharp (Goldie Hawn), has also taken the potion, and uses it to seduce him back. The rest of the plot has Madeline and Helen, two drop dead gorgeous women, fighting over poor over-the-hill Ernest.
* Ernest Shackleton's crew which had travelled to the opposite side of Antarctica were lost.)
* Ernest "The Cat" Miller. Debuted in 1997, stayed with WCW until the end in 2001, had small runs in WWAS and WWE.
* Ernie and Bert happen to fly their plane just above the truck in which Big Bird had gotten a ride.
* Ernie, a sleazy boss tries to get Doris to sleep with her, threatening to fire her if she doesn't go along. She beats him up and quits on her own. However, this was apparently not enough punishment for some people (the next strip is of the artist being chewed out by his wife and banished to the couch because the sleaze "got away with it"), so the boss is later on vacation and tries the hot tub... which is then occupied by several recently-conceiving mothers. Uh, yeah. If this seems a bit convoluted to you, you're not alone.

* Ernie Kovacs did a parody of this on one of his shows. A gangster is shown doing a St. Valentine's Day-like massacre, and then he stops what he's doing and does a commercial for Fluffy Slice bread, saying "it doesn't hardly have no air holes in it."
* Ernie Kovacs parodied this trope with a series of "more sex and violence" book covers, showing
* Ernie Kovacs was a critical and cult favorite but never had much in the way of mainstream success. He was rediscovered after his death and is now considered one of the founding fathers of TV comedy.
* Ernie Potts, the diminutive demolitions man, gets involved with his crush — a tall, full-figured (a.k.a. "Large and Lovely") model named Lola.
* Ernie's "Rubber Duckie" song ended up becoming a surprise novelty hit, reaching #16 one Billboard Hot 100 in September 1970.
* "Ernie, the Fastest Milkman in the West" plays the trope perfectly straight, but Ernie's rival Ted gets a
* Ernie, the giant chicken mascot (and combat enemy to Peter Griffin) in
* Ern Malley in an attempt to embarrass its founder Max Harris. Naturally, Harris fell for the hoax and devoted the next issue to Malley. When the con was revealed, he was humiliated and subsequently fined for publishing the poems on the grounds that they were obscene, and his magazine ceased publishing in 1946. While the hoax proved to be a major setback for the cause of Australian modernist literature, it was not long before the Ern Malley poems became celebrated as a successful example of surrealist poetry in their own right in spite of their well-known status as a forgery.
* er... Not Mikey?. Of course that one is a medical drama and most of the characters are medical personal. But the others are mostly nurses while "not Mikey" is a front line Corpsman.
* ER, not two seconds after a pizza delivery guy calls the hospital to inform them that he's been shot and is driving himself in, his car crashes through the front doors of the hospital.
* Ernst Jüngers Books Heliopolis, at the marble cliffs and eumeswil are set in a future which reverted to feudalism.
* Ernst Lubitsch. It's set in the town square, rather than a hallway, but very much fits the spirit of the trope otherwise.
* Ernst Lubitsch not being in the mood for movies that satirized militarism.
* Ernst Stavro Blofeld. Maybe. They act like it, but technically, Blofeld is Bunt's boss.
* Ernst Stavro Blofeld, the archnemesis of James Bond and leader of supercrime organisation SPECTRE, runs various illicit operations, plots terror attacks, and makes multiple attempts to start wars behind the scenes throughout his various incarnations.
* Ernst Thaelmann (which picks up seven years later with Fiete's release from prison) which might suggest an interfilm discretion shot.
* Ernst Thälmann: Führer Seiner Klasse is a notable case in that it's an East German film made in 1955, showing the Soviets singlehandedly winning the war- so many shots of T-34s racing dramatically across snow and plains. The British only show up as bombers overhead, depicted as lights in the sky. Granted, this is actually pretty accurate in terms of the numbers on the eastern vs. western fronts, but it was done here to show the Russian Communists rescuing their German comrades from evil fascists and capitalists. Bit more complicated in reality.
* ER of support among the fanbase; to this day, a number of fans cite her as their favorite character on the show, and many more cite her as among their favorites.
* ER of them end up not only crammed into one bathroom stall, they manage to do so in a way that has only one person's feet showing under the door.
* Eroge (a Japanese abbreviation of "Erotic Game") are sometimes referred to as "Eroge games" in text.
* eroge) a variety of cute (and sexy) monster girls- lamias, mermaids, centaurs, slime girls etc etc, far more than we could list here.
* eroge is completely devoid of any erotic content, even kisses. Justified in that

it's an educational (sort of) visual novel and thus needs to be accessed by anyone (mostly otaku, though).
* eroge, Llun's hair reaches her hips, and Roze's hair is long enough to drag on the ground, despite the fact that they're are supposed to be soldiers.
* eroge scene in the original game, which turns out to be All Just A Wet Dream.
* Eroge! Sex and Games Make Sexy Games; Kisara wonder why the water suddenly stopped running in an Inn's bathroom, and when she goes over to check, she's blasted by a torrent of cold water gushing out.
* Eroge! Sex and Games Make Sexy Games president of the main Eroge company, has a droopy one.
* Eroge! Sex and Games Make Sexy Games with grant you their bad endings.
* eroge stash in the closet. Konata answered that they were in her father's study as the two of them share the games.
* eroge, which was also animated twice under the same contract, was completely clean in the first place.
* Eroica entry, Napoleon's first claim to fame saw him having been kicked out of the army (even if not for political reasons but for refusing to serve as infantry general when he was from artillery) and being recalled into service because he was already known as capable and the Convention had nobody competent around.
* Eroica will occasionally complain about how he's supposed to be the main character when he hasn't been getting much screentime.
* Erol abandons the spider legged frame of the terraformer, and tries to fly away in the body. It is implied to be some kind of escape attempt, but he crashes for no apparent reason, leading to final phase of the battle
* ER. One particular episode he stars in has him as a pig who exploits a multitude of women for sex in order to have copious amounts of children, and he sweet-talks them out of whatever job they may have.
* Eron goes on to gripe about an "unsightly half-elf" living in the city.
* Eroninja given that she can only control about as much sand as his gourd holds and has to manipulate it with hand gestures, unlike Gaara who can control hundreds of tons while barely moving. However, she's much faster with it and can manipulate sand more finely than Gaara can.
* Eroninja is punished for almost killing Suzume (in retaliation for her attempt on Naruto's life) by... Naruto having sex with her every night for a month. Seems great initially, except Naruto goes out of his way to wear her out which, on top of a huge workload dealing with an upcoming event, means she gets through each day barely conscious.
* Eroninja, some of the kunoichi bitterly reflect that the reserve forces are jokingly called the "United Mom Alliance" because when a kunoichi gets pregnant (especially with a shinobi), she's expected to retire so her child doesn't lose both parents to missions gone bad. Though at least some try to justify this that one parent should retire, and the mother is going to be out of action for months anyway so it's more logical for her to retire than the father.
* Eroninja the subject of the Temptation's Touch Jutsu only reaches the final level not when they fall in love with the wielder but when they truly understand their feelings, such as when Tayuya realizes how much Naruto cares for her and he'll never abandon her like Orochimaru did.
* Eroninja, upon discovering that she doesn't have any more equipment that she had while being a part of Naruto.
* ER only one character really gave a damn. Another even twisted the knife posthumously by naming a wing for LGBT patients after the notorious homophobe.
* ER on occasion. The most obvious case is Dr. Kerry Weaver, who angles for any promotion she can get, generally letting the power go to her head immediately. This was also the case for Doug Ross, who was put in charge of a pediatric mini-ER, but let that spiral out of control while helping a woman with a terminally ill child. Mark Greene was an Attending, but continually was reminded that he was lacking in the discipline department, while Carter, while a very caring doctor, screwed up surprisingly often for a guy who seemed to be one of the senior residents. In fairness, Weaver didn't seem all that interested in hiring him as an Attending (she

did so due to a shortage, mainly), and he was only made Chief Resident after Chen was fired.
* Ero-OVA series", it was then decided that she would marry Kouichi Hayama.
* ero-ren'ai game market — a game will come out with an interesting UI enhancement, gameplay trick, or oddball fetish, and upon being successful, will be mimicked by dozens of companies.
* Eros, after a quarrel with Apollo, got back at him by shooting him with an arrow that made him fall in love with Daphne at first sight,
* Eros is also visited on the show, mainly between Twilight Sparkle's brother Shining Armor and his eventual wife Princess Cadance. Rarity expresses a desire for eros early on in the series, and is disappointed that her dream guy, Prince Bluebood turns out a total jerk. Even Twilight gets a brief encounter with eros in regards to Flash Sentry in
* Eros (or Pothos) in Greek Mythology. Aphrodite's son, sent (sometimes reluctantly) to put his mother's nefarious plots in action. Portrayed much more sympathetically than his mother. Depends on who tells the story. In Hesiod's
* Eros (Romance): A major part of why characters develop into better people is that they fall in love with someone. Kaguya only started to really
* Eros (Romance) - Rose and Greg really did love each other, even though Rose thought of Greg as a mere amusement at first. Pearl was madly in love with Rose, and was bitter towards Greg because of it, but they amend their relationship and Pearl has truly moved on from Rose. Ruby and Sapphire are two different gems with different roles in Gem society, but against all odds, they fall in love, become fused permanently as Garnet, and eventually marry. Sadie had a huge crush on Lars, but their relationship didn't work out, and Sadie is happier with her new significant other Shep. Steven and Connie form a deep relationship over the course of the series, and are dating towards the end. A major theme is that love takes time and work, and there's no such thing as love at first sight.
* eros - she's sassy, flirty and a bit emotionally manipulative - but is able to let him go in the end, so there's a little agape in there, as well.
* Eros, the god of sexual attraction, is supposed to be very handsome and is usually depicted as a
* Eros Turannos, Firmus Piett goes from Cadet to Lieutenant Commander instantly when Vader promotes him; Piett expresses uncertainty if he's ready for this responsibility, but one of Vader's clone troopers observes that Vader recognises talent and must have promoted Piett because he sees that the man will try to earn his promotion despite his initial inexperience.
* Eros Turannos, Padme and Darth Vader are each noted to be this in their own way. While Vader is harsh when punishing failure, it is explicitly noted that he also rewards success and competence, and never punishes anyone just because he feels like venting his frustrations on somebody.
* Eros Turannos, Padme only learns that Vader already has an artificial arm when he cuts it off to get out of a crashed ship.
* Eros with Sean. Mindy has slight affection for Mitchell and really wants him to come out of his shell, because she sees the good in him, and Mitchell feels the same way towards her.
* Erotic Asphyxiation: Choking yourself or someone else to turn you on.
* Erotic Dream. Waking up, she finds Maze sitting at her bedside, eating popcorn and apparently enjoying the show.
* Erotic-fantasy artist Luis Royo paints lot and lots of these, notably of the "consensual" type...
* erotic female uses her spiked ovipositor, a organ that looks like a horse penis with spines at the tip, to rend the sperm sacs and suck up the sperm to fertilize her eggs. If the female is an alpha of her group, she will make a lesser female gestate her eggs. Yeah.
* erotic fetish photos of her were found online ended up winning the contest and later becoming Divas' Champion. In terms of wrestling ability, Aloisa was seen as clumsy and uncoordinated in the ring - while Kaitlyn caught onto wrestling pretty fast.

* Erotic Film: As porn theaters started to close and moral guardians fought pornography, erotic movies went underground again. They did manage to make back their profit thanks to the success of video rentals and sales.
* Erotic Ghost Story has one attacking three vixen spirits, because one of them thought he was cute. It's surprisingly watchable, even when the neighbour starts coughing up cherry seeds.
* Erotic Tales out to rescue her colleague. (Turns out the whole thing is a fever dream fantasy the policeman is having about the nurse at the hospital, where he's guarding an ordinary criminal).
* ER plan a pregnancy—Doug and Carol—still had this trope apply. When they were blissfully happy together, they struggled to conceive, only for her to discover that she was pregnant just after he resigned in disgrace and left town.
* ER plays a patient who annoys the staff so much that they finally make up a pretext to take his temperature— and then leave him with a sunflower up his ass.
* Errand of Mercy and force both sides to back down, mediating a truce.
* "Errand of Mercy" The Organians appear to be technologically backward
* errant cannonball incident there) where the MythBusters were banned from the Alameda County Sheriff's Facility and had to conduct their tests at a bomb range in Yolo County.
* Errant Story, although it does manage to pull it off quite well with the storytelling style. In-story there's a lot of background, but the layout manages to nicely blend the text with the pictures most of the time.
* Errant Story and fairies in role, but looking like the latter), sports the specs, although as a semi-divine being, she shouldn't really need them.
* Errant Story and helped them escape, even setting them up with foster families.
* Errant Story, and neither has any illusions about the other one's goals and objectives, but they find it convenient to work together. At least, until they don't, but by then it's too late.
* Errant Story and the melees became much more serious (and much more elaborate), that all changed.
* Errant Story And then it was back to more years of UST, which was still there as the story approached its end.
* Errant Story and they spent the next thousand years hiding from the rest of the world in an underground city.
* Errant Story and turn himself in, but Jon prefers a more ... direct ... approach.
* Errant Story, and whatever was removed, he assumes, must have been far worse than a one-night stand.
* Errant Story a normal example of the literary trope, because it serves to drive the plot rather than resolve it.
* Errant Story ends on a rather bittersweet note, with Sarine visiting Jon's grave after they had been married for decades. That's the bitter part. The sweet part? Their full-grown daughter shows up to bring her mother back home.
* Errant Story Features "Durus Flamma" weapons, that look a lot like lightsabers and are used by the elves exclusively for duels. And a dual bladed one, that is completely impractical, (even in-universe) but the one person who uses them anyway is just that badass.
* Errant Story has had two varieties of Omake, first a sequence called "Fun With Familiars" featuring familiars Ellis and Rape-kun back in the old high-school days, and later, "Errant Commentary" featuring characters Bani and Sara at the end of each chapter.
* Errant Story has the dubious honour of being the first to backstab someone from the front with a sword.
* Errant Story have super speed via their time manipulation powers; they can move much faster than any human can, as well as dodge things that no one could dodge with human reflexes (including *bullets*). However, they still have their limits - the ability is magical, meaning that it can be shut off with anti-magic effects, and they still have a limited amount of attention, which means they can't do two things at once - such as block a sword blow and a bullet coming from opposite

sides.
* Errant Story, it doesn't really deter him to any significant degree...
* Errant Story: it isn't just the good guys who are on the receiving end of this trope.
* Errant Story Jon and single mom, kleptomaniac and "seamstress" Polly, mainly to show what a nice guy Jon really is.
* Errant Story Jon has a model of the genre, as a roof collapses under him as he's prowling the rooftops to sneak into Saus. This leads to a slightly uncomfortable reunion.
* Errant Story. (Make the obvious substitution for "sarcasm" in the line Sarine quotes from the play.)
* Errant Story manacles and gets bonus badass points for using her injured hand to grab Meji and run off.
* Errant Story, Misa to Sara, improbably enough (at least having the 1400-year-old immortal be the fangirl to the young woman barely out of her teens seems to fit the "improbable" category).
* Errant Story, often lampshaded, and made disturbing in a sequence where for the purposes of subterfuge, she assumes an appearance and attitude that are very out-of-character for her.
* Errant Story over-rely on their time-manipulation magic to win fights. Their commander laments the fact that she has to spar with trainees just to train with people who remember how to fight without being much much faster than their opponent.
* Errant Story, sort of) ending, but Meji and Sara are still out there, having things happen to them and vice versa.
* Errant Story the long-lived elves consider a near-eternal relationship to be tragic because you'll inevitably grow bored with each other, even if it takes thousands of years. One of their greatest forms of romance is when your partner dies at the peak of your relationship, so you can go on remembering all the good times without it being spoiled by your memories of falling out of love. Humans were considered ideal for this purpose thanks to their short life spans.
* Errant Story they are still fertile with humans, since errant Meji is only 17, and errants can be very long-lived. The elves originally took advantage of this to increase their population, until one powerful errant mage went mad for some reason and went on a rampage. The elves thought it was an inherent problem with errants and forbade future errant births.
* Errant Story, things do go badly, although not exactly in the way she fears.
* Errant Story-types anyway, he's stopped putting much effort into making them look lifelike and actually calls them zombies. They work fine as cannon fodder.
* Errant Story. When Sarine throws her dagger, her opponent knew Sarine was trying this and blocked it with her sword. Which is why Sarine charged it with lightning beforehand.
* Errant Story when taking on a mission from the Wraiths to assassinate a priest.
* Errant Story, which, of course, she puts to good use, only to have Ellis volley it right back to her.
* Errant Venture as well as a harrassing enemy squadron. Han comments that, "It works pretty well with a Star Destroyer."
* Errastas, the Elder God of mischief, sees a chance to take advantage of K'rul's newly created magic in
* Errata for the Plutonium Dragon had to say that "You are roasted and eaten" meant that you were dead.
* erratically and out of character, as Buffy had been hoping there was an external reason for her recent odd and self-destructive behavior rather than her own severe depression since returning.
* Errementari Patxi seems to keep a little boy locked up in a cage in his smithy. But as we learn, it's not really a human child at all...
* Errol Flynn, both had crushes on each other but sadly didn't act on them before his death.
* Errol Flynn soldiers using this trope even though Japanese grenades operated in a

different manner from American and British grenades (after a safety pin was removed, the grenade was struck on a hard surface to prime).
* Errol Flynn, who was an Australian of partial-Irish descent, passed himself as Irish in his early Hollywood career in the belief that few people knew of Australia.
* Erron Black's is him underhand tossing a stick of dynamite to his opponent; they'll struggle to catch it, and subsequently sustain an explosion that tosses them into the air like a ragdoll.
* Erron Black uses a level-action hunting rifle in battle, and the individual shots are only marginally more powerful than his fists.
* Error Of Judgment: After Dr. Stiehl's testimony about his removal of healthy organs, Dr. Prince tries to argue that it isn't conclusive proof, before they threaten to call another doctor from the hospital who resigned in protest over the lenient treatment he got. Defeated, Prince backs down, only for it to be revealed that they hadn't been able to find the contact information for that doctor, and aren't even sure if he's still alive.
* Error Of Judgment: Dr. Stiehl caught onto Prince and exposed him not due to personal exposure to a patient, but simply by studying his records and noticing that he had a significantly higher number of uterus removals than other doctors, with less cancer warning signs for many of them than women with actual ovarian cancer had.
* Error Of Judgment: The incriminating evidence against Prince comes from his nurse/mistress after she realizes he'll never leave his wife for her.
* Errors in Corporate Judgment" included a Magic Eye puzzle with a description that used "Froggy" as a synonym for "awesome," Peter Paltridge closed the article by declaring "Froggy" official slang for the website.
* ER, Sam's son Alex strikes up a friendship with Dr. Kovac, perhaps trying to get him and his mother together.
* Ersatz – Dusan Vukotic, Zagreb Film, 1961 (only European cartoon on list)
* Ersatz: A man at the beach has the ability to create anything, literally anything, with blow-up balloons. Eventually, he creates a woman. After he's done, he looks her over, then goes back to the air pump and uses it to inflate her breasts to a bigger size.
* ersatz). Averted in 3e, where halflings are no more or less likely to wear shoes than anyone else.
* Ersatz has the power to make anything, anything at all, out of blow-up balloons. He makes a sexy bikini woman, but she dumps him for a surfer. After the man tracks the woman down, he interrupts their sex and kills the woman by pulling her plug out.
* ER says it changed how she thought about her body and life in general.
* ER's Doug Ross more or less lets her catch him with another woman. Only as she's storming off does it occur to the idiot what he's done, but she dismisses his pathetic pleas of "It won't happen again" by practically laughing as she declares, "Yes, it will."
* ER simply ended much in the way it began. A hectic day at work, first day on the job for a new doctor, and a mass trauma coming in and everyone rolling up their sleeves and getting to work.
* ER's Kerry Weaver pulled numerous unethical stunts in order to advance her career, never incurring punishment for any of them, eventually becoming Chief of Staff after the worst one of all—hiding an alderman's STD diagnosis instead of reporting it to the department of health as she's legally obligated to do and treating his similarly infected boyfriend off the record, essentially killing the man when he suffers a severe allergic reaction to the antibiotics she gives him. She's finally demoted and eventually fired when she finally has the guts and decency to admit to her fault in hiring a mentally unstable physician and ignoring repeated complaints about the man's erratic and violent behavior.
* ER's legendary "Hell and High Water" episode, after rescuing a boy from a storm drain, Doug commandeers a news chopper to get him to County Hospital. The reporter films Doug's efforts to keep the boy alive until they get to the hospital …

where everyone is playing a video game. Not until the emergency is called in does everyone look up and see Doug on the television.
* ER slight or reprimand, starting from the season premiere when she was ticked off at the absence of African-Americans among the new crop of medical students.
* ER's Michael Gallant was one and eventually joined the Army himself. During a conversation with his mother, his wife Neela is startled to learn that she's actually quite bitter about the years she spent packing up and moving to follow his career and worried about what this means for their marriage. Sadly, he's killed in action before this can ever become an issue.
* ER's most famous episodes, "Love's Labor Lost" comes very close to averting this when Dr. Green mishandles a routine birth, and up until the final moments of the episode, it seemed very likely that the baby would die, only for him to survive while his mother did not.
* ER's new characters were introduced in this mold: Dr. John Carter (from the very first episode), later Lucy Knight, Abby Lockhart, Michael Gallant, Neela Rasgotra, etc. Even the last episode was the firstday for a neophyte physician, Dr. Julia Wise.
* ER son. However, we find out that he is just as strict with his biological son, which was why said son preferred his stepbrother over his father. Even when the stepbrother went into critical condition, the father was more concerned with his real son. Ray angrily called him out on it.
* ER spent the entirety of one episode narrating his feelings as if he were talking with a psychiatrist, only to be revealed as talking to a prostitute at the end.
* ER started out with an end-point prologue while the bulk of the episode explained how things got to this point.
* Erste Allgemeine Verunsicherung had their first international hit with a song called "Ba-Ba-Banküberfall" which is about someone who is flat broke and desperately needs money, who then tries to rob a bank but isn't taken seriously by anyone. It even has a couple of English lines.
* ER story has Doug playing this for Carol, even though she'd earlier derided the whole scenario, She rolls her eyes, but jumps his bones anyway.
* Erstwhile and ending better. (One where Snow White talks to the bear, and another when the girls go in town, see a poster about the missing prince and meet his brother.)
* Erstwhile followed by his proposing and her accepting, with the only condition that her brother come with her to the castle.
* Erstwhile. The protagonist's now-widowed father may also be hitting it off with some random woman at the wedding.
* Erstwhile. Which by making him less threatening did help with the effect of his finding her in the woods and instantly asking her to marry him.
* ER suggesting that successful middle-class black people were "above" dating other black people.
* ER, Susan Lewis gets along well with nurse Chuck Martin after both their annulled marriage and their later breakup.
* ER tell him that he understands that he isn't over Carol. Doug, who was clearly expecting to be verbally, if not physically eviscerated, is left looking completely gobsmacked by this turn of events.
* ER, the active ingredient, and has the potential to promote development of resistance to similar antibiotics.
* ER. The dying Mark Greene teaches his daughter Rachel to drive. She complains the entire time, but he insists that it's better to learn how to drive a stick shift first. As the scene ends, she gets the hang of it.
* ER the one in which the ER staff learned of his death. And the final season episode that featured his "return" (as all the original six cast members did) was actually a flashback to his final days at the hospital.
* ER. The pilot episode was to feature Nurse Carol Hathaway committing suicide via a drug overdose. However, test audiences liked her character and were intrigued by the relationship hinted at between her and Dr. Doug Ross. As a result, Carol miraculously recovered and became one of the show's best known heroines.

* ER, the player is frequently called over the intercom to be assigned a new task. One of these calls...
* ER, the pregnancies of two actresses were incorporated into the show. Problem is, both actresses were quite far along at a point where their TV pregnancies hadn't even been disclosed or discovered, so both of them still had to conceal their developing tummies until this time.
* ER, the Thanksgiving episode where Carol goes into labor, she is carrying two pumpkin pies, one which is dropped before she gets there.
* ER, this, paired with the hand-twitching, is how a hungover Doug Ross awakens after one of his random one-night stands.
* ER, to varying, sometimes understandable degrees—jumping out of his skin when approached in the hospital parking lot, pulling a gun on several youths who he thought (possibly correctly) were going to mug him, snapping at his coworkers and finally humiliating himself by screaming at the bereaved widow of a patient. His is the most extreme example—all other staff members who went through similar traumas appeared to recover quite rapidly—in that very same season, Carol was held hostage during a grocery store robbery, yet suffered no lingering effects, and neither did Sam after having been kidnapped and raped by her ex and finally more-or-less forced to shoot him in self-defense.
* ER trope when Mark Greene dashed to the train station to declare his love to the departing Susan Lewis and beg her not to leave, only to have her rebuff him and leave anyway.
* Ertuğrul sank off the coast of Wakayama, Japan, after having an audience with Emperor Meiji. The surviving sailors were taken back to Istanbul by two Japanese frigates. In 1985, Turkey sent frigates to rescue 215 Japanese nationals who were living in Tehran at the time and endangered by the effects of the Iran-Iraq war. A statement released by the Turkish government mentioned it as returning the favor from 1890.
* Eruca is thoroughly guilty of this herself, both in sprites and being the only character to use dress-class armors.
* Erudite dresses in blue formal attire befitting their intellectual nature.
* Eru is always involved in these events, and it's perceived as giving up something incredibly valuable in return for something else in both cases.
* Erune, both females and males, wear backless outfits and seem to prefer more revealing clothes in general, compared to humans. Surprisingly, combining a backless top with a cape is also rather common.
* ER. Unless the patient suffered a catastrophic brain injury, decapitation, or a very high severing of the spinal cord, it usually takes several minutes for a patient to flatline as arrhythmias disrupt the flow of oxygenated blood to the brain. Except in rare cases, such as suppression by poisoning, extreme intoxication or extreme hypothermia, it is an extremely rare case that a patient who reaches asystole will be revived.
* ER, until the actor playing Benton got upset with the situation and the producers broke them up and set him up with a new, black character.
* Eruphytes are plants that became hosts to minds or souls cast loose from their bodies or the afterlife, becoming intelligent, telepathic and possessed of
* Eruption Precious Wilson left after the latter, and the hits stopped.
* Erusea is France; like Belka, its incarnations in the different games is based on previous history, as Erusea in
* ER used this several times. A surgical intern leaped to his death on the elevated train tracks, while its landmark 150th episode featured the mass casualty caused by a train derailment, which was itself caused by a suicidal young woman parking her car on the tracks.
* ER usually have good reasons why; in the final season, a child who was flatlining was found to have gotten into her uncle's medication, and treating the resulting overdose allowed her to be revived.
* ER wanted to leave the show, wanting to pursue other projects as she'd never really fit in during her time on the show.
* ER was always shot on film, and in widescreen. The first seven seasons were aired

in 4:3 pan-and-scan; it began airing first-run in widescreen HD with the eighth season. The moment DVD became widely available, Warner Bros. created the DVDs using the original widescreen film. These masters are very high quality. However, as of yet, they have not been restored in any way. So the film masters of the early seasons can be dirty at times, and sometimes will show equipment on the edges that were intended not to air, but were left in because of the original intent to air in a standard aspect ratio.
* ER wasn't really one, but was accused of it after dating a couple of older women.
* ER ways, he never throws his familial connections around and is an excellent physician.
* ER, we never see Elizabeth Corday show a hint of interest in anyone else after Mark Greene dies.
* ER, when a benzene-exposed Carter is hastily stripped and hosed down in a prefab shower-stall in the ambulance bay. Not played for Fanservice, either.
* ER when a hungover Doug woke up following one of his random one-night stands.
* ER; when Carol announces that she and Doug are back together she is greeted by a few seconds of silence. Then a nurse holds out her hand and says, "Pay up."
* ER, when Doctor Pratt was seeing off a patient up on the roof, there were two faint lights behind him. Then, when Pratt turned around, we see that the two lights collided. A commercial plane and a private jet had crashed.
* ER whenever a doctor has to break the news of a patient's death. Results vary.
* ER. When Kerry and Mark suspect that Carter has become addicted to painkillers, Kerry calls the Chief Of Staff and addresses the situation on hypotheticals to find out what protocol to follow. Unusually, this only reveals that a staff member has a drug problem, not the name of the person in question.
* ER: when Mark (protagonist of the first eight seasons) has his last day at the hospital, his last words before leaving are "you set the tone, Carter." After he dies, Dr. Carter "inherits" Mark's stethoscope.
* ER when the doctors and nurses go on autopilot to get through the latest tragedy.
* ER) who are implied to have their own regular sitcom style dating misadventures.
* Erwin explains his plan for the audience to hear, and it plays out exactly as he describes. The remaining soldiers sacrifice themselves to distract the Beast Titan, allowing Levi to swoop in and tear him apart. Unfortunately, Erwin forgot to account for the Cart Titan, who rushes in to rescue Zeke as Levi is planning his next move.
* Erwin Rommel attained a reputation as one for his supposed strategic prowess against the Allied Forces in World War 2, though this was heavily exaggerated by the wartime media.
* Erwin Rommel, at the age of fourteen, was building and piloting his own gliders, as well as dismantling and rebuilding motorcycles.
* Erwin Rommel be blown back into your face and eyes. Especially in vehicles where the glass windscreen has been removed as dangerous and impractical (it reflects the sun, and if hit will throw glass fragments around). For that reason, sand goggles were widely issued to both sides. Rommel continued to wear his goggles (which were actually British anti-gas shields given to him by a captured British officer) in Italy and France, where the practical need for them was a lot less.
* Erwin Rommel long. However, it was only later revealed that he had them marching around in circles to create the illusion of a vast number of tanks and men.
* Erwin Rommel's Swabian heritage and accent caused him problems during his career, as the German officer corps was entirely dominated by Prussian aristocrats.
* Erwin Rommel War Crimes at all, not even letting POW die of neglect or implementing the standard Retaliation Ratios (50:1 for wounded, 100:1 for dead) in response to partisan attacks! He is one of two Generals of Combat or Security units, of more than five hundred, known not to have done these things. He also embarrassed the Wehrmacht by refusing to execute Jewish POWs, and even demanding that slaves be paid for their labour (when building the 'Atlantic Wall' of anti-amphibious-landing defenses in France using French slaves)!
* Erwin Rommel would be cowering in a bunker 50 miles away from the front.
* Erwin, Tennessee is primarily known as the location for one of the most bizarre

and notorious cases of animal abuse in history, when Mary the Elephant was
* ER with Doug and Carol... sort of. Subverted with Mark and Susan when she left the show, and when she came back he'd moved on and married.
* ER with friend Susan Lewis, she naturally comes to the conclusion that they're having an affair. Only for the truth to be even worse—Mark went to New York to visit the neurosurgeon who had previously operated on him, because his lethal brain tumor has returned.
* ER: Written in 1974 and filmed in 1994 with only minimal changes to the script, this is an extreme example of the gap between pilots and regular episodes. A male doctor was even changed into a woman - without altering his dialogue.
* ER years after ER's actors stopped being nominated) but was only ever nominated for Support.
* Eryi's Action will cause Eryi to get her butt burned, during her death animation.
* Erymanthoi reproduce through pain. When an erymanthus is seared with vitriol and its skin is pierced with iron spikes at very specific points, it emits a howl of agony that transforms into a new blood-ape.
* Erza and Jellal. Lucy is the most concerned for this particular pairing because, after all of the
* Erza and Jellal's scene in the latter half of episode 154 is one of the most gorgeously animated moments in the series. The rest of the episode was fairly average.
* Erza herself became an example of this trope while trying to defend Jellal from both Midnight and Kagura.
* Erza is very serious and stern, especially when she's introduced. However, she's a caring and loyal friend just like everyone in the guild. She also shows a very soft and vulnerable side around Jellal.
* Erza often analyzes her opponents's abilities during a battle to find out their weaknesses before choosing the right armor to take advantage of their weak spots.
* Erza Scarlet herself even tries to Invert this trope at times. For example, at one point during Natsu's fight with Laxus, Erza punches Natsu in the stomach and attempts to take on Laxus herself.
* Erza Scarlett and Jellal Fernandez. Both have confessed (or been interupted while confessing) to have loved one another, spend more time thinking about one another than any other potential couple in the series (except maybe the two background characters whose whole schtick is not being able to confess their love), have displayed a
* Erza, so it was a race against time for the rest of the alliance to save Erza's life.
* Erza will often scold her guildmates for their constant brawling, and the ensuing destruction it causes. However, if anyone provokes her in the slightest way, she'll almost certainly jump in to join. Including one notorious incident regarding a
* ESA, launched in February 2020, that while will not approach as close to the Sun as the former —"just" a bit closer than Mercury will study the Daystar with different instruments. Similarly to the Parker Solar Probe, it will need several fly-bys of Venus plus one of Earth to reach its destination.
* Esau forgives and reconciles with Jacob, abandoning his plans for revenge.
* Esben And The Witch rather than the Danish fairy tale of the same name.
* Esben and the Witch", when Esben and his brothers stay at the witch's, she tries to murder them in their sleep. Fortunately, Esben shifted around the nightcaps so she murdered her own daughters instead; then, when they go to the king, he proceeds to rob her of her treasures one by one.
* Esben and the Witch", whenever Esben succeeds in a task, his enemy at court incites the king to give him another, and the king is only too willing to listen.
* Es' birthday is October 15th, Pregnancy and Infant Loss Remembrance Day. It's a reference to her source game,
* Escaflowne being guided by Hitomi's prophetic abilities to take over the world in one of his visions. This doesn't happen so explicitly but that's what happens throughout the series.

* Escalating Chase: The number of pursuers ramps up until a whole crowd is after someone.
* escalating prank war between Margaret and Hawkeye and B.J., Margaret steals the boys clothes while they are showering. Hawkeye and B.J. are forced to walk naked through the camp back to their tent, only to find it full of nurses waiting for them.
* escalating prank war on the plane to Vegas, Ross draws a beard and moustache on Rachel's face. She doesn't notice until they reach their destination and discovers that it won't come off. Later on, Ross suggests that she draws on him so she won't feel so self-conscious. She gives him whiskers and writes 'Ross' on his forehead. They then get married and stumble drunkenly about Vegas together, calling one another Mrs. Ross and Mr. Rachel.
* Escalating Punchline: The punch line keeps on being extended to heighten the comic effect.
* escalating the All Valley School Brawl. and successfully does so after making a deal with Armand to take it from Johnny.
* Escalating War Dewey takes it and as he walks back to his room to read it, wishes Malcolm a happy birthday as he and Reese, still bandaged from their fight, perform menial labor around the house.
* Escalating War ends, Donald or Jones would say or do something that causes it to start up again. In one story, an attempt of Donald's to borrow Jones' lawnmower results in both of their houses being destroyed by automated cutters. Once he's moved into a new house, Donald notices that his new lawn needs cutting and goes to borrow the mower from his new neighbor...who happens to be Jones!
* Escalating War kind. Marge writes a somewhat condescending letter to Roger Meyers Jr about the violent nature of his cartoons. Meyers replies with an openly insulting one that makes clear he is not empathetic ("...and the horse I rode in on???"). Marge in turn encourages other parents to write to Meyers, resulting in the studio getting a truck load of hate mail bordering on death threats.
* Escalating War of pranks with the girls. They compound the folly by deciding to use the leaves as camouflage.
* Escalating War when he messed with her birth control pills; Hank (who's in on the prank) tells Bobby he has to marry her. Hank and his friends then arrange a fake wedding for Bobby and Luanne...and then prank Luanne back by claiming that they accidentally got a real minister and what do you know, legally you can't get a divorce until at least a year after the wedding.
* Escalating War: When one minor slight leads to a situation where opposing sides have to come up with larger and larger schemes to one-up their opponent.
* Escalator (moving staircases). To the point that it can no longer be trademarked and hasn't been for quite some time.
* escalator to Heaven turns into a slide to Hell after he spits over the side.
* Escanaba in Da Moonlight Jimmer finishing off the rest of the other guys' drinks.
* Escanaba in Da Moonlight: The ingredients list for the potion starts out normally enough, with milk, yeast, and barley, but it also apparently contains roasted earthworms, blackflies, squirrel guts and the dried and powdered left testicle of a fully grown moose.
* Escape 2000 delinquents and political dissidents are herded into prison camps where they are hunted for sport by VIP's.
* Escape 2000: President Clark seeks to slaughter the Bronx so he can gentrify it.
* Escape 2000, vans explode in giant balls of flame after being hit by mere shotgun shells and pistol bullets. Not even high explosive rounds would do the amount of damage these bullets do. The trope even extends to a helicopter in the movie, as the hero Trash is able to blow it up with a regular pistol. At least American movies generally use high caliber bullets when they cause cars and helicopters to blow up.
* Escape 2000, with Servo even singing the phrase repeatedly along to the music at the end credits. But when the movie is over and Mike tries to make the joke again, Crow tells him that it's not funny any more.
* Escape!, and only opens under the computer's command. The crew has enough to eat

and drink, but only beans and milk for weeks. Earth can contact the ship, but they can't respond. Technically it does everything they ask of it, just not quite the way they wanted/expected.
* Escape and Utility Pods have been seen in the background, but otherwise don't play a vital role in the franchise.
* Escape Artist: A performer whose acts involve managing to escape the most secure of death traps.
* Escape at Dannemora and holds his co-conspirator back during their flight to Canada. He panics as soon as the pair reach freedom, tries to hide in someone's yard and gets them noticed by the homeowner, ignores the advice to not drink straight from a river, repeatedly gets drunk on stolen booze, and starts firing on passing cars in a pathetic attempt to steal a ride.
* Escape at Dannemora. The incident was apparently justified because Sweat was an escaped murderer.
* Escape at Dannemora: The protagonists are two convicted murderers and the philandering prison employee who helps them escape.
* Escape at Dannemora: The series opens with a scene in which Tilly is being interviewed by the state inspector general. Most of the series is a flashback leading up to this point. At the end of the final episode, we see the first part of this scene again from a different camera angle.
* Escape at Dannemora: Two murderers with life sentences stage an escape from prison with the help of a prison employee whom they've seduced. Based on a true story.
* Escape Call: A character arranges for someone to call them in order to get out of an event.
* Escape Call: Someone doesn't want to attend an event, so they have someone phone them and pretend there's an emergency.
* Escape Clause, with the recipient realizing too late the logical consequences.
* escape cling when trying to hide from his mother as she pulled off the covers from his futon.
* Escape Club had a song called "I'll Be There" about a ghost who was haunting the one he loved.
* Escaped Animal Rampage: A zoo animal escapes from captivity and causes trouble.
* Escaped Animal Rampage: When an animal escapes from a zoo, a circus, a pound, a laboratory, or some other kind of area where it formerly lived in restricted conditions.
* Escaped Animal Rampage: When people failed to keep animals locked in their cages.
* Escaped from Hell: A character who ends up in but ultimately escapes from Hell
* Escaped from the Lab: A character who from an early age was raised in a lab as a test subject, but eventually escaped.
* Escaped from the Lab: The character is a refugee from a laboratory that experimented on them.
* escaped into the comics pages, and has on one occasion to date left Rat bound and gagged for being an idiot (the same offense Rat punished through Dickie in the comic-within-the-comic.)
* escaped. Saya immediately hates Diva for killing everyone but Diva is oblivious to her rage and earnestly believes that Saya will join her as soon as the humans are out of the way.
* Escape from Alcatraz: Morris and English. A white convict and escape artist and the jaded leader of the black gang in the 1960s Alcatraz prison quickly see eye to eye, becoming unlikely friends.
* Escape from Alcatraz utilized so many of the classic jailbreak story idioms.
* Escape from Alcatraz, who are simply trying to contain a prison full of dangerous criminals. The only completely unsympathetic "good" character in the film is the Warden.
* Escape from Butcher Bay: After Riddick bombs the elevator a couple of guards are escorting him in, it crashes into a deep, subterranean part of the planetoid inhabited by large and extremely vicious creatures. Both guards only have the torches mounted on their weapons to see with, while Riddick can, of course, see

everything with his eye shine. When one of the guards is effortlessly grabbed and ripped limb from limb by one of the monsters, Riddick simply murmurs "beautiful..." in an awestruck manner.
* Escape from Butcher Bay: In Butcher Bay prison, the most dangerous and escape-prone convicts are kept in cryogenic suspension for the duration of their sentences and let out only a few minutes each day for exercise in a sealed room. Which is all that Riddick needed in order to escape.
* Escape from Butcher Bay is for the most part a thrilling mashup of throat-slashing stealth and amazing first-person melee combat. Fighting an armed prison guard head-on is likely to get you killed. 2/3rds through you finally pick up a firearm of your own, which turns it into a 1st-person shooter. The REAL gameplay change though, comes after you get access to a nigh-indestructible mech and get to crush all those enemies you hid from for most of the game in pure power fantasy style.
* Escape from Butcher Bay of his former self who can only mutter things about birds and occasionally keel over.
* Escape from Butcher Bay the guards have DNA-locked assault rifles that shock Riddick if he tries to pick one up.
* Escape from Butcher Bay, when Riddick kills Rust, the leader of one of the prison gangs, in order to gain respect and influence with his fellow inmates.
* escape from captivity while on Paradis Island. And on another occasion, she accuses Nikolo, a Marleyan who was in love with Sasha Blaus, of being "blinded" and "seduced" by the "Devils of the Island".
* Escape From Cleveland: After stealing the U.S. Bill of Rights, a group of rebels attempt to enlist Snake to help them fight when the USPF besieges the city. He books it out of there and leaves them to be massacred by the police force.
* Escape from Colditz is about a group of prisoners trying to escape from one of these.
* Escape From Eden Park is an angry, spiteful spirit, holding onto her anger and jealousy at her older sister, who overshadowed her while they were both alive.
* Escape from Florida Florida under the pretense that it will protect him from the United States Police Force, only to be captured by two twins who are planning a civil war against the mainland. He repeatedly tries to escape, but is conscripted into training recruits, which eventually leads to him sabotaging the Twins' efforts before escaping.
* Escape from Furnace: Hilariously between Zee and Alex, with Zee stating that Alex, with his worn out, ragged, ill-fitting prison outfit, is looking "practically indecent".
* Escape from Ironheart is to, well, escape from Ironheart, a massive, supposedly inescapable prison.
* Escape from L.A., Cuervo Jones forces Snake Plissken to play a deadly game of solitaire basketball for the amusement of him and the crowd.
* Escape from L.A., gives Los Angeles the same treatment. After an earthquake separates the city from the US mainland, the government turns it into a walled-off, heavily guarded colony for the morally undesirable. Anyone convicted of any crime can either choose to repent and be electrocuted, or accept lifetime exile to the island.
* Escape from L.A. has in the deportation center an option to "repent your sins", leading deportees to be electrocuted on the spot.
* Escape from L.A. in order to retrieve the weapon and stop the invasion.
* Escape from L.A. is a Pinto. Snake also managed to turn one car into a giant Molotov cocktail.
* Escape from L.A. Jake by sharing anecdotes that Marco doesn't know Tom was around to witness.
* Escape from L.A.-led Latin America is on the verge of invading the US.
* Escape from L.A., Snake is given a special all-black outfit to wear for his mission, which includes a long black trenchcoat. Unfortunately, it gets stolen by a mook early on, but Snake runs into the same mook near the end and makes a point of stealing it back from his corpse.

* Escape from L.A., Snake meets a female gang boss named Hershey who has an unusually deep voice. He immediately recognizes the voice as an old buddy of his. He proceeds to perform this trope. It's not clear what he finds. It's clear the buddy had a sex change. It's not clear how complete it was.
* Escape from L.A., so much so that you could practically take the script of the latter, change the names of people and locations without touching any of the rest of the script, and you'd almost have the former.
* Escape from L.A.. The American President is a religious fascist who turned his country into a police state and is willing to destroy entire countries if necessary to maintain his supremacy. Meanwhile, Cuervo Jones runs the largest gang in Los Angeles and has united Latin America under the Shining Path to invade the United States to get that power himself.
* Escape from L.A., the Beverly Hills area is inhabited by a group of freaks who, due to undergoing too much plastic surgery, must regularly kidnap prisoners and harvest them for body parts in order to keep themselves alive. Snake very nearly ends up becoming one of their next victims.
* Escape from L.A., the hologram of Snake appears flawless until after half an army tries to shoot the hell out of it. Then a guy walks forward and passes his hand through it, making it ripple.
* Escape from L.A., the new extreme right wing President who takes over the United States outlaws all religions other than Christianity as well as atheism. It is punishable by death through deportation to the hellish, crime-ridden Los Angeles Penitentiary Island. Taslima, one of the inhabitants, tells Snake that she was an American Muslim before she was shipped off to L.A.
* Escape from L.A. (the prologue opens in 2000, then skips to 2013 for the main story)
* Escape from L.A., the US has become a totalitarian state with a permanent Christian fundamentalist President. Naturally, he immediately outlaws many of the things we enjoy today including smoking, alcohol, red meat, and extramarital sex. It's a good thing Snake doesn't much care for laws.
* Escape from L.A. to Jerry Falwell, the founder of the "Moral Majority", whose Thomas Road Baptist Church is in the town). Anything he considers to be against his new "Moral America" laws (read: anything he doesn't like — tobacco, alcohol, red meat, guns, profanity, non-Christian religions, atheism, non-marital sex and more) is banned, with those who break the laws having to choose between getting deported to Los Angeles Island, which is every bit the hellhole that Manhattan Island Penitentiary was, or being executed in the electric chair. Snake lampshades it when he sarcastically calls the new states "the land of the free". At the same time, the country's military has degraded to the point where a ragtag force of Latin American countries has a legitimate chance of invading the US.
* Escape from L.A. turns the United States into a virtual theocracy. He makes Christianity mandatory country-wide and religious heterodoxy punishable by death, while enforcing a set of new moral laws for the 'new America'.
* Escape from L.A. wants. Plissken's destruction of the tape isn't going to cause another war: it's just going to ensure that the balance of power remains unchanged and business carries on as usual.)
* Escape from L.A. When Snake is looking for the original soldier sent into Los Angeles to retrieve the Sword of Damocles, he runs into a bunch of Neo-Nazis using the guy's corpse for target practice. When they try to kill Snake over an insult he shoots one of them with his machine gun, looking nearly bored.
* Escape from L.A. (where Snake has been at some point between 1997 and 2013) is mentioned as being United States territory.
* Escape from Monkey Island also had the logo change to a monkey holding a banana.
* Escape from Monkey Island and a mention of other Insult sports (you actually engage in a round of Insult Armwrestling in the game).
* Escape from Monkey Island, and everything he achieved falls to ruin.
* Escape from Monkey Island becomes one of these after winning the gubernatorial vote with his "Good Times, Free Grog" policy, which the local pirates cannot possibly resist.

* Escape from Monkey Island but this sequel was created by a different production team to the one that set the question. Original creator Ron Gilbert has his own answer, but remains disinclined to tell anyone.
* Escape from Monkey Island can be brought to life — turns out, she's got a voice like she's been smoking cigarettes since childhood, and she proceeds to grouse bitterly at Guybrush about her lot in life.
* Escape from Monkey Island, Elaine and Guybrush run into "Timmy the Monkey" after their return to Melee Island. After some wild misguesses from Guybrush, Timmy manages to communicate that there's trouble at the governor's mansion.
* Escape from Monkey Island features "piratised" versions of some well-known chains, like "Starbuccaneers" and "Planet Threepwood".
* Escape from Monkey Island, Guybrush has to talk to the law firm of Whipp, Thrawtle, and Digg in order to stop the attempts to demolish his wife's house.
* Escape from Monkey Island has a wooden catapult exploding in a huge fireball when it goes over cliff.
* Escape from Monkey Island has Carla drinking at the microbrewery on Jambalaya Island to forget her time on Monkey Island. Unfortunately, Guybrush inadvertently reminds her of what she was drinking to forget, and she complains "Thanksh a load, Threepwood. Now I gotta shtart all over again."
* Escape from Monkey Island. He stops when she threatens to take out HIS baby pictures.
* Escape from Monkey Island, if you have Guybrush examine the appropriate part of the hand-shaped table in the Voodoo Lady's home, he'll remark "Ah, the middle finger. The most communicative of fingers."
* Escape from Monkey Island if you have him examine a "No Cursing" sign in a school.
* Escape from Monkey Island, in order to solve a puzzle, Guybrush needs to "borrow" a time clock from two chess players, Castaneda and Santiago, so he gets the two mad enough at each other that they're too busy Volleying Insults (such as "Falstaff stand-in!" and "Weasel worrier!") to notice him take it. "FRINGE CANDIDATE!"
* Escape from Monkey Island is possibly the worst offender in this regard thanks to the late-game introduction of "MONKEY KOMBAT". The idea is that, by chanting a certain combination of four different monkey sounds, the player adopts one of five different fighting stances, all of which have a 50/50 chance of either winning or losing, like an overly complicated game of Rock Paper Scissors. The Monkey Island series has had its fair share of game-halting "insult swordfighting" sections, but Monkey Kombat takes the cake for worst combat system in a Lucasarts game by virtue of it being entirely unclear which stances beat which, on top of it being a grind to even figure out the stances.
* Escape from Monkey Island, once you have solved either of the necessary puzzles, an entire barrel of Mega Monkey Meal Coupons will appear, ripe for the taking.
* Escape from Monkey Island rolls backwards off of a cliff and explodes in a fireball.
* Escape from Monkey Island runs on the same engine, and it suffers from the same issue.
* Escape from Monkey Island: The bank teller on Lucre Island refuses to accept Ozzie Mandrill's traveller's checks because they've had to tighten their security, and they've never heard of "Australia" or the weird animal depicted on the checks he calls a "kangaroo".
* Escape from Monkey Island, the first game's ending where Guybrush sinks the ship and leaves Otis, Carla and Meathook stranded on Monkey Island is canon.
* Escape from Monkey Island, the machine still doesn't dispense any grog, but if you kick it enough, some empty cans eventually tumble out.
* Escape from Monkey Island them) and also sabotaging the competition.
* Escape from Monkey Island the one possibility of death is a brief time-traveling episode in a swamp. Future Guybrush would tell present Guybrush things and give him things in a specific order, and if that order was not replicated exactly by the player (when the player controls future Guybrush), a time vortex would open and swallow everything. (And that doesn't really end the game — you get another

try to do the sequence right. For shocks, you can also try shooting your alter ego with the gun he had handed you...)
* Escape from Monkey Island this by wondering what kind of duck it is.
* Escape from Monkey Island. This is part of a puzzle to hit a drunk's party balloon and startle him so you can steal his pretzels.
* Escape from Monkey Island when he travels to Lucre Island to consult the Marley family lawyers. Of course, none of the lawyers actually get the jokes...
* Escape from Monkey Island, where Guybrush tries to use the "What about the children?" to Ozzie Mandrill and his plan to make the Tri-Island County a tourist attraction, Ozzie simply responds "What about them?", to which Guybrush admits that he hasn't thought that far.
* Escape from Monkey Island, while its islet, the dismal pirate reservation Nuttin Atoll, is always around midnight. The two even share the same overworld map, with one side being brightly lit and the other side dark.
* Escape from Monkey Island with a bank teller is to act outraged at the lack of free toasters.
* Escape from Monkey Island with the "Voodoo Anklet of Extreme Discomfort" which prevents the player character from leaving Lucre Island.
* Escape From Moonbase Alpha, Deadly Doris, an animated television set, has a chance of turning the player into a frog when she attacks.
* Escape From Mr. Lemoncello: These are everywhere in the library. The front desk is manned by a recreation of Lemoncello’s childhood librarian, the atrium is ringed by holographic busts of famous authors, and the rest of the library contains projectors that show anything from a white tiger to Johannes Gutenberg.
* Escape from New York, a creepy punk taunts the government troops with the kidnapped President's severed finger.
* Escape from New York are blatantly just M16s with the handguards removed.
* Escape from New York as parts of the area had suffered enough damage to make for a convincing post-apocalyptic setting. A number of the shooting locations have since been restored or rebuilt.
* Escape from New York: A woman from the communist resistance/terrorist organization named the National Liberation Front hijacked Air Force One somehow and crashes it into Manhattan Island in hopes of killing the US President.
* Escape from New York feature a war-ravaged USA under a dictatorship in all but name, and former great cities used as penal colonies.
* Escape from New York had 24 hours to save the President, or the tiny explosives they injected him with would detonate, open up his jugular veins, and kill him.
* Escape from New York, in 1981, predicted that by 1997 crime rates would have risen to such catastrophic levels that Manhattan Island would be turned into a penal colony for containing all the convicts. While the high crime rates of the 1970s-80s made it look more plausible then, the fact they started falling just ten years on left it looking silly when the actual 1997 rolled around.
* Escape from New York: In 1997, all crimes are punished by life on Manhattan Island, whether state or federal apparently, since the rule is once people enter they don't leave alive.
* Escape from New York in order to infiltrate Manhattan without detection. Apparently there are no tunnels for use by guards...
* Escape from New York insists on being called "Snake". "Brain" also hates being called Harold, though Snake does it anyway.
* Escape from New York, it's a more conventional boxing/wrestling match he's forced to participate in.
* Escape from New York, Manhattan is a giant, walled-off prison with no guards. When the President is unlucky enough to get stuck there after Airforce One is shot down, condemned criminal Snake Plissken is offered his freedom in exchange for rescuing him.
* Escape from New York — Post-apocalyptic action series. 2 films since 1981.
* Escape from New York (players control larger than life "Hunters", often with their own gimmicks). The goal is to earn points by killing criminals in walled off sections of the prison cities.

* Escape from New York. Snake Plissken is offered a Presidential pardon for all of the federal crimes he committed. The catch: the President is currently held prisoner inside the New York Maximum Security Penitentiary, so Snake has to rescue him before he can get the pardon.
* Escape from New York: Snake Plissken vs a huge guy. First they fight with baseball bats, then with baseball bats with huge nails.
* Escape from New York's son Steven appears as a Secret Service agent.
* Escape from New York. The novelization turns this trope even more literal by mentioning the fact the government exploited the fact the city was hit with a massive nerve gas attack to justify blocking off the city to begin with — turning it into a Penitentiary was just the natural evolution of that.
* Escape from New York, the only hint that he might care is when he asks the president how he felt about all the people who died to rescue him and is not impressed with the president's flippant response.
* Escape from New York: The self-proclaimed Duke of New York. He isn't a real aristocrat but behaves as if he is.
* Escape from New York. The tape with the secret of nuclear fusion. Apparently every shred of data that was involved in creating it was destroyed and everyone involved in making it either given amnesia or killed, because absolutely no attempt was made to obtain a backup copy after it was lost in New York.
* Escape from New York, the title cities have been deliberately cut off from the rest of the country and turned into prison facilities. Still, the United States has also apparently expanded internationally: the second film mentions Bangkok as a U.S. territory.
* Escape from New York the United States Police are armed with M16s with the handguards removed (which would burn the hands of the people using them).
* Escape from New York: The United States Police have face-concealing visors that they mostly keep down.
* Escape from New York to motivate Snake into performing his mission. This version takes the form of two tiny explosives implanted in the neck that are just large enough to fatally open his arteries when they go off, which will happen when their coatings dissolve in about 24 hours. Snake has that much time to find the President and bring him back; if he succeeds, his captors will neutralize the implants.
* Escape from New York. When Snake Plisskin arrives at the facility, he is taken to a meeting with Police Commissioner Bob Hauk. Plisskin was a U.S. soldier during a war with Russia. He received two Purple Hearts and was the youngest man ever to be decorated by the President. However, Plisskin robbed a Federal Reserve depository and was sentenced to the Manhattan prison. Hauk tells Plisskin "I'm ready to kick your ass out of the world, war hero."
* Escape from Planet Earth is to destroy every inhabited planet in the universe!
* Escape from Planet Earth provides a cryo prison, where Gary and Scorch are held captive, if only for a while, before the villain's plot starts crumbling; thanks to Gary's cunning plan.
* Escape from Planet Earth's logo appears, if only for a brief moment, before it bleeds into the lights of a UFO that carries the whole sigil away with it.
* Escape From Rungistan game starts with "escape from a jail cell". You had to (a) ask a guard to bring you dinner (b) give a piece of cheese to a mouse (c) move your bed under a window (d) give a piece of candy to a child and (e) dig a hole in a wall to get out.
* Escape From Scorpion Island involved the contestants running downhill away from a large fake boulder. If the boulder caught them, they were eliminated. To make things more challenging, they had to crawl under a cargo net at one point.
* Escape from Sobibór, a girl named Naomi is offered a chance to live at the cost of her baby, which she was trying to hide. Her response is to spit in the Nazi's face (figuratively and literally).
* Escape from Sobibór is a 1987 prison escape/war/Holocaust movie set in 1943, in the Sobibor extermination camp, where inmates who have been selectively spared for their skills in manufacturing material goods plot their escape from the camp, in part utilizing the skills they possess.

* Escape From St. Mary's, but when you meet a reporter, she turns out rather apathetic. No one reads the paper but the staff.
* Escape From St. Mary's has trouble remembering the injuries he experienced just minutes ago, among other intellectual shortcomings.
* Escape From St. Mary's. It doesn't work. It does for another student.
* Escape From St. Mary's lets a couple men in black loose in a private school to hunt down an alien.
* Escape From St. Mary's: Mrs. Desai knows you're only in the chemistry lab to make bombs.
* Escape From St. Mary's: Set fully in a high school, with typical school tasks, like playing basketball, working with the website team, hunting for aliens, traveling through time...
* Escape From St. Mary's: You first think you're looking for a shriveled green man, for your search's actual result turns out more like this.
* Escape from Tarkov features a familiar blue-and-yellow-themed furniture megastore named "IDEA" (IKEA).
* Escape from Tarkov has the slight twist of having various guns of differing makes and quality handled by multiple different arms dealers, who span the breadth of the sub-types. Prapor is a Russian warrant officer who secretly sells Soviet-bloc weapons and ammo, Skier is a former customs worker who sells civilian-grade weapons as a typical Gangland-runner type, Peacekeeper is a corrupt UN officer who sells NATO guns, Mechanic sells guns he personally customizes, and Jaeger sells various "hunting" weapons like rifles and shotguns.
* Escape from Terra, but the Belters avert it along with every other "victimless crime". In one case a hippie who had to leave California in a hurry gets a steady job on Ceres growing cannabis in the agricultural tower, while his "friend" the drug dealer finds it hard to get customers.
* Escape from Terra details the United World's brief attempt to bring down the Cerean "rebellion".
* Escape from Terra has "tanglenet" using quantum entanglement, and somehow they were able to make an "internet" that cannot be intercepted.
* Escape from Terra, in addition the Martian calendar and system of time measurement is decimalized (1 Martian day = 100 centimes).
* Escape from Terra most Belters use a decimalized calendar and time-keeping system designed by the Mars colonists. Particularly "centimes" (about 14.8 minutes) and "decadays" (10 Martian days).
* Escape from Terra, obviously. And many of the planet's inhabitants are referred to as "Terries".
* Escape from Terra, rejuvenation treatments are one of many examples of bio- and nanotechnology that are officially banned on Earth. Reggie King and Babbette the elder undergo the treatment on Mars, and the first man on Mars is a great-great-great-grandfather who looks no older than 30.
* Escape from Terra the United World government hides a cloned neanderthal girl in Area 51, prompting a Belter raid to rescue her when she is scheduled to be terminated.
* Escape from Terra, though Ceres and a few other asteroids are developed enough to support populations with different professions. Also the source of the mineral wealth that the United World is desperate to get their hands on.
* Escape from Terra where Guy dreams he has no pants on while talking to Fiorella.
* Escape from the Crazy Place: A character is trapped in a horror setting from which they must escape.
* Escape from the Crazy Place: The main premise of many survival horror stories - just escape from this place!
* Escape From The Hokage's Hat: A large squad of over 50 Iwa ninja bump into Tsunade's group (Tsunade, Naruto, Hinata, Shizune and Hana) and engage them in a fight (read: surprise attack). While frustrated at how the group is somewhat surviving the attack, many find themselves constantly switching from sheer abject rage to deep terror when they start noticing that there is a blonde 13 year old boy in the group. Who is skilled at Taijutsu, moves incredibly quickly, and knows how

to use the Rasengan. Just like Konoha's Yellow Flash.
* Escape from the Hokage's Hat and Naruto keeps shooting glances at Hinata since her clothes are torn in all the right places.
* Escape from the Hokage's Hat are catching up to them after 4 months.
* Escape from the Hokage's Hat: Fresh from the Sasuke retrieval mission (a success in this case) Tsunade drops this bombshell on Naruto.
* Escape From The Hokage's Hat) from Tsunade, comments on how he wants to "hold Hinata and never let her go" and suddenly be turned on by Hinata's laugh.
* Escape From The Hokage's Hat: Hanabi loses her position as heir and ends up either bullied or treated with indifference by her clan. She does eventually get to voice her frustration to Neji and asks why they are treating her like that while they only have nice things to say about Hinata. Neji replies by telling her that it's because she isn't a nice person and Hinata is liked because the Branch members don't want to torment the only Main branch Hyuuga who is genuinely nice to them.
* Escape From The Hokage's Hat has Naruto with multiple seals placed on him (by various Konoha ninja) to limit his growth. They were all made with blood. His own. After many a beating. Judging from a bit of dialogue between Tsunade and Shizune when they find out, placing a blood seal on someone is implied to be excruciatingly painful. Naruto got them between the ages of 6 and 9.
* Escape From The Hokage's Hat) he mopes about everyone hating Sasuke for it.
* Escape from the Hokage's Hat: Naruto like in canon is like this. At least until he realizes the village had multiple blood seals placed on him by the village ninja to limit his growth (mental and physical). Then he ever so slowly comes to the realization of how bad his life is.
* Escape From The Hokage's Hat, want Sasuke's prison sentence forgotten, and were smart enough to get the Daimyo to agree with any of their decisions. Tsunade's response? Shove Sasuke in one of the darkest ANBU cells being kept barely alive, setting up the collapse of Konoha's economy, taking money from the accounts of every clan that ever wronged Naruto, and finally making Jiraiya (temporary) Sixth Hokage while she leaves with Shizune, Hinata, and Naruto for a six-month training trip. When she explains why she did it to Naruto, she has this to say:
* Escape From The Hokage's Hat while he taught so much to Sasuke, his reply was that he wasn't sure that Naruto or Sakura would make responsible use of more advanced techniques. The irony that he taught Sasuke, the most mentally unbalanced of his Genin, an extremely lethal technique, goes completely over his head. There's also the fact that he seemed more worried about Sasuke being imprisoned for life over the fact that Naruto nearly died while attempting to bring him back, while absolutely paying no concern over what's going to become of Sakura now that Team 7 is dissolved.
* Escape From The Mindmaster. They're just trying to find their way out just like you, but if you bump into one, you lose a chance.
* Escape From the Moon, averting this trope is one reason Luna and Celestia don’t want to send Spliced to Tartarus, regardless of her crimes; they’re afraid Tirek (who is imprisoned there) might do this to her and become immortal.
* Escape From the Moon: Doa’s magic is referred to as “thaumatics”.
* Escape From the Moon, it's revealed that in her native dimension, Spliced was dubbed the “Viral Maniac” for her crimes.
* Escape From the Moon, Pharynx has apparently learned how to do this, as he teleports back to the hive for a quick word with Thorax, and then back to the Crystal Empire afterward. Thorax makes a note to learn it himself.
* Escape From the Moon, Pharynx says he's going to give one to Chrysalis once they catch her. When Thorax points out that she doesn't wear clothes, Pharynx says that clothes or no clothes, he's still capable of doing it to her, and Thorax is both intrigued and terrified by the idea.
* Escape From the Moon Powers (their six Powers being sub-Powers of Harmony), while Discord is the Lord of Disharmony (and his sub-Powers are Lies, Oathbreaking, Sorrow, Cruelty, Self-centeredness and Technology), after a visit to the Valley of Alicorns. Other Powers named at this time include Day (Celestia), Night (Luna), Dreams (also Luna) and Nightmares (also Luna, formerly an unidentified stallion -

Nightmare Moon was the result of his trying to take over Luna's body). Twilight later meets her Opposite, the Lady of Technology, and finds they can work together rather than being enemies; Gear Shaft also identifies an individual named Bit Collector as a Power, though not which one, and mentions Life as a Power.
* Escape From the Moon, Spliced Genome hasn’t aged in six thousand years.
* Escape From the Moon, Spliced Genome is able to heal, or "fix", others with her magic... up to and including effectively generating them a new limb, as shown when she restores Aerostorm's lost wing.
* Escape From the Moon, Spliced mentions having had to deal with a few of these in her classes as a younger pony, including one student who, after failing a history exam, still insisted he was right and the textbook was wrong. Then there was the one who went as far as trying to change the historical records to match up with what he claimed was right, but was caught almost immediately.
* Escape From the Moon) takes place in a small space station and the area right outside.
* Escape From the Moon, the voice-changing effect of Poison Joke is replicated in chapter 16, this time on Sweetie Belle (as a demonstration of the plant's abilities). Scootaloo is barely restraining herself from laughing herself sick at the results, and Spliced herself has to suppress a snort of laughter when she hears it gives Fluttershy the same voice.
* Escape From the Moon trip outside, but omits it from her journal entry.
* Escape From the Moon, will eventually leave her immune to both the sun and to Celestia’s magic, something she decides is too big of a risk.
* Escape from the Planet of the Apes did this with the tape of Zira's accidental slip of the word 'dissection' during her talk before the committee.
* Escape from the Planet of the Apes during the court scene, Roddy McDowell and Kim Hunter did their bits as apes Cornelius and Zira, then had the makeup/prosthetics removed before shooting the opposite angle shots of the attorneys questioning them; they read in their parts. After McDowell saw the dailies he realized that he spoke differently and thus gave a different performance without the prosthetics, so from then on he didn't take off the makeup until the day's shooting was complete.
* Escape from the Planet of the Apes focuses on the chimpanzees Doctors Zira and Cornelius, supporting characters in the previous films. Zira is hot-tempered but intelligent, assertive but loving, while Cornelius, though of comparable intelligence, is a lot more laid-back and easygoing, though as we see, both are perfectly capable of going to extreme lengths to protect those they love.
* Escape from the Planet of the Apes movie. The ape trio used the ship to go backwards in time to the way the human crew came, landing them on the same time when Taylor left on Earth. Since the ape planet was destroyed, they are now stuck in the present Earth in the 70s.
* Escape from the Planet of the Apes of his usurped destiny. So not only is the story where Aldo is the hero never really told in much detail, it's actively erased from the timeline, and the kicker is, none of the characters ever figure this out.
* Escape from the Planet of the Apes omits Dr Milo. Zira and Cornelius are instead the only occupants of the spaceship and it is Cornelius who susses out that he and Zira have travelled back in time.
* Escape from the Planet of the Apes, this does happen, sort of, but only when Caesar's forces are about to beat a human to death and Caesar's love interest plaintively whispers, "n-no..."
* Escape from the Planet of the Apes. To be fair, she is warned that the truth serum will have the same effect as champagne she had earlier, which is true: she just got drunk and talkative both times.
* Escape From the Planet of the Apes, when Zira and Cornelius hop a spaceship and get thrown back in time after Earth is destroyed. They're amazed by how advanced human civilization is and perplexed by human things like prize fights, human clothes, wine (a.k.a. "grape juice plus"), not to mention the fact that apes are wild animals kept in zoos.
* Escape from the Planet of the Apes with a line that Hunter found extremely cathartic.

* Escape from the Planet of the Robot Monsters. All robots are enemies, and all enemies are robots.
* Escape From The Planet Of The Robot Monsters calls escalators "Electro-Stairs."
* Escape From The Valley Of The Tapes is revealed — he wants them to sell Hollywood blockbusters! At this point the owner of the cult video store tears off the man's sunglasses to reveal an eyeless horror, and flees in terror.
* Escape from Tomorrow. After the film's release, he did a couple of interviews and such and then practically vanished off the face of the earth.
* Escape from Tomorrow enough to recognize what they were doing and that the filmmakers lacked the money to market it beyond Disney coming after it, so they simply ignored it completely and the movie made all of $171,000 on the way to Netflix obscurity.
* Escape from Tomorrow, he can't fault the fact that the actors were actually quite good, even the child actors. What brought it up was the protagonist, Jim, shitting his brains out from the "cat flu", doing so with such conviction despite the fact that it will likely be the only thing he is ever known for.
* Escape from Tomorrow takes place in a version of Disney World that is one of these.
* Escape" has The Silver Banshee, who first takes control of an unnamed woman, then Chloe and, finally, Lois.
* Escape: is usually involved here, it's often an additional hazard rather than the crux of the danger in and of itself).
* Escape keepers who are trapped in their tower by a starving horde of rats.
* Escape Lala has a slot machine in the pirate ship. You need to win it to progress, but you can't seem to get lucky enough to win on your own. Fortunately, you can obtain a Luck Spell that makes the slot machine land on three of the same picture so that you win.
* Escape Lala plot, are both dead, and a big part of the game involves helping them move on to the afterlife.
* Escape of the Artful Dodger set in Australia, both the Artful Dodger and Fagin are transported to the show's setting this way.
* Escape of the Witch, Salmhofer has the titular character being an artificial being.
* Escape of the Witch, Salmhofer, representing Hansel and Gretel, the "red fruits".
* Escape Plan all wear full coverage black uniforms with expressionless black face masks to remove all individuality, so the prisoners can determine nothing about them; even ethnicity. Breslin and Rottmayer are still able to pick out individual guards and assign them nicknames base on movement, habits, quirks, etc.
* Escape Plan, Breslin wears a firefighter uniform and hitches a ride under a firetruck, only to emerge undisturbed while the actual firemen put out the fire caused by one of his accomplices outside.
* Escape Plan, he enjoys exercising absolute power over his personal fiefdom.
* Escape Plan is home to one of the most punishing examples of solitary confinement. Prisoners in solitary are kept in a small enclosed space thats probably no wider than a casket, with barely enough room to stand up, and a set of powerful halogen lamps that shine bright intense light and heat on them like a reptile in a terrarium, while the lights go on and off after an amount of time. These lamps are a torture instrument designed to inflict sensory overload (bright lights, intense heat, loud buzzing of the lamps), sleep deprivation, and accelerated dehydration on a prisoner, essentially weakening them without laying a hand on them, or cooking the belligerent prisoners in an oven.
* Escape Plan looks confused till he notices the spreading pool of fuel under the drums. Breslin then fires a final shot that ignites the whole lot into a gigantic fireball.
* Escape Plan lurking in the back seat of his car. A cloth soaked in chloroform clamped over his nose and mouth soon follow.
* Escape Plan, Ray Breslin's job was to break out of prisons in order to test out their level of security. The majority of the movie is him working together with Emil Rottmayer to break out of a top-secret prison known as the Tomb.

* Escape Plan's character Ray Breslin wears these just after he's released from prison at the beginning of the film.
* Escape plot, similar to the Rescue, except the captive rescues himself/herself.
* Escape Pod and Space Fighters. When the MS gets destroyed the Core Fighter will detach and try to escape at high speed. While extremely weak against MS they can be armed and can be used as fighters on their own.
* Escape Pod, but it's necessary to take it with you if you want to unlock another character in a later level.
* escape pod for the two-man crew, ejecting into a highly radioactive area might not be healthy for the pilots.
* Escape Pod is still recognizably masculine, his girl-voices aren't parodies.
* Escape Pod moments before the explosion. He ends up having his Iscape removed and committing suicide.
* Escape Pod out of the way so the main cast can save the day at the last possible moment.
* Escape pods in particular land hot and rough. Virtually every escape pod that lands in the original
* Escape Pod, your character can watch a subspace news broadcast from Sirius, whose anchorman unprofessionally rambles between articles such as the Auroran government vetoing a grant for the titular city, the Voyager probe being found 12 lightyears from Earth, and an Earth Day fair on planet Magellan.
* Escape Room (2017) are killed by an acidic gas that causes their flesh to dissolve. Amazingly, they do not even notice till their flesh starts to slough off.
* Escape Room (2017): beginning with protagonists having dinner in the early evening and ending just before dawn.
* Escape Room (2017) spends a large amount of time at Tyler's party, introducing viewers to some fairly unpleasant yuppies, before it ever reaches the escape room. And then more time with them arguing inside the escape room before the dying starts.
* Escape Room (2017): The entire escape room is a death course, with the occupants only having one hour to figure out all of the puzzles and escape. Even if a player does solve a puzzle, they might still be killed if they do not act quickly enough.
* Escape Room (2017): Two players are trapped in the autopsy room when the door locks on them. The other players can only watch helplessly through the observation window and the room fills with acidic gas, which causes them to dissolve.
* Escape Room (2017), who has to count to work out that 'E' is the fifth letter of the alphabet.
* Escape Room, Each of the players is the sole survivor of a horrific accident. It turns out that this is why they were all chosen — the people behind the game want to see whether it was luck or skill which enabled this, and which of them is the most capable survivor. To be more specific:
* Escape Rooms are basically designed to be this on purpose. The clues to getting out of the room are built into the room itself. Sometimes they involve kludging together some items to improvise a solution, and other times it just involves finding an alternative item to open a lock that otherwise has no key present.
* Escape Room: Tournament Of Champions, all of whom were cut in the theatrical release, whereas Woll was cut in the extended release. On another note, the theatrical version has Zoey seeing a therapist (played by Lucy Newman-Williams) who is revealed to have colluded with the creator of the Escape Room, something that was also excised in the extended cut since it would have conflicted with the new plot.
* Escape Rope to take the player to the nearest town. Both take a few seconds to activate, but may be used to escape combat unless the enemy uses an interrupting attack.
* Escape Route Surprise: A false route of escape, usually with a door leading to danger instead of an exit.
* Escape Route Surprise: The way out of danger is suddenly revealed to be dangerous.
* Escape Sequence: If the protagonists are successful, they'll get one.

* escapes, unharmed and untouched. He was never there to be caught. At the ending, where the wealthy businessman is headed to bed. Shaking in terror all the way, he locks the multiple locks on his door, climbs into bed with a double-barreled shotgun, and cringes in paranoia.
* Escape Tales: Low Memory has a first chapter ending showing a chalk outline of Elizabeth being killed by a burglar. A second chapter ending also has a chalk outline surrounding the second body, the same person in the first chapter but this time a suicide.
* escape the alien ship without destroying the Star Generator, leaving them free to use it.
* Escape the Fate's "Let It Go" consists of the singer asking himself if he lets his girl go, since she's not his to own, would the emotional scars and trauma she's inflicted go away or remain.
* Escape the Hokage's Hat, Jiraiya makes Homura and Koharu perform 100 D rank missions, and if anyone interferes they have to start all over again. Aside from the fact the two are really old and these missions include digging for potatoes and retrieving a very aggressive cat nearly daily, they don't get paid.
* escape the island and returned in this state in the season 2 finale. Plus his time travelling woes led him to the bottle too (although Charlie and Hurley were exploiting him a bit).
* Escape the Museum often depends on this trope, as you use literal museum pieces (a cannon, a steam engine, a blowgun, a bow and arrow) to make your way from room to room.
* Escape the Museum, the ledge between two windows provides a route from one room to another. Subverted when you manage to raise a window-washers' platform from below and cross on that instead of the ledge.
* Escape the Night displays several examples of this, the majority of them being female.
* Escape the Night has Matt and Lele, who dislike each other for extremely petty and vague reasons. This is the only rivalry in the show that wasn't just for camera, these two actually hated each other in real life. The fights, arguments and insults we see in the show were actually real.
* Escape the Night (her ditziness was still there, but not that prominent).
* Escape the Night. Her persistence and capacity for badassery surpassed the fandom's expectations, as cinnamon rolls in ETN usually don't become Badass Adorable.
* Escape the Night: In-universe, Matt and Lele do not get along, in real life, even less so. Joey confirmed this in a commentary while he was rewatching the pilot, stating that Lele truly hated Matt and that most arguments in the show were real arguments between the duo.
* Escape the Night is considered to be one of the smartest people to ever be on the show and he obviously has brunette hair.
* Escape the Night is not too far off from her canon counterpart, who only survives as long as she did through dumb luck.
* Escape the Night, Matthew and Rosanna from the third season count. While both come back, Ro ultimately ends up dying a second time.
* Escape the Night: Timothy can't help but flirt with every girl he comes across, but he's too endearing and funny to truly be disgusted by his actions.
* Escape the Night who happily gloats about having killed Alex' girlfriend Lauren.
* "Escape (The Pina Colada Song)" references this, with the iconic lyrics of a man seeing a personal ad specifying a love of Pina Coladas and getting caught in the rain.
* "Escape (The Pina Colada Song)". There are apparently no repercussions between the couple who were both planning on cheating, but he just happened to answer her anonymous personal ad.
* "Escape (The Piña Colada Song)" by Rupert Holmes, who otherwise does serious work. This song is "the success that ruined his career."
* escape the simultaneous destruction of both universes) was initially meant to go up in August or September, but significant delays pushed it back until October.

Hussie then delayed it a few days longer, so it could go up on October 25 (10/25).
* escape through the number 9 door, leaving everyone else behind forever, before he says who it is.
* Escape to Athena (1979). Telly Savalas sabotages the brakes on a Nazi officer's car. It not only slams into a wall and explodes, it also blows up a German ammunition dump in the process. Result!
* Escape to Athena (1979). The POW's put on a variety act for their German guards, the climax of which is a strip show by an interned female USO performer. While the Germans are busy leering over her performance, the Greek Resistance sneak up and take them all prisoner.
* Escape to Athena (1979). The V2 missile launching crew have all-black uniforms with silver reflecting facemasks. It doesn't resemble any WWII uniform but makes them look suitably spooky.
* Escape to Athena when a Greek priest takes a bite from a fruit, then throws it at the German soldiers. It explodes, apparently being a disguised grenade.
* Escape To Ravenhearst, a mannequin's head explodes after you beat it at cards.
* Escape to Victory, and accuses the Allied players of deliberate foul when it was actually the Nazis cheating.
* Escape to Victory is another WWII-era escape movie. This one involves a propaganda soccer game between POWs and the Germans. The players opt to finish the game rather than escape at halftime. They escape, anyway, when the crowd rushes the field at the end.
* Escape to Victory Nazi PoW camp, where a group of Allied prisoners train to play in a soccer game vs. a German team.
* Escape to Victory, the German team commits many violent fouls against the Allied players, which the referee doesn't call. The reason is that the referee has been ordered by the German Army officers to cheat and help the German team win.
* Escape to Victory the POW's cover for Hatch's escape by holding a mannequin of him while in formation. The guards eventually catch on....
* Escape to Witch Mountain the telepathic & telekinetic siblings Tia and Tony eventually learn that they are aliens who fled to earth to escape their dying planet, a world which had two suns. Tia's "starcase", which is crucial to the plot, is decorated with an emblem depicting two stars.
* Escape to Witch Mountain. Tony cannot make her understand why adults see it as a crime, and since she is mute the adults assume she's (at best) rebellious.
* Escape to Witch Mountain when Tia gets her memory back she recalls the spaceship her and Tony were on had problems and they had to make it to Earth on lifeboats, thus separating them from the rest of the refugees.
* Escape Tropes Woody initially breaks out of the day care centre through a bathroom window.
* Escape Velocity. A basic cargo shuttle costs maybe ten to twenty grand.
* Escape Velocity act out this trope, even if they don't look like whales. Despite their ominous appearance, they're typically harmless unless you provoke them (or unless you're flying a ship from the Polaris, who did all the provoking for you in the backstory).
* Escape Velocity also uses the sublight version: if you don't have too slow a ship to begin with, mashing the afterburner lets you outpace not only most pursuers but most
* Escape Velocity, although it happens millennia after the player's involvement ceases.
* Escape Velocity a peace treaty, but no one seems to bother about it outside the treaty station of Pax), but has devolved into frequent border skirmishes.
* Escape Velocity are present but largely ignored. As for the precursors, little remains of their leavings and even less is understood; they're just gone.
* Escape Velocity are still separate and a subject of ongoing negotiation and planning).
* Escape Velocity argue that it's the other's responsibility to take care of them.
* Escape Velocity]ascend into becoming a part of the universe itself). Only the Federation and Pirate storylines lacks the Vell-os ascending and an epilogue

stating that, in some far-off distant future, humanity as a whole will leave the corporeal behind.
* Escape Velocity Auroran colonies have at least one arcology, even the ones that presumably aren't quite so polluted (as they export food grown outside the arcologies).
* Escape Velocity: basically, it shoots every weapon in its arsenal (except those coded as point-defense) at a target if it's in range.
* Escape Velocity being pretty poor due to their resource depletion)... but as you explore more of the galaxy, it becomes clear that energy weapons have advantages of their own, and the previous impression was because the game is balanced so that the Voinian design paradigm (slow, lumbering heavily armoured ships relying primarily on relatively slow-firing but powerful energy weapons) is countered by the UE design paradigm (fairly nimble rocket-heavy ships and with significant fighter usage) and relies specifically on what Emalgha mass drivers are good against (mass drivers are absolutely terrible against shields, and chews through armour like nothing else. Since Voinians have weak shields, strong armour and tend to be easy to hit...).
* Escape Velocity both feature wars the Earth lead governments are starting against outer colonies. Who won depended on which side you supported.
* Escape Velocity but with a very short range. Some projectiles, though, are faster or slower in the third game: "blaster" shots are fast, with railguns and fusion pulse shots being slower. Weapons described as "lasers" like the Capacitor Pulse laser, Bio Relay laser, and the Thunderhead do hit instantly, but all had visible beams. There were also some non-laser beam weapons that hit instantly.
* Escape Velocity called FATE. The game's FAQ reveals that TCTLIDS was supposed to stand for "The Creature That Lives In Deep Space" before being removed from the Nova universe during its development.
* Escape Velocity confirms the mysterious project that's "sure to bring humanity to its knees" mentioned at the end (and brushed off as too important to bring a human in on) was the Dreadnaught.
* Escape Velocity eventually, but that at that point the UE was stronger strategically (the frontier is pushed significantly closer to Voinia in the UE storylines, and several important resource-extraction worlds are denied to the Voinians), militarily (the UE was able to use the aforementioned as well as a number of other factors to expand and upgun its fleet) and technologically (plenty of Voinian technology was reverse-engineered, and mutually beneficial commercial ties were established with a friendlier advanced alien society), leaving it rather less of a war-winner than the Voinians had hoped for.
* Escape Velocity for everything except pure kinetic weapons, which are fairly uncommon. Missiles detonate at the end of their range, while shots from plasma casters fade out. However, weapon velocity and range are completely independent of ship velocity, which makes it fairly safe to engage a capital ship by retreating from it at the same speed it pursues just at the edge of proton cannon range.
* Escape Velocity. (Fortunately, there's also the fourth faction: the Rebellion against the Bureau.)
* Escape Velocity games feature all kinds of planets, including gas giants. The most you'll ever see of one, though, is a little pre-rendered image. Many of the ones that you can actually interact with are habitable for one or another reason.
* Escape Velocity games was an NPC who would remind players to register (pay for) the shareware game. After the 30 day trial period ended, the Cap'n would start warping in to attack your starship every chance she got, usually resulting in a very quick death. However, while Hector was invincible to conventional attack, it was possible to kill or disable her with splash damage in the original game.
* Escape Velocity had a dozen planets named "New" something, most notably New England and New Ireland. Nova also has Neo New York, though that colony has long since been abandoned when the game starts
* Escape Velocity has a bunch of planets and moons named this way. In the third game there's a planet called Neo New York that was apparently depopulated by a plague.

* Escape Velocity has Hyper News Network (the Federation's news service), as well as two News Services, two News Corps, two Info Commands, one Info Service and one Intel Corps — all of them with three-letter acronyms.
* Escape Velocity have largely mastered it, with several planets listed as terraformed in the "communicate with planet" dialog box.
* Escape Velocity if your ship starts to break up. Oh, and you'll have to issue the escape command manually... unless you buy the auto-eject feature for an additional fee.
* Escape Velocity is otherwise a totally by-the-books high-tech space opera setting (as are the other two games), the Vell-Os are a faction of psychic Hindu mystics whose "spaceships" are revealed to actually be giant telekinetic projections the size of a star destroyer created (and manned) by one Vell-Os.
* Escape Velocity kind) tens of thousands of years after the game ends.
* Escape Velocity Krypt believes itself to be the only intelligent creature in the universe.
* Escape Velocity limits this trope (there is a top speed, but the only circumstance in which such ships slow down on their own is if they had topped that speed with afterburners). Disabled ships, however, slow to a halt (presumably to make it easier to dock with them), and ships with inertial dampeners only move while engines are running.
* Escape Velocity Maneuver", where you run away from enemy ships, then turn your ship 180 degrees (you'll still keep moving in the original direction!) and fire at the ships. You will be out of range of the enemy while they're still in range of you, even with non-lightspeed weapons.
* Escape Velocity, many worlds have a "special" commodity that is generally only traded at two or three worlds (some supplying it, others demanding it), which are either valuable or just interesting flavor.
* Escape Velocity — the equivalent there is solar panels). Mechanically they increase your fuel regeneration rate (which is pretty useful for longer sojourns, since the standard rate is zero).
* Escape Velocity mode makes buying an escape pod a wise move. There's an auto-eject option which automatically launches it if your ship is breaking up.
* Escape Velocity more common, being mounted on all their capital ships save the Dragon (frigate analog).
* Escape Velocity: Nova, but randomly, to other ends. By re-entering the wormholes it's possible to randomly cycle through them and end up the where you want.
* Escape Velocity: Nova fit this trope well. Their technology, which is head and shoulders above the rest of the galaxy, allows them to create serene, idyllic worlds to match their culture, even on planets specializing in industries like mining and manufacturing.
* Escape Velocity Nova. Polaris scientists managed to reverse engineer the aliens' ability to form energy beams and cloak themselves at will, neutralizing any advantage the Wraith had in battle. They are currently camped out deep in uncolonized space, defending themselves when possible but wishing the humans would simply leave them alone.
* Escape Velocity Nova will deposit you out of another random wormhole in the galaxy.
* Escape Velocity: Nova, would often respond to questions regarding some of the more mysterious elements of the game universe with a simple "*Cryptic grin*".
* Escape Velocity, railgun rails and ammunition must be made of, naturally, a material with high conductivity - "something cheap, like copper or gold". One can only theorize that, somewhere in the game's universe, there exists a planet(s) with obscene amounts of the stuff. Metal even seems to have more worth, being a tradable commodity.
* Escape Velocity-saucer as the basis of their ship designs (cut vertically), but the shipyard description of their Scout class mentions that earlier generations of it were full saucers.
* Escape Velocity's Auroran storyline normally starts with the player being hired as a blockade runner and then doing multiple supply runs to the Dominance station.

Both the Federation and Pirate (really more smuggler, but it's officially called Pirate) storylines have the player hired to bring supplies to several Federation border outposts past Auroran raiders.
* Escape Velocity sequels began life as total conversion projects for the previous game.
* Escape Velocity series have more firepower than other ships their faction has access to. This is probably because fighter bays can be installed on any ship with enough room, and anything big enough to carry much heavy firepower tends to be enormous anyways.
* Escape Velocity series may lock onto the originating ship if jammed, provided that weapon has a particular Boolean flag turned on in its wëap resource. The games don't feature any examples, but the modders have added them.
* Escape Velocity series of shareware games use most of these aspects. Spaceships are ships, bridges are either at the front or on top, 2-d space, sound, only a few days to the next system, etc. However, until the player buys and "inertial damper," there is no friction in space (unless, oddly enough, a ship is disabled), which makes combat turn out like jousting.
* Escape Velocity series will just be the usual yellow-orange-red atmospheric looking fireballs, the very most awesome ships and weapons exploding will make planer and ring shockwaves in pretty colors.
* Escape Velocity's gameplay for a number of reasons, which can lead to some exciting nailbiters:
* Escape Velocity ships may also send distress calls when under attack.
* Escape Velocity's HyperMelee. This also makes it far easier to flood the screen with weapons fire.
* Escape Velocity, since each game in the trilogy takes place in a new universe:
* Escape Velocity's more advanced mechanics make the game piracy a bit more believable: the player's ship can actually be disabled, unlike in the other games, and pirates can and will board ships they disable to steal money or cargo.
* Escape Velocity: Some missions allow the PC to earn money by transporting garbage to uninhabited planets and dumping it.
* Escape Velocity that have to be charted with unmanned probes. It's not even entirely clear how much of the Milky Way is explored.
* Escape Velocity that you throw at your enemy to distract them from the big guns on the mothership. Averted with escape pods, which don't actually exist as collision-mapped objects (they shoot out a little ways from a disintegrating starship, then disappear).
* Escape Velocity. The flavor text states that although the Polaris have only settled 3% of Tre'ar Helonis's surface area, that's enough to grow enough food to feed the entire Polaris population in the galaxy.
* Escape Velocity the immediate political changes in other storylines isn't even represented in-game once you complete the storyline. The Pirate epilogue also only extends to what happens right after you complete the final mission, while the other storylines' goes at least a few decades ahead.
* Escape Velocity. There are also (equally unused but possible in the third) repulsion beams, who mechanically are simply beams with a positive number in the impact field but (like tractor beams) doing zero damage.
* Escape Velocity. They are not shown as looked down upon by other castes, but many of them consider their Casteless Caste a mark of shame for themselves and their peers (one usually bubbly Mu'hari is seen depressed on the day she must swear in new members to the caste)
* Escape Velocity: This is the method by which enemy ships are captured. The chance of success depends on how many crew the boarding and boarded vessels have. a relative "power" rating for the ships in question, and the presence (and number) of any "Marine Platoon" outfits equipped on the boarding ship.
* Escape Velocity tribe led by a prince named Vell-os. They have various psychic powers, which they used to leave Earth for deep space circa 980 AD. They also have an organ that produces nanites which complement their powers.
* Escape Velocity would show a schematic for any targeted ship in the status

window.
* Escape Velocity years use the suffix "NC", for "New Calendar". The game starts in 1177 NC; 0 NC was 2780 AD, the year FTL inventor Omata Kane died.
* Escape Velocity, you can take random missions to dump garbage on uninhabited worlds.
* Escape Velocity, you could mine asteroids for water, metal and opals.
* escaping from the jail cell comic book. Princess Toadstool fools the Koopalings into coming into her cell in this way, then beats them up and locks them in.
* Escaping Peril, Peril gets frustrated at Turtle for popping up just when she was finally alone with Clay.
* Escapism, and learning to overcome it and accept hard truths of life, is one of the key themes of
* "Escapism". Obviously, no one had yet told her that Steven can do that.
* "Escapism", resulting in an episode more lighthearted than the ones before and after it.
* Escapism. There's no interactivity beyond basic movement, and the graphics are rendered in an archaic 8-bit style that conserves only the most important details.
* Escapist Dream has a unique setting. The story takes place in a virtual reality world inhabited by comic nerds, anime otakus, gamers, and all sorts of geeks; all of whom created their own districts and societies inside.
* Escapist Dream: It's wacky premise basically spells most of what it is. It is a story about a virtual reality world where geeks can live a life similar to their favorite comic book, anime, video game, and literary stories. While marketed as a science fiction, it has elements of superhero fiction, Game Lit, anime, action, horror and so many more in the speculative fiction totem. It is most famous as an example of geeky pop culture fiction due to its number of references to comics, anime, video games, and books.
* Escapist Dream. The book tells the story about a virtual reality world that can grant anyone the fun escapist lives they have always wanted. You want to gain superpowers and become a superhero, live a life of an anime character, or just be with your deceased wife and kid? Come and visit this world. The major theme of this book is how escapism can drove some into irrationality and insanity, especially with those who have lost something in the real world.
* Escapist Dream. These endings pretty much ties the theme of the book: that no matter how much the geeks try to escape the real world into a place made solely for them, the problems of the real world would continue to hound them and force them to face it.
* Escapist Dream was "better than Ready Player One" in his article. For the most part, Ernest Cline's novel seems to have the better writing since it is a traditionally published book compared to its self-published counterpart, but Louis Bulaong's novel is noted to have better likeable characters and references that made sense.
* Escapist had an episode where the titular heroes-for-hire realized they were working for the bad guys. They immediately switched sides.
* Escapist, which uses a mix of original cartoon drawings and found images (often macros). In one episode, the line "things we can't even imagine" is accompanied by cartoonist Allison Theus at her drawing board saying "Things we can't even imagine? How the f**k am I supposed to draw that?!"
* Escargoon screams this in an earlier episode, "Sweet & Sour Puss", when he, despite not knowing that Togeira took away his ability to get angry, finally realizes that nothing that happens to and around King Dedede can make him angry and he stays calm and nice through it all.
* Escaton. The version that the game tells us are told in taverns all over Jadame, on the other hand, has him put plot-relevant magical keys on the table in front of him, tell you that if they disappear while he isn't watching, "how will he know how they went missing?", and then turn around to study the wall.
* Eschalon does this in several instances. It ain't a minotaur, it's a Taurax. It ain't a giant spider, it's a Phase Hunter. It ain't a giant black beetle, it's a Goliath Borehead.

* Eschalon. It's completely separate from being agnostic, in which case you get no divine bonuses or penalties. Made curious by the fact that the player could presumably see divine magic working on other people, so one has to wonder how he keeps up that suspension of (dis?)belief.
* Escher gangs have access to the 'Nightshade' chem-thrower. Developed from the gas injectors used in House Escher's gene-labs, the chem-thrower is able to fill a corridor with clouds of chemical fog. The exact nature of the gas emitted by the chem-thrower varies from the relatively mild choke gas to insidious bio-toxins that attack the target's cellular structure, liquefying their flesh and internal organs. In-game chem-throwers are a deadly weapon that causes has a chance to inflict an Injury against an opponent without any saves and ignores their Wounds characteristic but can be resisted with respirators.
* eschew shoes have all regularly or semi-regularly performed barefoot at some point in their careers.
* Escort Distraction: One person takes an unwanted third party elsewhere.
* Escort/Light CarrierTypically around the same size as an assault carrier, but trades in most of the assault's guns for a larger fighter wing. An escort carrier rarely shows up on its own.
* Escort Mission has a demolitions expert carrying explosives that will "take out half the mountain" if set off.
* Escort Mission has a fear of clocks and gears, which even he admits is irrational. So, naturally, that takes place in the Old Clockworks mansion. And you've gotta carry him past that which scares him.
* Escort Mission. Let her wander offscreen and she gets kidnapped instantly.
* Escort Mission, often while his position was under heavy North Korean attack.
* Escort Missions. "Essential" characters can only be knocked out, not killed, and will spring back up after a few seconds. Similarly, Quest Items are clearly marked as such and cannot be removed from your inventory until their associated quest is completed to prevent that quest from being unwinnable.
* Escort Mission that made use of an inifinite power up to be fought. There's probably others too. The developers all but admitted they had gotten very bored of making Spyro during the second game and decided to all out experiment with this one.
* "Escort" or "transport" services like these are used or recommended by many "troubled teen" programs, and are one of the biggest
* Escorts protect other ships from smaller, faster craft — much like the original role of the Destroyer. But thanks to their less impressive name, Escorts have been largely limited to a background role. And more often than not, they end up as red shirts — they tend to be the first to go in a fight, more so than any other tin-can ships. A bit of history: Destroyer Escorts (DE) were used in WWII to protect merchant convoys. They were actually smaller than fleet Destroyers and were much cheaper.
* E series, where contestants would receive an "Elephant in the Room Bonus" for spotting the elephant as the answer to one of the questions during the episode.
* Es, es, es und es about a journeyman's reasons to leave town contains the line "Ihr Essen war so zugericht', manchmal fraßen's selbst die Schweine nicht" ("her food was prepared in a way that sometimes even the pigs wouldn't eat it").
* Es fiel ein Reif in der Frühlingsnacht ("They ran far into the strange land, / They had neither fortune nor star, / They perished, they died.")
* Esham used "the Witch" to refer to Satan earlier, on his 1992 song "Acid".
* Eska and Bolin. While it was seen as comic relief, Eska's behavior drifts off into dangerous territory. The scene where she "proposes" to Bolin is the reason why this couple is here. Fans who have seen this claim that the necklace Eska gave Bolin looks like a BDSM collar. There have also been thoughts about what their first night together would have been like, some of them including Desna watching the couple have sex. What completes this is Eska's face when she's approaching Varrick's yacht. Even though
* Eska pulls an impressive one on Bolin at the end of Book 2, nearly giving him (and the viewers) a heart-attack.

* Eskimo Bob: In the special "Return of the girl", Bob and Alfonzo (or rather their clones) can do the Composite example by doing the animation the originals do in the beginning of each episode. The Penguin and Sams can do the power booster example with the help of the alien business men. And The Fish in a space ship can do this with the Fishticons.
* Eskimo Day, Neil from a family of modest means meets Pippa from a wealthy family, when they have interviews at the university of Cambridge. This difference does not bother them, but it matters to their parents.
* Eskimos Aren't Real: An idiot that actually believes that real things, such as ponies or Hawaii, don't exist.
* Eskimos Aren't Real, but here the disbelieved thing is common, not bizarre or kitschy.
* Eskimos Aren't Real: Someone believes that something real doesn't exist.
* Eskimos. Or even many more than English's "slush", "sleet", "blizzard", "powder", and so on. They really only have two: Snow on the ground, and snow in the air. Everything else comes from combining these with other words, or adding adjectives.
* Esme & Roy, Hugo is tired of his sister Fig never having to do anything for herself because she's a baby, so he dresses up as a baby and reverts to babyhood himself.
* Esme & Roy, Snugs is getting cold but really wants to keep playing outside. Esme and Roy bundle him up in a bunch of winter gear, so much that it completely covers his mouth. Esme asks what he thinks and he replies that "It's kind of hard to talk with all this stuff on." It comes out completely muffled, so Esme asks "What?" and he says again. She asks Roy if he caught any of that and Roy replies "He said..." and then imitates the muffled speech. Snugs then takes off the clothing and repeats it. "Hard to move too."
* Esme & Roy teaches kids how to control their emotions and problem solve.
* Esme & Roy, "The Monster Shimmy" song is record-needle scratched and ended abruptly when Esme and Roy realize despite their best song and dance efforts in getting Fig to put on her raincoat and hat, she's taken them off.
* Esme & Roy uses this trope in almost every episode whenever every little monster cries. And Esme shows the glitter jar to calm each little monster down.
* Esme and Astrid are both in their late 30's/40's, yet are attracted to 24 year old Gabriel, with Astrid actively competing to become his mate, though this is partly because he's the most likely candidate to become the pack's next leader.
* ES Members are commonly sent on suicide missions because GOTT can always resurrect them.
* Esmeralda battle boat in 1879, he immediately wrote the Esmeralda captain's widow praising her dead husband's bravery and sent her the guy's personal effects.
* Esmeralda escapes the guards by jumping into the crowd, who carry her off to safety.
* Esmeralda Iceworth and Lily Haverlock. Both are old-fashioned and mainly ship traditional couples, but while Lily is polite about her preferences and a classic
* Esmeralda is unrequitedly in love with Phoebus, who in the book is a jerk.
* Esmeralda. The most explanation we get is, she has some vague Magic, or something?
* Esme's backstory is how she met Carlisle and was smitten with him as a teenager, was abused by her husband as an adult, and was saved and turned into a vampire by Carlisle.
* Esme Squallor's personal library full of books cataloging what was in and out in various months, years, etc.
* Esoboks, a kind of bestial psychopomps, enjoy eating undead flesh, and pursue and ravenously consume undead creatures at every opportunity.
* Esophagogastroduodenoscopy is a type of endoscopy to investigate inside the stomach with a camera through the mouth and the esophagus.
* Esoteric Happy Ending: An ending wants to present itself as a happy ending, but it rubs the audience off the wrong way.
* Esoteric Happy Ending? It's in line with what we believe; therefore, it's a Happy Ending!

* Esoteric Happy Ending only seems to be considered as such by the author.
* Esoteric Happy Ending: The audience might not think this ending is happy for us, but we do!
* Esoteric Happy Ending: The creator is presumed to be the only one who considers this to be idealistic.
* Esoteric Happy Ending: The ending is supposed to be happy, but the audience disagrees.
* Esoteric Happy Ending: When the author thinks the story ends on a happy note.
* Esoteric Happy Ending - when the 'happy' ending doesn't sound like one
* Esoteric Happy Ending: You, the creator, are the only one who thinks the ending's happy.
* Esoteric Hitlerism is basically the idea of the Ghostapo turned into a new religious movement (and likely inspiration for
* Esoteric movements within religions often take the stance that their holy texts have hidden messages accessible only to those who have been "illuminated" with supernatural wisdom and understanding, and that understanding these messages grants a deeper knowledge (and, in some cases, more control) regarding how the universe works. The most famous of these is the Kabbalistic tradition within Judaism, but there are many others. A less literal version of this is pretty much universal in any religion concurrent with or predating early Christianity. While it wasn't usually a literal book due to low literacy rates even among priests, secret rituals and prayers giving the priest greater influence on various things were pretty much par for the course, especially in early Hinduism and the Roman mystery cults. Some
* E's Otherwise has a "species" of human suddenly flare up with incredible psychic power, but normal humans ostracize them.
* E's Otherwise is not seen alive or dead after the explosion in the final episode.
* Espada da Galáxia subverted this by having both Terrestrials and Metalians call themselves 'humans' on first contact. They agree to call themselves after their origin planets thereafter.
* Espada Da Galaxia, the metalians' method of space traveling consists of putting "command bridges" and Space Folders inside Space Whales, beings made of living metal whose power source is similar to that of a star. They not only have a behavior much similar to that of loner whales, they live as long as a star tends to, and have natural force fields!
* ESP and we get to see how having ESP can both help and hinder the path to true love.
* especially ammo bins, causing them to cook off and add to the carnage.
* especially applies if, as heretical theologians suggest, the dot is actually a bit of fly poo. Apparently if the dot was moved slightly more it would mean "licorice". This (well, the first part, not the licorice) is a reference to the split between the Eastern and Western Churches over a Greek word that could mean either 'of God' or 'of man' in the Nicaean Creed depending on if it differed by an iota (the smallest Greek letter). Hence the phrase 'not one iota of difference'.
* , especially as around 300 people died (many of them high school students), and the captain was found guilty of homicide and given a life sentence.
* Especially as in at least one episode it was shown he was a Squad Leader of a group of soldiers in World War II and a bonafide
* Especially as regards imports, censorship standards can be a problem. If a work is
* , especially at the climax, where the protagonist manages to successfully finish off the second-in-command of Al Qaeda but is quickly forgotten after his unit learns that one of the other soldiers found a rare monster at the same site.
* Especially awesome given that her supernatural combat enhancements had just worn off, so she was trying to continue to distract Roy by stripping. Also, she's a shapeshifter and a succubus attempting to drain levels via sexual contact.
* Especially awful villains go to the Birdcage, an ultra prison designed so that nobody leaves, ever. The whole complex is suspended inside a hollowed mountain, which is a perfect vacuum and guarded by an army of drones. Any attempt to breach the walls, even with super powers, will cause the whole complex to suffocate and

the drones to start shooting whoever's left. Other defenses, such as spatial warping, are suspected but unconfirmed. The mountain is also hardened against electricity and radiation to ensure no communication can enter or leave. Prisoners get monthly deliveries of newspapers, food, uniforms, and novels, but otherwise must fend for themselves.
* Especially awkward is EVE's shuttle, which extends down a container capsule, then extends an arm that removes EVE's pod from the capsule,
* Especially bad with Jack, who biotically punches three massive YMIR mechs — each a substantial boss fight on their own — into shreds. Actual abilities? Two long-range biotic attacks, an
* Especially because she claimed repeatedly that she'd been clean and sober for over a year, which led to more than one person saying what amounted to, "Honey, if you're not on drugs, you should be."
* especially but it's likely that Vitani is Scar's daughter, making her the second cousin of Simba's cubs.
* Especially comes up during reclamations and adventurer modes focused on lost fortresses.
* Especially considering his tendency to tie up and imprison the Doctor, once for an entire year! It would be harder to believe he
* Especially considering she used it to hand Luke Skywalker his ass on a plate in their big showdown.
* Especially considering Umineko can be argued as being in the fantasy genre. Magic makes up a very large part of the series. Whether it's real or not is an important concept of the game Beatrice and Battler play.
* especially Daisy/Whore) (???/Blur), and Lily likes to add "-dear" to names.
* especially designed to mess with their heads. Turns out that these were actually robots meant to perfectly emulate the two heroes, and realize that they're just imperfect copies because they didn't have either hero's mental fortitude.
* Especially difficult is the "No Wood Challenge", where players must eventually defeat the Ender Dragon, without ever allowing wood into the inventory. This includes chests, sticks, and crafting tables. However, you can still use Crafting Tables, assuming one had been placed during world generation. If this isn't enough of a challenge, attempt it in Hardcore mode.
* especially difficult process to write out and calculate. People without the money to hire an accountant tend to never quite feel they've gotten it right, always worrying about whether they took too large a deduction or could have gotten a slightly larger refund.
* Especially during bleak economic times, this shows up in commercials attempting to sell "investors' kits" for the purchasing of stable commodities, particularly gold (at least in the United States). The pitch is that you're part of a wise secret club that's using information that those Wall Street fatcats don't want you to know about in order to make yourself recession-proof.
* Especially earlier in the series, the Rangers specialize in being discreet, as evidenced by the fact that they show up
* especially English and Language Arts books. Paragraphs about paragraphs, sentences about sentences, topic sentences about topic sentences, and so forth.
* especially era. About a third of his stories included refinery settings doubling for research facilities or mining operations.
* Especially Falco. That's his thing. He's even slightly more competent in the actual gameplay.
* Especially for kids shows, it will include the most popular songs from the series with one unique song, so the "live show" CD
* Especially for the fights involving the actual Eva in both the original series and
* Especially from the second half of the 1960s on, many album covers by rock bands and artists have become more artsy, especially by psychedelic and progressive rock bands. Art photographers, painters and designers were hired to provide beautifully crafted covers and gatefolds that had stunning visuals, lots of
* Especially funny as the regular police try using spike strips to stop the tank.

* Especially funny considering the last time this pair of actors worked together, on
* Especially funny in an early episode when Homer called Bart over for a father-son talk: Bart, assuming he was in trouble, immediately pulled down his shorts and underpants and threw himself across Homer's knees! Subverted.
* especially funny since Desler allowed it to happen to ferret out the conspirators against him: The Yamato manages to catch the last portal out before the hub blows up. This leaves most of Gamilas vast fleet to crawl back home without the portals... and unable to catch up to the Yamato before it reaches their capital planet.
* especially Gilbert) are quite lovely when the mangaka puts them in pretty pretty dresses in an omake.
* Especially given "Initiations". Chakotay is given a phaser and told to kill Kar, a Kazon
* Especially good because the Dark Angels and Space Wolves can't stand each other. Though it's more of a friendly rivalry.
* Especially highlighted with the Ugmon, a type of monster where an ugly person fixates on their appearance, becoming an absolutely
* especially his version of Communism, which (unusually for a collective ideology) stars him as the most important 'Communism builder'. However, everything is more connected than it initially appears, and every diversion ends up being a feature in the solution of the mystery.
* Especially housekeeping, or child care, or laundry, or making dinner. And if the wife is too sick or busy to cook, time to call for pizza!
* especially if he can steal a smaller sum and anger a larger number of people.
* especially if it's the rubber game (the last in the series, usually game seven).
* especially if the retail launch goes fine, but the backer launch doesn't), or engage in serious financial mismanagement or outright fraud.
* especially if they begin to suffer from senility in their old age and often won't even recognize you, much less act as the people you knew.
* especially if they're a healer., earning them a bit of fear and/or hatred by others.
* Especially if what you wanted when making the earlier plan contradicts what you want now.
* especially if you remember the common aspect of ghost stories that they lightly disturb objects with their presence alone.
* especially, including massive time sink content that provide no meaningful rewards like the Champion's Challenge (1/5k chance to get each scroll from monsters that have no meaningful drops, and there's 12 of them), killing 4000 chompy birds, 1300 black knights, and much more. What does trimming it do? Slightly changes the emote.
* Especially in comparison to a similar scene later in the series where the bullied Nishi
* Especially in developing countries, for example in Mexico: Not only Macs are more expensive in Mexico compared with even branded PCs (not to mention assembled PCs) the only places in that country you will find someone using Macs are music studios, TV and radio stations and universities and even in Mexican universities, the use of a Mac is
* Especially in earlier days and editions, when the game's focus was more on world simulation and the detailed logistics of adventuring (counting arrows and torches, keeping track of food and water, deciding who should carry what loot...) were emphasized more, advice on dungeon design would almost inevitably manage to squeeze in a bit about not forgetting that any place inhabited by intelligent living creatures had better include toilets of
* Especially in earlier episodes, Earthling is used as a derogatory term for humans, usually when they've just been conquered... again.
* especially infuriatingly), the show writes him leaving Erin behind to go on a three-month boat trip with his family's old yacht and barely keeping contact with her, conveniently leaving the new guy Pete to comfort her.

* Especially in high profile cases like these, it's now fairly common practice for police not to release a key detail about the crime scene or victim, so they can easily tell that a confession is false if the confessor doesn't know that detail.
* Especially in modern times, it's (one of) the Flash(es) that do this. As seen in the Justice League TV series, but prior to that, it was the Flash, due to being a poster boy for
* Especially in the 1930s, the Nazis regularly claimed that Shakespeare was Aryan and his plays were written in German.
* especially in the 2008 NFL season, the Wildcat formation. On the defensive side, there's the 46 Defense, the zone blitz, and the Tampa 2. There's a reason why the NFL is often called a "copycat league".
* Especially in the age of direct creator support and crowdfunding, some attempt to use their "fan" work for actual monetary support or funding for unrelated projects. The line between good faith and bad faith can be thin, and make things difficult for
* Especially in the appearances after his first, Doctor Octopus becomes a cunning
* Especially in the beginning, with most of Miles' interactions at his new school, which can be summed up with "How much can Morales humiliate himself in front of his schoolmates?" Starting with his father bringing him to school in a police car and forcing his son to say "I love you..." before the other students.
* Especially in the d20 fork, there are a lot of transhuman options (of varying degrees of alteration from the base norm) available for good characters (good, of course, being by its nature opposed to a lot of the classic symptoms of a
* Especially in the early to mid-1960s a lot of rock groups looked and sounded like Beatle clones:
* Especially in the first season, Tony is constantly ducking out of class and other events to go to the bathroom, to the point where Happy starts commenting occasionally on his apparent digestive troubles.
* Especially in the Golden Age, a lot of super-heroes had Cool Cars. Star-Spangled Kid had
* Especially in the IWC (Internet Wrestling Community). There were a lot more haters of
* especially in the second season with the gradual reveal that under a quiet and reasonably cheerful town it turns out there are mysterious otherworldly beings, including one who delights in possessing people's bodies and committing brutal murders, though he is found and apparently defeated
* Especially in the suburbs and rural areas of the northeastern US and in rural Germany, but also in other places around the world that rely on volunteer firefighters, these sirens will often be instead used to alert volunteer firefighters, almost always alongside pagers. However, many communities have begun to remove their fire sirens due to noise complaints and rising call volumes.
* especially in, well, Complex, where rank, soldier population, and morale system is introduced). PDS started out as...a small mod for point defense systems, which became the popular mod they are now. The Tactical Fleet Simulator mod aims somewhat differently unlike the former two. While Complex and PDS emphasizes grand strategy with a lot of decked out units and careful planning, TFS gives decked out units purposely built for intense, fast-paced combats which ups the "tactics" aspect more than "strategy" aspect, which the game is already good for anyway.
* especially, it's safe to say that Jason hates the Joker even more than Bruce does.
* Especially Kirk could verge on this trope: a naval Captain does have an equivalent NATO officer code of OF-5 (the same as a Colonel), and Kirk repeatedly went down to planets himself and got into dangerous situations (it's a rare
* especially, met up again, and then finally headed down to Fishman island, that was chapter 602. For those keeping track, that's exactly 112 chapters, not even including the month-long hiatus that the manga went on for the time skip.
* ESPECIALLY Miracles (Veemon -> Magnamon — a HOLY ***ING KNIGHT and therefore a Mega in all but name) and Destiny (Terriermon -> Gold Rapidmon - a variant of an Ultimate level).

* Especially modern humans. Archaic ones seemed to be more peaceful, though that could be due to smaller numbers only.
* especially New Yorkers, with death and mayhem on a rather regular basis.
* Especially notable as each of the three has a specialty they are generally considered unrivaled at. Shirou specializes in Japanese food as the protagonist, highlighting his fondness for traditional things, like his classical Japanese-style house, the ancient Japanese art of archery, and swords. Sakura specializes in Western food but often tries Japanese food to appeal to Shirou, highlighting the Matou family's Western-style house and diminishing magic from leaving their native lands and insisting on staying in a foreign land that did not suit them. Rin specializes in Chinese food, which at first seems weird as she also lives in a Western-style house and has nothing obviously Chinese about her or her magic/interests, but cleverly foreshadows
* Especially notable in Saber's case, as she was betrayed by Kiritsugu in
* Especially notable in that Akihiko —the only one in the group who has known Mitsuru for several years, a very confident boxer, and the most self-assured character in the game —
* Especially notable in the 2003 version, since the human body she was created from was Ishbalan, meaning she would have had significantly
* Especially notable is General David Petraeus' field manual on Counter-insurgency, for
* Especially notable is that, according to one of the final battles, joining a game already in progress and ganging up on a single person is allowed by the rules. Because ganging up equals the power of friendship. This is despite the villains being condemned for it earlier in the show.
* Especially notable is the countries that formerly comprised Yugoslavia. Tito, the strongman who dominated the country for most of its history, was a savvy politician who managed to prevent Russia from taking direct control of Yugoslavia's operations. This spared his people many of the abuses that other Soviet satellites experienced. This, as well as his success at suppressing internal conflict between ethnic groups (much more impressive given the conflicts of the '90s), makes many Balkan people nostalgic for his rule.
* especially not helmets with face coverings). In reality, this is NEVER done, for what should be obvious reasons - even a wooden weapon is fully capable of killing someone if it lands in the right spot with sufficient power. If live sparring takes place, it is always done with full body armour, including helmets with face screens, and never using actual bladed weapons.
* Especially Numbuhs One and Five. They've both been in life-threatening situations too many times to count. Numbuh Five's got the wisdom of somebody at least twice her age, and Numbuh One has a relationship with his girlfriend that some grown men would envy.
* Especially odd was the use of Swahili by such groups, as it is an East African language that none of the West African slaves would have understood or even heard of. They actually spoke a wide variety of tongues — Fon, Wolof, Yoruba, Ibo, Fula, etc., but virtually none would have spoken Swahili.
* especially old-timey and/or supernatural ones. But because of the Undertaker's popularity and longevity with the WWE, he's been allowed to keep his 1800's mortician/wrestling zombie schtick, as all attempts at updating the character, like making him a biker, never really caught on (though the biker look does come back from time to time, since it's a real-life hobby of his).
* Especially O'Neill. Then again, that could just be the actor noting how small the distance really is from his previous role in
* Especially on his appearances in I Love the (Era), when he's... not so
* especially on the internet says that this is why Anvil tries to dress as femininely as possible and sports long hair; she's insecure about her body being seen as "manly".
* Especially pairing Usagi with some other guy besides Mamoru. There are even two dedicated categories for
* especially Part of the misdirect is Duval acting as though this problem has

followed him for years... But after the reveal the whole situation turns absurd, as at this point in time Sanji had only had his wanted poster for, at MOST, a couple weeks.
* Especially present in the Low Chaos final mission, Light At The End. At this point in the game, it's effectively shunted you into one of two endings, and depending on the level name, that's the ending you'll get no matter how many high or low chaos actions you do. On low chaos and playing as a conservative, stealthy ghost,
* especially prone to this and will always get a greater share of the credit or blame than they deserve. The goalkeeper position in hockey and soccer/football are often this trope as well.
* Especially prone to this treatment are usually rap songs since they usually contain quite a bit of vulgarity or general raunch that even rap fans admit is pretty extreme. Take for example, a version of the page for Lil Kim's song "How Many Licks?"
* especially) release versions of a figure or vehicle from a couple years ago with a new color scheme, and attempt to pass it off as a new one. Usually by this time the original is no longer for sale and has been dropped from the listing on the back of the box/card. Amusingly, sometimes the "new" figure will have completely new flavor text and new names for its special actions and accessories, even though it's just describing the same thing in different words.
* especially say he felt "like [he] shot his own horse" when he did, but he still did, and so did the others. (So all this botched plan accomplished was to prove that COBRA can't claim that the Joes have better equipment as an excuse for their failures...)
* especially sessions. This sound (and experimentation with Paul's melodic bass playing and Ringo's tom-tom-heavy drumming techniques) proved very influential and paved the way for how bass and drums were recorded even in American studios (as well as The Beatles' music from then on).
* Especially since at the end they mention a "hydrogen core cluster intelligence" in a class 9 star that wants to get friendly, unless they're referring to something like a Matroishka Brain.
* Especially since Mussolini started out as a leftist, then had a change of heart. Fascism in general is well known for being the exemplar of
* Especially since the Chinese originally assumed that the British government had nothing to do with the opium trade and thus felt that there'd be no consequences to destroying all of the opium in the warehouses. The Royal Navy showed them the error of their thinking.
* Especially since the scene was actually filmed in an old mine (now a tourist trap) in the Highlands.
* Especially so in the former case because you've already been initiated as a Space Marine.
* especially taken out for those purposes before being secured back in the Arms Room afterward, with strict accountability of every single weapon.
* Especially talented and intelligent children may often receive poor grades for a variety of reasons. Studies have shown that intelligence can manifest in many different ways. For example, a kid with good tactile intelligence might perform poorly in mathematics even if he has an intrinsic understanding of mechanics. Teaching styles often only address certain kinds of intelligence, putting certain children at a disadvantage. Intelligent children with learning disabilities such as dyslexia can also fall behind if their needs are not properly addressed.
* especially that use solid fuel pellets (<1% efficient to the MSR's >90% fuel efficiency). The planned follow up Molten Salt Breeder Reactor (the more recently proposed Liquid Fluoride Thorium Reactor, or LFTR (pronounced "lifter") for short, is essentially the MSBR brought into the 21st century.) was never built.
* Especially the Brak's Comedy Gold skits, in which Brak, attempting to do stand-up, would often play every joke he told straight.
* Especially the case in any of the games that allow rewatching the cutscenes but with the ability to switch the characters/models used. Old ladies with assault

rifles and handbags storming the freighter at the beginning of MGS2? Priceless.
* especially the Lich King), black dragons, Kalecgos-when-mind-controlled-and-forced-to-attack-you, and good grief I could go on for HOURS. Warcraft BREATHES this trope. It's like some kind of drug to the voice actors.
* Especially the low level Barrens for the Horde. The zone is as exciting as it sounds, and it's extremely big, with plenty of quests that have you scour large areas to find those elusive kodos that
* especially the ones made by Warner Bros., and is usually followed by: "Watch that first step, it's a lulu", or some other variant. Although often, this same phrase was accompanied with a gag where a character would inadvertently walk off the edge of a cliff.
* especially the Presidential primary) is who the media (seeing a pattern here?) claims is "leading". This is why most of the attention is given to the earliest primary states, and why states (like Florida in '08, for instance) jockey for the earliest races.
* Especially the recent revival, which is frequently criticised for being overly sentimental to appeal to a more mainstream audience. The
* especially the tacked on post-Destiel-is canon-and-then-Bury Your Gays
* especially). They tend to refrain from pranking people they respect (such as Dumbledore or McGonagall) or people who they feel are genuinely maligned (like Harry), although neither group is entirely exempt from the occasional quip at their expense.
* especially to turn into a pipe-swinging free-for-all in the streets in five seconds flat.
* especially touchy, later becomes incredibly annoying to almost anybody, to the point that the audience empathizes with those whom the character infuriates.
* Especially tricky because the movie is almost over when he's finally taken down:
* Especially true of Fred and George, who are known for making jokes about everything.
* Especially Undertaker. In general, this applies to whenever a beloved mid-carder with perceived superior skills goes up against an opponent they could not legitimately be expected to defeat for story reasons.
* especially unknown pitchers with no professional experience — typically go through the minor leagues before hitting the majors.
* especially until much later from an Iron Bank envoy (the Bank having found out via Daenerys).
* especially water. The canals and coastline around City 17 all show signs that the oceans have fallen by five meters, filled with garbage, rusting wrecks and radioactive waste everywhere.
* Especially weird because spells like Raise Dead and Resurrection explicitly state they cannot be used on an unwilling target. This prevents someone from being killed by their enemies and raised afterwards while in enemy hands.
* especially what Valerie planned to do now that she knew of Vlad's true nature and the identities of two out of three of the show's half-ghosts.
* , especially when he wants to find out more information from his royal friends
* especially when his goal is to prod and goad whoever he's talking to.
* Especially when Hogie runs to his own mother for help dealing with The Common Cold. She proceeds to save the day
* especially when the tree took it seriously,) but Genma and Nodoka did this too when they were dating.
* especially with dumbphones. Manufacturers sure like to use completely different keys for commands like "space".
* Especially with their already eerie black-and-white designs, X-Chara and later on
* Especially Xander. Throughout the show, he gets jealous when it comes to any girl he's interested in (including Buffy, who he never actually dated) and had a major
* Espen Aarseth actually points out that the game's Azeroth is similar to Florida's Disney World in size (before expansions) and layout in addition to

purpose. "Both contain different thematic zones connected by paths, roads, and rail-based transportation, which cater to differing tastes, age groups, or levels."
* Espen Askeladd, aka Askeladden (the Ash-Lad) from Norwegian folklore qualifies as one of these. Most of the sticky situations he gets in he resolves by outsmarting the baddie. For some examples, he convinces a hungry troll not to eat him by demonstrating his prodigous strength by squeezing the piece of cheese in his pocket, impressing the troll by squeezing "the water from a stone." In a rock-throwing contest, Askeladden grabs a bird out of a nearby bush and gives it a hurl. He is also sometimes called Per Gynt, and formed the basis for the
* Esperanto: The suffix -aĵ- means essentially "the physical substance associated with". "Bovo" (cow) + "-aĵ-" = "bovaĵo" (beef). "Segi" (to saw) + "-aĵ-" = "segaĵo" (sawdust). "Aĵo" by itself just means "stuff".
* Esperanto, the Universal Language) literally mean maness, fatheress and boyess.
* Esperanza has a much stronger relationship with her uncle than her father in
* Esperanza Spalding in the process. Inside the jazz world, Spalding is one of the top contemporary fusion artists, known for incorporating indie rock, art rock, funk and R&B influences into her music.
* Esperanza Spalding. Today, Spalding is solely remembered by mainstream audiences as "that jazz singer who Bieber lost the 2011 Grammy for Best New Artist to."
* Esper Mami: At the start of the series, Mami can only read thoughts clearly if she's touching the person. Later she learns she can do it if they're both touching a metal wire (insulation does not stop the telepathy).
* Esper Mami has the eponymous teenager's telekinetic powers disassemble items when she sneezes — thankfully she is lifting a truck, not a person, when she discovers this. Her teleportation also gets wonky when she's drunk.
* Esper Mami who one day manifests supernatural powers, including teleportation, telepathy, and telekinesis.
* Esper Mami who one day manifests supernatural powers, including teleportation, telepathy, and telekinesis, which she uses to solve mysteries and help people in trouble.
* Esper, one of the Shards of Alara and know for being host to a civilization that keeps everything —
* ESPers, one of them with telekinetic and the other with teleporting ability, showing up on both wings of his plane, to demonstrate him what an ESPer can do in a battle situation. (And to prepare him psychologically for the upcoming practice battle with little Kyousuke.)
* Espers with Powerful Magnetic Field can set it to repel metallic objects, granting them extra protection against certain physical attacks.
* Espgaluda, there are three colors of bullets: red, blue, and purple. Red and blue bullets can be shot away, but purple shots cannot.
* Espill tells the story of a Parisian inn that serves human flesh instead of meat, predating Sweeney Todd by over 300 years.
* Espio the Chameleon is this for Team Chaotix, having studied in the ways of ninjutsu.
* Esplin 9466 (Visser Three) started with a Gedd, just to learn how to infest a host, but quickly moved to a much more effective Hork-Bajir. He actually managed to infest
* ESPN.com's humor section, Page 2, has taken a single comment made by Terrell Owens that seemed to reference this trope and put it through
* ESPN did a preview of the EURO 2012. Apparently Argentina participates in the
* ESPN did a series of NBA commercials. One of them featured Shaquille O'Neil's
* ESPNews when the ESPN's can't carry it", along with repeats of sports talk shows.
* ESPN Extreme Games, and two, because the developer had lost the license to ESPN, which meant that all of the ESPN branding (including pre and post-level cutscenes of ESPN 2 anchor Suzy Kolber) was removed.
* ESPN for a lot of teams, but some lower-profile teams don't view it as harshly.
* ESPN) for Internet streaming, has gotten into the game with commercials that portray thinly-veiled Comcast employees as bullying schoolchildren, forcing you to

give them your lunch money — that is, pay for 400 cable channels you don't want — and making fun of you to their friends when you try to call customer support.
* ESPN for the 2008 WNBA season, and Aloe Blacc's "The Man" for the 2014 NFL Draft.
* ESPN held the "Dream Job" contest, where the winner would become a
* ESPN is Tony Kornheiser's penguin dance, which annoys Michael Wilbon to no end. Once, plushie penguins joined in on the fun.
* ESPN miniseries. However, while Cosell did comment on the fire during ABC's telecast of the game, saying that no one was injured as a result, he never actually said "The Bronx is burning".
* ESPN MLB 2K5 had a gimmick mechanic called Slam Zone; if a pitcher screwed up badly in delivering a pitch or a batter guessed location and pitch correctly, the game would break into a mini-game in which the pitcher and batter tapped the buttons as fast as possible, while the pitch was zoomed in on in slow motion. If the batter won the duel, he would uncork a home run. Not only did it break the immersive TV-like presentation, but was also very much un-sim for a baseball simulation. It wasn't brought back after the one-year experiment.
* ESPN Not because they want updating on their sports news (the show is recorded at 10pm and rebroadcast all night). But because the repetition of the same jokes, catch phrases and tag lines is mesmerizing. And also to catch the sneaky edits that the late night team makes when the first airing screwed something up, and they refilm a segment before the next airing.
* ESPN often does the same thing as TSN, often running shortened (well, two hour block) versions of the night's big game on the network around 2 AM or so on ESPN 2, giving night owls the phrase "Due to time constraints, we'll move ahead to further action."
* ESPN partners with certain college football conferences (particularly the SEC) to show some second or third-rate conference games on limited distribution networks; a viewer has to subscribe to the obscure channel the game is broadcast on or order it through Pay Per View. Unsurprisingly, these games have few sponsors, and throughout the three hours of Florida vs. Crappy Sun Belt Team Destined To Lose By 60 Points viewers will see the same commercials several times.
* ESPN Radio's Mike & Mike have made this an occasional segment. They'll take the radio call of an exciting moment, then add in random bleeps between words, claiming that's how it would sound if co-host Mike Greenberg was doing the call.
* ESPN snagged the rights for the entire tournament. ESPN's coverage was a significant factor in popularizing the tournament and ESPN itself.
* ESPN sportscaster Chris Berman has a nickname for everyone. Usually they are
* ESPN's practices have now moved to regional sports networks, allowing second shifters to catch their games.
* ESPN's Sunday Night Baseball program has been accused of pandering to certain teams' fans. What was once a Sunday night tradition to see two different teams slowly became the Red Sox, Yankees, Dodgers, and Cardinals show, in an attempt to pander to said fans.
* ESPN. Taking it further, he repeatedly complains that ultra-thin fashion models are terrible standards of beauty and holds up athletic cheerleaders as a better one.
* ESPN. The man in question is Asian-American, which added another level of irony. In the end, memes were made and ESPN was embarrassed.
* ESPN the ticker in the bottom-right to promote their next game broadcast, but has since streamlined it into the ticker itself. The tab is still used for breaking news headlines, though.
* ESPN, where ESPN would ultimately play the song so much that Fall Out Boy actually apologized for it becoming an annoyance to college football fans.
* ESPN (who owns 80% of the network) wants to hype up, and even some non-Disney ones.
* E.S. Posthumus has their lyrics in a fictional Latin derivative. People still try to translate them.
* E.S. Posthumus is about a map that was discovered in 1929 and the race of

explorers that could have made this map.
* ESP Ra.De. if you turn on the stage progress widget in the PS4 and Switch ports.
* Espurr also. It has enough psychic energy to blast everything within 300 feet of itself, but it has no control over its power. The only way to protect itself and its environment is closing its ears, so that no power can leak out.
* Espurr, in canon, is a slightly unnerving bipedal kitten with powerful psychic powers. Fandom portrays it as anywhere from a
* Esquire cartoon showed two very proper British explorers up to their necks in you-know-what captioned 'You know Smithers, I've half a mind to struggle.'
* Essais: "Trogus Pompeius says of Herostratus, and Titus Livius of Manlius Capitolinus, that they were more ambitious of a great reputation than of a good one. This is very common; we are more solicitous that men speak of us than how they speak: and it is enough for us that our names are often mentioned, be it after what manner it will."
* Essay (hero), Gimble (neutral) and Triton (villain) are notable examples in the
* essay suggests that one way to avoid a superpowered fetus killing Lois Lane is by having Superman carry the baby instead.
* Essence Drop: Dead enemies drop some intangible thing (usually spheres) that refill your health, magic, etc.
* Essence he is in canon. He doesn't mind appreciating girl's looks, especially much older ones, such as Officer Jenny and Misty's teenage sisters.
* Essence know that there is porn on the internet probably lives under a rock, or at the very least doesn't have any teenage kids.
* "Essence of Life" takes place in 2014, eleven years after a devastating plague.
* essence of nothingness from concepts, which basically means she can pull objects out of thin air, even if they don't exist, because she stole the fact that they don't exist.
* Essence of the Wild operates this way, turning any other creature you cast or otherwise put into play into a copy of itself. Since they will then also have the copying ability...
* essence of this trope. A farmer who's been away from home for a week drives back into town and stops for some cigarettes before he reaches his house. The sheriff pulls up and tells him some bad news...
* Essence, though that has the drawback of keeping them from regaining any Essence they spend on using magic.
* Essendon hasn't won a finals match since 2004, and in most of their finals matches since have lost by large margins.
* Essentia and Alex parting ways, the latter leaving to find a new reality where he can become a better person to cap things off.
* essential. It was also a result of the fact that most Soviet orders had no classes (it being a classless society and all that), so instead you could be awarded the same order or medal several times.
* Essentially all military recruitment ads and war propaganda in every country (and every war) ever. The tendency is for such ads to assert how badass you will become if you join the army/navy and even plays up how tough the training is in order to appeal the
* Essentially every reality show where someone hires an expert to help them fix their business (such as
* Essentially for Orks, it doesn't matter whether you win or lose, as long as you participate.
* Essentially happened with Angel and Drusilla before the show's continuity. Angel, as Angelus drove her mad and killed all her family before turning her into a vampire. However now he's good with a soul while she's evil and crazy.
* essentially is about keeping a Rube Goldberg machine running smoothly.
* essentially made up of multiple rubber bands, it loses a bit of health every time it does something like this. If the rubber bands are on the battlefield, it can call the bands back to it and rejoin with them, regaining a little bit of health.
* Essentially, Middle-earth has three "levels" of divinity. At the top is Eru Iluvatar, the monotheistic creator (Big-G God). Next are the Valar, powerful

angelic personifications of forces and principles (little-g gods or archangels). At the bottom are the Maiar, who belong to the same race (Ainur) as the Valar but are less powerful and generally work for them (demigods or ordinary angels). In general, only Eru is worshipped, and that lightly and indirectly; hymns to the Valar (particularly Varda) show up in the text, but are more like tribute than actual worship. However, Sauron (a corrupted Maia) usually mandates worship of himself as God in territories under his control.
* Essentially, no matter what you do, you're furthering one or more plans of Tzeentch. I'm straining to remember the title, but one short story had a fairly prominent sorcerer engaged in a pitched battle: the forces of Chaos had far greater numbers and armaments, but the defenders were well dug in and supplied. The battle took months, and in the end a last-ditch effort on the part of the Imperials routed the remnants of his army and caused him to flee. The sorcerer feared for his life and soul, but on the first night had a vision from Tzeentch
* Essentially required of characters (including NPC monsters) with superhuman toughness and/or regeneration in
* Essentially the entire concept behind the style of dress of the Team Galactic
* Essentially the entire town of Punxsutawney, Pennsylvania, maintain the pretense that the town's famous groundhog, Punxsutawney Phil, has been alive and serving as regional February 2nd weather-forecaster since 1886. The same pretext holds that Phil's caretakers and spokesmen, the Inner Circle, hold the secret to Phil's prolonged lifespan and that the Circle's president communicates with the rodent in "Groundhogese".
* Essentially the idea behind "psychosomatic symptoms". Again, a number of illnesses have been written off as this, then found to be real as medical
* Essentially the main point of "separating an artist from their art;" namely, acknowledging one's creative abilities while still holding them accountable for misdeeds.
* Essentially, the metagame consists of attempting to move your opponent into a zone where (s)he is less comfortable than you are, even if it is not your most comfortable zone. A strong grappler with an OK punch and good submissions would rather strike against a great grappler and submissions guy who can't throw a punch.
* Essentially the reason why a lot of people dislike or even hate certain successful sports sides like Manchester United (association football) or Australia (many sports, but especially cricket). Also part of the reason why
* Essentially the role of aggressor pilots in the US Navy and in Top Gun, during the Cold War. Flying outdated F-5 Tigers and A-4 Skyhawks, the more experienced aggressors regularly curbstomped pilots in the Navy's newest Cool Planes: The F-14 and F/A-18.
* Essentially, the show takes great lengths to avert this with the point it always makes being that getting somewhere is generally very easy. Ultimately, all security has some sort of weak spot whether it's a keycard, a person, or what not. It's getting into the right position to enter or leave without anyone thinking you're not supposed to be there that poses the problem.
* Essentially, the Whoniverse is what you get when an otherwise Lovecraftian universe is (mostly) tamed by an ancient and powerful race of Monster Slayers. Or at least, where one of the Lovecraftian entities (the Time Lords) are keeping the others in check. Most of the time. The new series indicates that the Time War escalated to full-on
* Essentially this is what the Lich King did to Arthas Menethil through Frostmourne. Because the sword took a piece of Arthas' soul, the Lich King was able to fill that void in Arthas with his own spirit. Which is why he turned all evil and stuff (although Arthas was doing questionable things already).
* essential or otherwise treacherous, and all the rest are under a cloud.
* essential rare exceptions, but for the most part, people get frustrated when devices don't behave the way they expect them to, which includes fake buttons clicking.
* Essential Visual Enhancements critical death animations that leave behind charred ribcages, skulls and other assorted bones.

* Essex and only because the escort carriers of Taffy 3 were unable to outrun the Center Force.
* Essex County trilogy, the comic-within-a-comic drawn by a young child in the story is actually a real comic made by author Jeff Lemire when he was a child.
* Essex girl and a walrus? One has whiskers and smells of fish, and the other's a walrus."
* Essex Girl. The trope itself in general isn't obsolete, but the Essex version is. Audience reactions on this are mixed, to say the least.
* Esso Asso — When a person tries to avoid a traffic light midsection by driving through a corner parking lot (where there usually stands a gas station, hence the 'Esso' part).
* established as early as the very first episode of the series won the board and Holms, in his anger, Rage Quit by shutting the game off.
* Established Broadway actor Stephen DeRosa plays historical vaudeville actor Eddie Cantor in the show, and his talents show repeatedly. He sings the
* Established entries also suffer from this, as each user tries to increase exposure for his or her favorite meme, and create tons of filler and related posts.
* establishes that with most of the United States devastated by the Martians, a provisional government has been set up in Honolulu, officially recognized and supported by the United Nations.
* establish how badass Future Trunks is- and, by extension, how threatening the Androids he was talking about must be.
* Establishing Character Moment; after he overdoses on drugs and recovers in the back of an ambulance, he high-fives the paramedic that's with him, suggesting that they've done this routine plenty of times before.
* Establishing Character Moment and an assortment of packs of gum and chocolate bars by the time he checks into his hotel room, after which he promptly empties the bathroom of towels and toiletries, then scoops up the tourist brochures and local restaurant menus and anything else that isn't nailed down.
* Establishing Character Moment), and drives on (making sure not to run the flower over).
* Establishing Character Moment by offering apples to random people... and most of the apples contains a deadly explosive.
* Establishing Character Moment; Chapter 1 ends with him chewing on Cross's ass.
* Establishing Character Moment epic rant to a customer for denigrating the work of these highly-trained and hard-working professionals.
* establishing character moment for Miss Piggy: in one of her earliest appearances, the script called for her to slap Kermit over some disagreement. Frank Oz, however was having trouble trying to do a convincing-looking slap. He eventually got frustrated and had her karate-chop Kermit with a wild yell. The rest is history.
* Establishing Character Moment for the rich obstructor, van Statten, who confers with the Ninth Doctor on an alien device that turns out to be a delicate musical instrument. He plays a few notes, then, content that he knows all he needs about it, casually tosses it aside.
* Establishing Character Moment; Fraser is shown bringing a suspect into custody during the middle of a blizzard, and telling him "That's the last time you fish over the limit." When his superior starts criticizing him for his overzealous pursuit of such a petty crime, Fraser tells him that the suspect was using dynamite to blast fish out of a lake to the point where he was using a front-end loader to scoop out his haul; after Fraser caught and arrested the overfisher, he then donated the fish to local Inuit communities as supplies to help them get through the blizzard.
* Establishing Character Moment half-guiltily side-eyes the camera after a picture of him wearing lipstick pops up.
* Establishing Character Moment has him be fascinated with Cody's harmonica, and then later make a Cybertronian sized one out of scrap.
* Establishing Character Moment has him cheat at golf twice - once by distracting his opponent during his drive, and once by planting an extra ball on the fairway rather than bothering to look for where his ball actually landed - followed by

delight at his father's recent demise because it means that he just inherited the family estate.
* Establishing Character Moment has him explain how he owns the insults pinned to him.
* Establishing Character Moment has his minions killed when he doesn't need them anymore. Amusingly enough when Babidi finds out they brought him far more energy than he thought they did he thinks he didn't give them enough credit and maybe he should have kept them around after all, though he just shrugs and thinks it's still no big deal.
* Establishing Character Moment in the Soul Society arc, where he cuts off the arm of the giant guarding the Seiretei gate and the blood splatters all over. The name of the chapter is even named 'Rain Of Blood'.
* Establishing Character Moment in "The State Dinner" is her unsubtly trying to set CJ up with the son of some of her friends while pointedly mentioning that he's a successful cardiologist and that CJ is single.
* Establishing Character Moment is boredly slapping RPGs like nothing.
* Establishing Character Moment is him revealing that his cat's name is Elizabeth the 3rd and ordering the other RFA members to not disrespect her, all with complete seriousness.
* Establishing Character Moment is in a car with his coworkers when a bee starts flying around. Everyone tries to swat it ineffectually while Smiley calmly waits for the right moment and opens the window allowing it to leave.
* Establishing Character Moment. It was his way of symbolically sharing one last meal with him.
* Establishing Character Moment, Luca Blight and the Highland Army set fire to a town, killing all the townsfolk they can find. One woman even begs for him to spare her, saying she'll do anything. His demand is that she crawls around and act like a pig, which she complies. His response? Gleefully laugh in her face, yell "Die pig!" and kill her anyway.
* Establishing Character Moment of an advanced society that had been repeatedly bombed into the stone age by the Wraith. For instance, not only does their settlement reside in the shadow of ruined high-tech city, but one of the rare pieces of Athosian technology to survive is a lighter that uses energy beams to ignite objects.
* Establishing Character Moment of Red snapping after the poke, and the cake ends up on the customer's head.
* Establishing Character Moment only to compose herself the moment the elevator doors open, with the music just heard faintly through her earphones again.
* Establishing Character Moments brings up the time she faked her own death to have an Edible Arrangement sent to her house.
* Establishing Character Moment, she can reach mach 10 (over 7000 miles per hour). Even these numbers don't reflect what the creators intended, it's clearly stated that the Sonic Rainboom is a sonic boom, so at least her top speed exceeds the speed of sound. The only other pegasus who may have achieved that onscreen was Rainbow's idol Spitfire, who once, in "Hurricane Fluttershy", created a puff of cloud while flying somewhat like an airplane breaking the sound barrier in real life.
* Establishing Character Moment, Stannis freely admits that he and Robert never loved each other when Matthos is dictating a letter for him.
* Establishing Character Moment. The exact status of print media back on Earth was never really spelled out, but the cost of shipping items off-world is such that you have to be a dedicated bibliophile, extremely rich or both to even contemplate bringing your collection to the Moon with you.
* Establishing Character Moment: The first thing a character says or does that makes it clear the kind of person they are.
* Establishing Character Moment. Then, asks for a towel to wipe himself off. When The Chosen One tries this, it goes horribly wrong.
* Establishing Character Moment to eagerly taking 'misaligned' photos of a pair of short-skirted female tourists who asked for his help with their camera.

* Establishing Character Moment was killing Frieza and his father like they were mooks, is terrified of the androids who murdered everyone he knew save for his mother.
* Establishing Character Moment: When a character is introduced in a work, there is a scene—or even as small as a moment—that lets the audience know what kind of character they're going to be.
* Establishing Character Moment. When Kaneki is sent to help Yomo harvest bodies for the cafe, he's understandably intimidated by the silent Ghoul. But when they arrive on site and discover the body of a recent suicide, Yomo pauses to pray over the victim prior to getting to work. Afterwards, it becomes clear that Yomo is actually an incredibly kind person.
* Establishing Character Moment, which is the list of charges he has filed against Lister, namely: 123 counts of insulting a superior technician, 39 counts of dereliction of duty, 84 counts of general insubordination and one count of mutiny.
* Establishing Character Moment while acting drunk and unprofessional.
* Establishing Character Music: A character's personality is established through music.
* Establishing Character Music: Background music establishes someone's personality.
* establishing GoBots as sapient robots constructed on Earth by humans rather than an organic alien race who had their brains put into robotic bodies to survive a disaster.
* Establishing Series Moment: The one moment that represents what the whole series will be about.
* Establishing Shot know what he's doing is wrong (at least as Fat Buu), and Mr Satan manages to single-handedly convert him to good.
* establishing shot of "The Big House" appears… with the jail of New Jersey next to it.
* establishing shots began and were not supplemented with new shots until the season 8. It becomes very noticeable when watching the show on DVD as there were less than a dozen shots, the film was degrading and in one of the most used shots a guard is mysteriously holding his rifle while at the same time having it slung over his back.
* establishing shots of the Springfield nuclear plant, perhaps as a sign of the ominous doings that often occur therein.
* establishing song) originally began with a recitative that was cut from the original production. Later revivals cut the number and the scene in which it appeared, though it remained in underscoring, until the 1994 revival brought the scene back with new staging.
* Estado Novo were any "Russian"/Soviet film (between 1936 and 1970), any Eastern European film (between 1947 and 1970), and any Indian film (between 1953 and 1973), the latter due to the invasions of Portuguese India.
* Estanatreich not only functions as this, it has an entire colony on its back. Justified as it is the one and only de facto territory of TERRA faction. Other ships exist as well, particularly the NESS carrierships.
* Estancia won awards for Best Use Of The Infinite Canvas - it had amounts of material roughly the size of half an issue of a normal comic book each presented in a one-panel-wide column. The dialogue and action still flow smoothly, but when it was made into print books, the artist had to get pretty creative...
* Estate of Panic, a contestant had brought back a $1,000 urn from one of the rooms and told Steve he accidentally spilled some of the ashes on the floor, to which Steve replied that they were his uncle.
* Estate of Panic, similar to the above, but with adult contestants ransacking a haunted mansion filled with booby traps and unpleasant animals to find cash.
* Estate of Panic simply reveled in this, with each room the contestants need to search for money in having a particular "deadly" trap, many inspired from the above list.
* Estate of Panic: The show's winner is the only one seen actually leaving the house. Three of the losers are left trapped in the rooms, and the other three are escorted to some unknown place in the mansion by the butler.

* estate over. How the Third Imperium assures loyalty in it's nobles is not made clear (though it's implied the Imperial Navy and Marines have something to do with it).
* Estée and Joseph Lauder, founders of The Estée Lauder Companies Inc., one of the biggest manufacturer and marketer of prestige skincare, makeup, fragrance and hair care products. Baring the small period of separation in 1939-1942 they were together till Joseph's death in 1982. And they also worked together to make their business what it is now.
* Esteban and Clara's eldest daughter Blanca was rather ugly when she was born, average-looking as a child and a total beauty as a teenager/adult.
* Esteban and Esmeralda Batiste, nicknamed "The Eebs", are a husband/wife assassin team for the
* Esteban blatantly points out how they would make a democracy (America), but how Carey and Maddie (women) or Zack and Cody (children) would not receive a vote. However, he does
* Esteban's mother, Muran'Kel, volunteers to become the Custodian of the Cities of Gold. She died as her brain was integrated into the cities' computer network, but her mind lives on as a holographic construct
* Estella Erith. One name is a pseudonym, it's not hard to guess which one isn't real.
* Estella Warren is a former synchronised swimmer and member of the Canadian national team. She displays this skill in a very plot-unrelated scene in
* Estella Warren planned to make a big comeback with a supporting role, but her part - she and Adam Brody play a husband and wife who get wrapped up in the film's plot - was deleted from the final print (although Brody remains in the movie).
* Estelle and Flynncount, though the fact she keeps slipping from his watch could count as a subversion.
* Estelle becomes a boy over the course of a year thanks to her mutation.
* Estelle, believed that if he was there, he'd easily thwart their plans.
* Estelle can get a cat teaser as a weapon, which replaces her standard burst arte with a joke one that makes her crouch down and start waving the cat teaser up and down as if to entice some invisible kitty. Each wave of the teaser will damage enemies touching it very slightly, and can actually combo some of them for a surprisingly long time, depending how much Estelle decides to wave it around. It's very likely to be interrupted if she's not using the invincible level four Overlimit, though. Amusingly, this becomes a surprisingly effective way of damaging enemies in the PS3 remake of the game, thanks to the new Burst Keep skill, which makes Overlimit last until a burst arte finishes. Couple this with the fact that Overlimit level four is invincible and prevents flinching from almost everything and the fact that Estelle can play with the cat teaser
* Estelle, has only voiced Garnet. She works primarily as a singer and, while not really a "mainstream star", has a cult following that included members of the show's production crew (specifically its composers), which is partially how she get the role in the first place.
* Estelle is a healer who sports the highest defense scores in the game and a fast track to the protective skills. You could viably play her as the party tank and leave spot heals to your less proficient members, as she has an array of melee attacks to take advantage of. She's also no sap at supporting from the sidelines with her light based attack magic.
* Esteros, a 2016 Argentinian film about two estranged childhood friends rekindling atrraction they had with each other more than 10 years after they had been separated.
* Esther Diamond, actress Esther is playing a prostitute while filming on location in Harlem. After witnessing some terrifying magic late at night, she runs out into traffic screaming about zombies and men with swords. Unsurprisingly, the drivers who stop for her assume she's on drugs and either tell her to get out of the way or try to hire her.
* Esther Diamond: Both Barclay Preston-Cole and Garry Goudini in Disappearing Nightly as they recount how their respective assistants disappeared during their

acts.
* Esther Diamond co-star Rachel does this a lot in the fourth book, both for serious threats and minor irritations.
* Esther Diamond is a profile writer, but the deliberately-sensationalist direction his profiles actually take cements him as this.
* Esther Diamond summoning a demon that will want to rape a virgin, only to be thrown to it himself once the hero realizes that he’s one. We hear him screaming horribly for a bit, then coming in hunched over and glaring, while the demon looks flushed and satisfied.
* Esther Friesner a dragon. No problem: the Welsh au pair calmly picks up a sword and proceeds to chop her way through the first hedge in the way. The maze, not being stupid, immediately opens a clear path for her.
* Esther Friesner has gods and anthropomorphic personifications (e.g. the Fates) like this, with rebellious teenage demigods, curmudgeonly elder gods, and so on.
* Esther Friesner into a frog, so she can use this to prove her point that she still loves him.
* Esther Friesner, one such elf is found to have once been a small-time rock star in the 1970s.
* Esther Friesner series, about historical or semihistorical (or straight-up mythical) princesses of history during their childhood and young adulthood. So far she has taken on Helen of Troy, Nefertiti of Egypt, Himiko of Yamatai/Japan, and Maeve of Connacht/Ireland.
* Esther Friesner series, Tim Desmond's mother's Russian ancestry causes a bannik (a household domestic sprite) to move in, which ends up driving her crazy with its obsessive cleanliness.
* Esther Friesner, the protagonist is saddled with a Welfin wife when he takes her hand to go to dinner. She's pleased because she loathes the Welfin way of life, the other Welfies are pleased because it means they can make demands of the protagonist, and nobody really cares what he thinks of it.
* Esther Friesner the witch isn't illegal, after all, and if the witch turns out to be too powerful and has to be appeased with trade goods, that's not the mob's fault. And if they find useful herbal remedies of completely unknown origin placed near her cottage, well, it must be their lucky day.
* Esther is hands down the hardest hitting weapon in the game, which you would expect with it being a legendary version of the Fat Man and all. You can pretty much one shot anything using this weapon, the right perks, and the right ammo. Its surprisingly versatile due to the special ammo added by the DLC. It also grants extra armor and rad resistance, something no other weapon does.
* Esther McQueen attempts a military coup against the Havenite regime herself, entirely in line with the series' tendency to parallel the French Revolutionary Wars (with Esther "Admiral Cluster Bomb" McQueen in the Napoleon role) — only for the series to go
* Esther Williams was a competitive swimmer before landing an acting contract with
* estimated that at the rate razor blade technology has expanded in the past century, we will soon have razors with infinite blades.
* estimate They ran tests with the very same railway car in the exact same circumstances, and the car never got below room temperature.
* Estimating enemy losses in battles is pretty much ubiquitous across modern militaries for both pragmatic reasons (it helps to determine what the enemy's strength currently is, after all) and propaganda. Oftentimes, the publicly released figure will differ from the more accurate internal figure, which itself differs from the real figure due to the imperfect methods of estimating enemy losses (these are only accurately established after the war is over and each side releases their medical records). A great example is the
* Estimations, twice as large as previously thought, and it's not the largest lunar basin.
* "Estival" is also an archaic word roughly meaning "summery," which fits the setting like a glove.
* Est Machina - really Deus Est Machina, but that title is already a trope.

* Esto es peor ("This is worse") shows the mutilated body of a Spanish fighter spiked on a tree, surrounded by the corpses of French soldiers.
* Estonia are not citizens of these countries but rather stateless, holding the status of "permanent residents". This is because these states only allow naturalization for those holding a correct level of fluency in the national language. It is rather notable in Latvia because Riga (its capital city) was primarily a Russian city until 2006, and Daugavpils (its second-largest city) still is.
* Estonian folklore tells the story of Tõll, a giant who came to the aid of the Estonian people in a time of conflict, transporting soldiers en masse on giant wheels. During the subsequent battle, Tõll was decapitated and placed his own head on his sword. He then walked to his grave, promising to rise again in the event of another war against Estonia.
* Estonians and Finns are commonly seen as very slow-witted (partly due to their tendency to speak Russian very slowly compared to native speakers) and ironically referred to as "
* Estonia, of the Baltic girls trio, just wants to party with the cute Nordic boys. They however hide from her in fear. Except for Finland, who does accept her booze before slamming the door in her face.
* Estovakia is Yugoslavia fused with Romania, fitting well into the Yugoslav theme as many aces, both major and minor have names derived from the former Yugoslavia and Romania, coupled with a Civil War that appears to share some parallels (albeit loosely) to
* Estranged Soap Family: Family members never show up for their relative's important life events.
* Estrogen Brigade for each and every male character, as well as an IRL one.
* Estrogen Brigade in auctions. Fans use these to make "ita-bags", a bag with a clear panel in the front, behind which merchandise of a single character (or pairing) is artfully arranged, covering the entire front of the bag.
* "Estuans interius ira vehementi". Odds are you're not thinking of one of the poems, or even the Orff rendition, as much as you're thinking of
* Estus Pirkle entered into politics first by becoming Governor of Mississippi and later running an unsuccessful presidential campaign in 1992 rather than remain an obscure preacher whose teachings would serve as the inspiration for the 1971 film
* Est, who has been captured by pirates and her older sisters Palla and Catria join Celica's party in an attempt to rescue her. When they do, they scold her over her recklessness.
* Esurance of Erin, which was the reason why she was dropped in 2010 as their mascot before the company was acquired by Allstate and started promoting more family-friendly ads for the company.
* Es waren zwei Königskinder ("There were two royal children"). Here the three candles in the window are extinguished by a "false nun" (who in some versions is a Norn).
* ESWAT has the I.C.E. suit, worn by police officers who graduate to the E.S.W.A.T. level.
* ESWAT takes the player into one, with the message "WORLD CONQUEST" unsubtly flashing over a map of the world.
* e-Sword, a freeware Bible program for Windows. It has an Android counterpart called MySword.
* ET 1, as well as most public radio stations remained on air, often with the help of other, small local radio and TV stations lending ERT's staff their frequencies (which faced jamming and penalties by the government for doing so) and through webstreaming. The (ex-)staff, being for all intents and purposes fired, used their new-found editorial freedom to explain how government meddling ruined the once successful public broadcaster to benefit private interests (June 2013 was the month were the digital TV broadcasting licenses were going to be auctioned, and private channels really didn't want ERT getting one on their own, rather wanted them to be their private consortium's client). They also invited disenfranchised groups of people to the studios and aired a lot of crowdsourced documentaries that indie

creators offered to (ex-)ERT, curiously, all related to subjects that traditional media avoids (racism, corruption in the government and so on). The newscasters played this trope straight when they redubbed ERT (Elliniki Radiofonia Tileorasi: Greek Radio Television) to Eleftheri Radiofonia Tileorasi (Free Radio Television), initialized the same in Greek. Their broadcast still goes on as of the moment for writing (August 2013), although severely weakened because of more government meddling, and also, people who decided that bringing bread back home might be more urgent than defending a concept and protesting an unlawful dismissal (you can't really fault them, seeing the unemployment rates and poverty in Greece). The role of public broadcaster was hastily replaced by the government (after public outcry) with an entity with no legal standing and public domain movies on loop.
* Eta Boötis IV's local name, "Al Haris al Sama", means "Guardian of Heaven" in Arabic.
* et'Ada came to an end when he and the other pre-creation spirits settled into their roles, with Akatosh specifically creating linear time as a concept.
* E.T. Adventure, Bontanicus exclusively refers to the guests as "earth people".
* E.T. Adventure, Bontanicus tells the guests to bring E.T. home with either a spaceship or their bikes. When the attraction first opened, there was a special vehicle for wheelchair-bound guests that resembled E.T.'s mothership, which is what Bontanicus is referring to when he says "spaceship". For unknown reasons, the special vehicles were taken out at some point, leaving this part of his holographic distress call a bit of a headscratcher.
* E.T. Adventure, E.T. sends the "bicycles" the guests ride on into hyperspace in order to reach E.T.'s homeworld, which was previously said to be over three million light years away from Earth.
* E.T. Adventure, E.T.'s teacher appears in a projection, where he pleads for the guests to return E.T. to the Green Planet so that he can heal his friends along with the rest of the planet.
* E.T. Adventure is the only one that can save the Green Planet from dying, due to his healing touch.
* E.T. Adventure means you're not really at lightspeed; to a hypothetical particle traveling at the speed of light, it takes exactly zero time to go any distance, no matter how long.
* E.T. Adventure reveals that E.T.'s homeworld is a lot like Earth when it comes to oxygen and atmospheric pressure.
* E.T. Adventure reveals what E.T.'s planet looks like, who some of his alien friends are, and the other types of alien species that live on his planet.
* E.T. Adventure shows all of E.T.'s friends that weren't shown in the film or any of its spin-off material, including Tikli, Orbidon, and Magdol.
* E.T. Adventure shows us the Green Planet, a bright and colorful place that's extremely festive, friendly, and always curious.
* E.T. Adventure that the sky colors of the green planet is always a mixture of red, orange, and pink.
* E.T. Adventure, though it can be argued that he is "spiritually" there, since the guests are essentially assuming his role.
* E.T. Adventure to explain the situation to the guests, introduce them to E.T., and explain what they need to do.
* E. T. A. Hoffmann (Dolphins have a single blowhole on the top of their head, and they don't actually blow water out through it.)
* E. T. A. Hoffmann), once the young male lead is transformed into a nutcracker, he must find a woman who can love him despite his ugliness to have any hope of breaking the curse.
* E. T. A. Hoffmann's eponymous novella, is a poetess in her seventies at the court of King Louis XIV of France, when she gets roped into the hunt for a serial killer who murders wealthy lovers on their way to their mistresses with expensive jewelery.
* E. T. A. Hoffmann Sometimes her thrown shoe only distracts him and gives the Nutcracker the chance to stab him. And still others have Clara grab the Nutcracker's sword and stab the King herself.

* E. T. A. Hoffmann", the main character falls in love with a woman named Olimpia, who is eventually revealed to be a robot.
* E. T. A. Hoffmann, the titular character offers to bite Peregrinus in the finger as a sign of friendship, since obviously they cannot shake hands.
* E. T. A. Hoffmann versions that include her, with his mother the Mouse Queen:
* eTalk. What it failed to mention was that Bell Media has a stake in the production.
* etc. Day". Schemes like this already exist in other calendars (including both the Jewish and Muslim calendars) and in many other languages as well.
* Et Cetera, both characters managed to get almost royal straight flushes.
* Etcetera Group and Maria Jose Estevez) to record from there, allowing them to keep their roles after emigrating.
* Et Cetera it happens when the protagonists get trapped in an underground tunnel on their way to the Syndicate's base.
* Et Cetera look like toy guns with their odd shaped cylinders, can not fire proper bullets, and only elicit scorn and derision when their wielders try to point them at their enemies. If used correctly, fired while in contact with something related to one of the animals of their respective zodiacs, they can be very destructive, and are considered two of the strongest guns in existence.
* Et Cetera: Mingchao awakens in her hotel room to find the place trashed. Baskerville and Benkate are sleeping beside each other against the wall, and she wonders at first if they had fought over who got to sleep on the bed. But then she notices how peaceful and relaxed they are, with Benkate leaning against Baskerville.
* etched on the metal plates in the skulls were directions to discovering the archived knowledge from the second timeline. Namely, a frequency to be used to locate the data. They were discovered in the third timeline's 1955 and used this knowledge to honor Kemal's Heroic Sacrifice.
* etc.). Simply grinding to level 99 is forbidden, and every optional quest must also be beaten, except for the Magi Master.
* ET, Elliot emulates the movie E.T. is watching at home, culminating in the film's Big Damn Kiss.
* Eternal Alice has "stories" inside of people. From the way these operate, they mostly contain aspects of memory, though there seems to be a slight overlap with soul in them.
* Eternal Bushido is a Wuxia work written by K. W. Robertson that focuses on a young woman who must rely on a stranger to help bring her home's attackers to justice, all the while risking to plunge the empire of Vesitgia into civil war.
* Eternal Calm is also justified. The rest of the Gullwings are Al Bhed, who already are used to going underwater.
* Eternal Card Game. And that's on top of dinosaurs, gunslingers, and a mechanical race called the grenadin.
* Eternal Card Game includes axes as weapons, both for units and the players themselves.
* Eternal Card Game nullify the first spell or effect used on them by the enemy.
* Eternal Card Game, perhaps unsurprisingly, has many of these in its ranks.
* Eternal Card Game require a payment of life, whether up-front or over time.
* Eternal Card Game, Time, and to a lesser extent, Justice, have some healing spells and units.
* Eternal Champion, after Ekrose promises the Queen he will destroy all of the Eldren (whom he has come to respect far more than humanity), he becomes an emotionless, remorseless killing machine. Socially, none wanted to be with him, but all (humans) were glad to have him leading them in battle.
* Eternal Champions and even leg (Riptide has Jetta's stance and Shadow's legs) swaps.
* Eternal Champions (and since they did no damage, if they were blocked, they had no effect whatsoever).
* Eternal Champions by virtue of anatomical correctness: if someone explodes, you don't get fourteen legs and five ribcages; you get shredded flesh, shattered bones,

and bloody organs.
* Eternal Champions features several fighters well versed in martial arts, and then it has the caveman Slash. His fighting style is listed simply as "Pain". The game further describes his style as using underhanded moves such as eye gouges, nose tweaks and ear smashes to inflict a great amount of pain, making it increasingly difficult for his opponent to properly focus on the fight.
* Eternal Champions has stage-specific "Overkill" attacks that finish the loser off in a gruesome manner (especially in the Sega CD version), including (in the Genesis version alone):
* Eternal Champions. He searches through time and finds ones that could have prevented the future from happening, but died before they had the chance. He gathers them together and has them fight in a tournament to decide who gets the chance to avert their own death and prevent this future.
* Eternal Champions. In this duology, you are a generic martial artist who's helping the Eternal Champion and the other characters from the game.
* Eternal Champions the roof of their headquarters — they gave her no other way to leave.
* Eternal Champions, this was the cause for Xavier's death. There's even a smoldering stake in the immediate background of his stage that you knock your opponent into.
* Eternal Champions Xavier Pendragon was burned at the stake for being a warlock despite the manual saying that his abilities were based in science.
* Eternal Champion, where the humans' technology level is roughly Middle Ages, the elf-like non-human Eldren have invented many 20th Century modern weapons of destruction, including futuristic ray guns but have never succeeded in making a flying machine. Erekose (who, in another life, has much experience with modern technology) is surprised at this gap in their knowledge.
* Eternal Champion which develops into more genuine love. This has far-reaching consequences by the end of the story.
* Eternal City, there will be an ending, and after that, the cycle will be reset, allowing the player to see or achieve different outcomes.
* Eternal Darkness, after each level (interpreted as Alex Roivas reading a page of the Tome of Eternal Darkness), her sanity will have decreased a bit more and more. A serene mountain landscape hanging on the hallway will warp into a hellish landscape of torment when this happens.
* Eternal Darkness after Nintendo intervened and course corrected its development.
* Eternal Darkness; and Alex Roivas has a gladius, a revolver and a shotgun.
* Eternal Darkness, and all the forbidden city levels (Pious, Karim, Roberto and Michael), as the forbidden city has no obvious exit.
* Eternal Darkness, and are associated with the colors green, blue, and red, respectively. The fourth god, Mantorok, is associated with the color purple and can overpower or out-strategize any of the three other gods.
* Eternal Darkness and consigned it to a slow and inevitable death, it is probably fitting.
* Eternal Darkness..." and "Controller unplugged" messages. One particularly involved example pretends to restart the console, letting the player attempt to load his save only to find all his saves deleted. Occasionally the console restarts with a different loading screen. "But I'm not playing on an Xbox..."
* Eternal Darkness and not only will you be trying to describe something that sounds insane, you probably are insane. Even if the psychological tricks don't scare you, let that sanity bar run out and your vitality will quickly go down the drain.
* Eternal Darkness and Xel'lotath's zombie will instantly produce a ghostly head in the original's place; that said, aiming for the noggin is a guaranteed way to deal good damage to them.
* Eternal Darkness at times. Many players have attempted to finish the game with minimal sanity to make the game harder.
* Eternal Darkness. But, by that time, there's nothing left to see in the game. Plus, playing on the game on low sanity is arguably more fun, if only for the

interesting and unique sanity effects.
* Eternal Darkness, but the dental records cannot be used (because the victim's head is missing).
* Eternal Darkness, but the more physically active characters have no excuse.
* Eternal Darkness, but ultimately harmless. However, when your Sanity Gauge has run out entirely, anything that would normally only reduce your Sanity will start taking chunks out of your health instead, most likely due to this trope.
* Eternal Darkness centuries-spanning plot involving numerous player characters.
* Eternal Darkness don't mean anything, but one of them is the scraping or sharpening of knives, followed by the sounds of someone being tortured on another floor...
* Eternal Darkness: Edward Roivas has bottles of Liquid Courage in his Inventory. Three guesses as to what they hold...
* Eternal Darkness, effectively limiting how much use the axe will see in practice.
* Eternal Darkness: Examining the bathtub while you're Alex is a prime example.
* Eternal Darkness had the lead character Alex unlock an old safe through the use of a 200-year-old Stethoscope.
* Eternal Darkness had this happen every time a character (from chapter 3 on) picked up the tome of Eternal Darkness.
* Eternal Darkness has a couple moments where, instead of fully rendering out a scene, the game will instead use a texture map to depict something that won't be seen past a certain cutscene. The biggest example is right in the introduction, when Alex is brought to identify the corpse of her grandfather Edward; both the view of his corpse and the close-up of his family ring are extremely obvious texture maps.
* Eternal Darkness has an insanity effect that tells the player the game is to be continued in the sequel, then the effect ends and the game continues.
* Eternal Darkness has a statue that turns its head to look at you, even when your sanity is at its highest. It serves no purpose, other than to creep you out.
* Eternal Darkness has Bonethieves. They like to burrow down people's throats and then control their host's joints directly. The victims are still conscious but are unable to control themselves.
* Eternal Darkness has one of the characters wandering around a spooky mansion in the day with the sun getting ready to set and still manages to give off the uneasy feeling that monsters are watching you and can strike at any moment.
* Eternal Darkness has several character return from the dead as glowing blue ghosts to continue their struggle against the Darkness.
* Eternal Darkness head Denis Dyack's father Ben, who passed away during its production.
* Eternal Darkness, if you take too long to shake them off, they'll claw their way into your character's body, taking them over and ending the game.
* Eternal Darkness, in one of the few boss battles it has, using bullets on the Black Guardian all but makes it mock you for even thinking or trying to harm it with guns.
* Eternal Darkness: Inverted. Most of the monsters cause sanity loss when they see the player character, regardless of what the player character sees. But played straight in some cases. For instance, watching a bone their burst from its host will lower your sanity.
* Eternal Darkness involves the narrator informing you that he is dead.
* Eternal Darkness is used to represent great evil or madness in the soundtrack.
* Eternal Darkness. It kills you, it gets a new host. Maximillian's ravings and paranoid fear of the Bonethieves are quite justified in-game, as it's revealed that at least one of the servants he slaughtered was indeed a Bonethief host.
* Eternal Darkness just before your character reaches it. The sounds continue until you open the door, at which point your character passes into the next room, and finds it empty.
* Eternal Darkness Later, as Michael, you can use the Enchant Item spell on his portable flashlight to change the color of its beam to match the Ancient fueling the spell.

* Eternal Darkness. Mantorok, who seems to have posed as a relatively benevolent god to a Khmer group, is a possible exception, but not an option you can pick.
* Eternal Darkness may be none too steady is the way her sobs when she first sees her grandfather's dead body are shot through with thin veins of laughter.
* Eternal Darkness — the Heart(s) of Mantorok, the Claw of Chattur'gha, the Sigil of Xel'lotath, and the Veil of Ulyaoth.
* Eternal Darkness — way scarier than any monster could possibly be.
* Eternal Darkness. More subtly, close inspection of the Roivas family tree displayed in the manor's library reveals that the artist added a hanged corpse on one branch.
* Eternal Darkness never changes out of his centurion armor (though it's burnt black over the centuries).
* Eternal Darkness often results in their standing back up & attacking you again. Don't abandon your melee weapons; gun finishers burn ammo quicker than you'd think.
* Eternal Darkness (One chapter is set in the aftermath of the war as Michael Edwards leads a firefighting team to extinguish burning oil fields.)
* Eternal Darkness: One of the Sanity effects in the Roivas mansion involves books in the library flying between the shelves.
* Eternal Darkness pits a supernatural spellcasting monster called a Black Guardian against Peter Jacob, who is in fact a normal human who realized his capacity for magic only about an hour before the fact, so this counts.
* Eternal Darkness plays on this trope with one of the characters going insane (well he wasn't really but he sure sounded like it) after seeing "beyond the veil".
* Eternal Darkness really only has two true boss battles. The first is immune to bullets and impossible to reach with melee attacks, and has to be killed by magic cast at just the right times. The second is mostly immune to everything, except assaults on his relic of power and attacks from spirits of those who came before. Until the very end, of course.
* Eternal Darkness, recoil is usually shown with at least some realism, with all shotguns and rifles having some recoil, and the Holland & Holland elephant gun literally knocking the character to the floor if they don't take a moment to brace themselves (doing so still causes the character to take a long step back).
* Eternal Darkness refers to its "many mouths" when it talks about how it will destroy Ulyaoth.
* Eternal Darkness says that the Roivas family was persecuted upon coming to America and often burned for witchcraft, but enough survived to have descendants in the form of Maximillian, Edward and Alexandra, among others.
* Eternal Darkness scale than your personal survival, and it has an extremely heavy emphasis on melee combat and unleashing powerful spells (both of which are effectively unlimited).
* Eternal Darkness that will trigger. Everything else, which would very likely interrupt your chances of survival, won't start triggering again until the boss has been defeated.
* Eternal Darkness. The chapter of Dr. Maximilian Roivas, "The Lurking Horror", plays out the closet to how one of Lovecraft's stories would, ending with Max locked up in an asylum.
* Eternal Darkness, the heart remains intact for over 1000 years so that Alex can use it in the final battle. Unfortunately, you don't see the heart beating in-game (presumably to match the other essences, which don't move in any way), so this trope is only partly adhered to.
* Eternal Darkness: The Pillar of Flesh is constructed by The Ancients to facilitate their entry into our world. It is built of people smothered with concrete.
* Eternal Darkness. There are also players who play the game with their character's sanity meter at rock bottom just to make the game more interesting.
* Eternal Darkness, there's at least three ghosts, a secret passage, and a sealed-up room on the second floor, but that's nothing compared to what's in the basement...

* Eternal Darkness, the Surreal Horror angle runs rampant, especially once your sanity meter runs low. The whole thing is just one big screwed up wide awake nightmare.
* Eternal Darkness: The Tome of Eternal Darkness allows its bearer to summon Trappers, Zombies, and Horrors with the Tier, Aretak and Pargon runes, as well as one of the Ancients' runes. Just don't waste your time trying to use Mantorok to fuel the spell.
* Eternal Darkness; they take a few seconds and can be cancelled by the slightest movement of the caster.
* Eternal Darkness to a downed monster to regain some sanity points. The one time you're in a modern day story and get a fully-automatic assault rifle with underslung grenade launcher, it's much easier to take the nasties down.
* Eternal Darkness to end a period of enlightenment brought about by the emperor unifying Europe under his banner.
* Eternal Darkness to get a hit in, and they're able to summon lesser mooks if you give them the opportunity.
* Eternal Darkness to Lovecraft. The Ancient Ulyaoth always has a vocabulary to match his grand size.
* Eternal Darkness was an advert for a sequel appearing, implying that the game was over.
* Eternal Darkness was still being planned for the Nintendo 64, one of its playable characters was Joseph de Molay, a Templar Knight. His chapter ended up being scrapped in the final product, but when you find Roberto Bianchi's chapter page, you're given a short scene of Pious threatening a knight who can see his true form as a liche; he's merely credited as "Defeated Knight", but this was actually a repurposed Joseph.
* Eternal Darkness when your sanity gets really low the ceilings appear to drip blood. This causes damage to you, indicating that your body is starting to suffer from the stress on your mind.
* Eternal Darkness, where, amongst other things, bugs will crawl on the screen if your sanity drops low enough.
* Eternal Darkness, with the infamous "bathtub scare" that features a vision of Alexandra Roivas's mutilated corpse in a bathtub of blood.
* Eternal Darkness would qualify. Most of the fighting and exposition takes place in the catacombs beneath it, though.
* Eternal Daughter, Baphomet is the true mastermind behind the Dungaga's conquest, and is the final boss.
* Eternal Daughter: "roundface", used by military officials from Dungaga as a derogatory term to refer to humans.
* Eternal deconstructs this by featuring an entire world where this technology is possible. People who were not cloned are exploited for their pure dna. There are also things called 'death parties' where teenagers killed themselves for the fun of it.
* Eternal Eden, and the two probably had a more developed romance in the new continuity that the protagonist knew nothing about.
* Eternal Eden fell in love with Jean despite Jean telling him that he's a man.
* Eternal Eden, so her relationship with Lynette don't count as being a lesbian relationship even if both look female.
* Eternal Eden, where the events that take place in the game did not happen in the new reality, and the two probably had an offscreen romance.
* Eternal Engine: A titanic factory or machine typically filled with sprawling tangles of dangerous mechanisms.
* Eternal Engines has one whose location allows it to forgo self-reliance in favor of more production: Guard regiments are alays stopping there to resupply and take care of defense, while food is imported, rationed, and not stored for maximum efficiency, resulting in riots when the approaching Tyranids scare off the deliveries.
* Eternal Eyes are pumpkin- & kabocha-based. Mappemon no. 112 & no. 113 are Pumpkin Head and Head (Pumpkill in Japanese), which are respectively a pumpkin- and

a kabocha-headed humanoid. They take off their heads to swing at opponents. Mappemon no. 114, no. 115, and no. 157 are Mad Pumpkin (Mad Pump in Japanese), Big Head, and Y.P.puppet (Typhoon in Japanese), which are respectively a large pumpkin, a large kabocha, and a large yellow pumpkin. They attack by jumping up and falling down on their opponents.
* Eternal Fighter Zero, even a huge surprise barrel, which she can drop on her opponent's head; and her Final Memory involves riding on a giant plushie to ram her opponent.
* Eternal Fighter Zero freeze her opponent into a block of ice, but no lasting effects ever linger. This is especially odd when she proceeds to shatter her frozen opponent for her Final Memory move, which is powerful, but by no means an instant kill.
* Eternal Fighter Zero, Mizuka Nagamori's Final Memory move, "Eternal Poem", freezes time and allows her to freely wail on the opponent for a while.
* Eternal Fighter Zero, playing a tree actually has a practical use: Ikumi Amasawa's blocking animation has her disguise herself as a tree to block high, a rock to block low, and a cloud to air-block.
* Eternal Fighter Zero, Rumi Nanase uses a wooden kendo sword. Interestingly enough, her attacks do more damage than Mai Kawasumi's, even though the latter uses a real sword.
* Eternal Fighter Zero that already know how horrible her jam is have special reactions during the attack; other characters simply eat it unwittingly.
* Eternal Fighter Zero, who is Nayuki's mom, and a strong and agile character with fights with an assortment of household tools.
* Eternal Fire of Baba Gurgur. The fire itself isn't as spectacular as the crater at Darvaza, but it's been burning there for 2,500 years.
* Eternal Flowers: Seeing as Persocoms are considered another type of lifeform… the list includes sensing not only wifi and radio waves, but mircowaves and even magic as well.
* Eternal Flowers, there was an accident mentioned involving a limousine that is probably the reason for Amber's legs being replaced with those of a Persocom.
* Eternal Forces. The non-religious community objected because they saw it as conservative Christian propaganda, and the Religious Right disliked the game because it portrayed the faithful as trigger-happy vigilantes.
* Eternal had a child with her father. Apparently this is not abnormal in svelk culture.
* Eternal Hero Birgitte. Their uniforms are designed to trick people into mistaking them for ceremonial guards, but they're actually elite fighters to a woman.
* Eternal Hero: The hero has existed for eons and will likely continue existing for eons.
* eternal life after their bodies gave up, or just ended up that way because of their power.
* Eternal Lords are basically fantasy vikings, and also mammoth-riding ice-people. Like orcs, they aren't necessarily evil, but they fight well and quite enjoy raiding.
* Eternal Loser by Leslie Fish is about a space hero whose love interest dies at the end of each "episode." By the end of the song, he's afraid his ship will leave him too.
* Eternally alone Lucia makes a love connection with Carl. The epilogue shows them with children, and Lucia has become much happier.
* Eternally Pearly-White Teeth: Actors generally have healthy teeth, even when the medieval characters they're portraying wouldn't. But hey, our heroes have to look good.
* eternally trapped but alive. There are some powerful creatures who couldn't make it through. By now the wall is so covered with those trapped by it that it looks like a wall made entirely of screaming faces as far as the eye can see.
* Eternally unlucky protagonist of his neighbours' mother, whereas it's actually herbal tea. He replaces it with burnt toilet paper, which later ends up being fed back to him when his wife makes him some of the tea.

* Eternally uptight Principal Skinner and the free-minded Edna Krabappel. However, she ends up leaving him at the altar because of his
* Eternal (MLP), unicorns are immortal. Galaxy is the oldest, being older than time itself.
* Eternal (MLP) , unicorns stop aging after a certain period. Galaxy is eons old but doesn't look older than thirty.
* Eternal Moonshine of the Simpson Mind", Marge says her black eye is due to walking into a door. Wiggum voices his skepticism and then walks into a door himself.
* Eternal Moonshine of the Simpson Mind to forget the event, and could only remember snippets.
* Eternal Moonshine of the Simpson Mind" when Homer tries his dog to help him find his family:
* Eternal Poison, books are a favorite weapon of witches (such as Thage) and can be used to break spiritual barriers on certain Majin.
* Eternal Prohibition: Laws and taboos regarding unhealthy substances (drugs, alcohol, etc.) in the future are identical to whatever they were at the time the work was written.
* Eternal Prohibition: The prohibition continues on into the future, where very few, if any, drugs are allowed.
* Eternal Punishment at Tatsuya, and sure enough he and the other characters have an extremely hard time describing these things. Tatsuya's descriptions make no sense, and Ulala just gives up describing them and calls them impossibly ugly.
* Eternal Punishment has Maya taking the protagonist role, but the final party plays this straight once again (Maya, Ulala, Baofu, Katsuya, and Tatsuya). You get to pick your initial fifth party member prior to Tatsuya's recruitment this time, meaning you can play this straight through the entire game by picking Kei or averting it by picking Eriko.
* Eternal Punishment to throw coins and other small objects at ridiculously high (and lethal) speeds.
* Eternal Punishment, when Tatsuya reveals the Innocent Sin side, how he failed to stop Nyarlathotep and get the Maya on that side dead and the world destroyed, he's utterly troubled. EP!Maya (you, the protagonist) has the option to let him cry on her chest.
* Eternal Radiance: Celeste's Shield skill creates a barrier around her that soaks up a certain amount of damage. This barrier takes her max HP and defense into consideration, and having more of both is important to make the barrier effective against stronger enemies.
* Eternal Recurrence albums, starting with their very first (Chronicle).
* Eternals (2021), it turns out that the Machine created a network of "subdimensional threads" so that the Eternals can teleport over long distances. However, due to it's complexity, it's also unreliable. "It is the teleportation equivalent of a mass transit system in a major Earth city."
* Eternals (2021) (see below), it also uses data pages to convey a lot of information.
* Eternals (2021), Titano, the fallen capital of the Eternals, is "superimposed between three seconds from now and two seconds ago."
* Eternal Sabbath. However she eventually admits that, while she hated and feared her father, she hated her mother just as much if not more for being too cowardly to try protecting her beyond meekly asking him to stop. Whenever her father beat her, her mother would buy her candy to try apologizing to her, but she could never even taste it.
* Eternal Sabbath revolves around getting Shura to kill Isaac, as Shura is the only one who understands Isaac enough to stop him.
* Eternals came from the tie-in Lego kits and Marvel Legends figures, the latter of which leaked out online a full six months before the release of the first trailer.
* Eternal Senia due to being about half of Senia's height, much bigger than normal.
* Eternal Senia: Hydrangea After The Rain: Watching ads rewards Amethysts, which are otherwise won in a daily tournament, and are used to buy revivals, companion

cards and battle points, which are themselves used to buy non-story boss battles.
* Eternal Senia: The Jack-in-the-Chest, a talking chest that's trying to be funny:
* Eternal Sexual Freedom: Characters do something sexual that was not allowed in the time period they're set in, and it's not mentioned not to be allowed.
* Eternal Sonata, Allegretto tends to be very expressive with his hands when talking.
* Eternal Sonata. Both Frederic Chopin and Serenade have direct healing abilities as well. Viola can heal also, though it seems to be some sort of fusion power with her bow.
* Eternal Sonata, characters like Polka wear beautiful, bulky layered dresses which remain static and unmoving in all weather, and the characters run around with their arms at a perpetual 45-degree angle to avoid having to interact with the fabric.
* Eternal Sonata does this for a large part of the middle of the game.
* Eternal Sonata even though Polka's twenty-five years younger than him (and officially paired with Allegretto).
* Eternal Sonata, Frederic Chopin does this when he wakes up following his defeat in battle and sees that Polka is gone and that the world around him hasn't changed. He blames himself for not being able to do anything to stop her sacrifice. "Why? The dream was at an end. Oh no. It can't be. Not Polka."
* Eternal Sonata gives people the ability to use magic and heals illness before it turns them insane and kills them.
* Eternal Sonata has Encore Mode, which makes all enemies 1.5x as strong, though the amount of experience gained remains the same. You are, however, allowed to keep all Party Levels you have already gained (either Party Level 5 or Party Level 6 depending on whether you visited a certain optional dungeon) and also keep all music pieces from the game to listen to in the menu, as well as all Score Pieces from the Score Piece sidequest. Additionally, in the PS3 version, you get to keep all of the alternate character costumes that you've found. You also get to keep the Hero's Crest item that opens up the previously mentioned final dungeon. Finally, playing Encore Mode opens up a number of new sidequests by providing you access to a portal device that allows you to revisit all areas you've been to previously. (In the first playthrough, this device allows you to travel to a particular area to continue the plot, but the part of it that would allow you to travel back to other places is broken down).
* Eternal Sonata has some extra dungeons and bosses and the difficulty is up to eleven, some of the cutscenes changed as well.
* Eternal Sonata has the Heaven's Mirror, a flower that hides in its buds during the daylight and releases it all in a brilliant display at exactly 2 A.M. in the morning, symbolic of the playable character Polka, and the time of death of the famous real-life composer and playable character Frederic Chopin. There's also the Simile flower, which only blooms with water from Simile Spring, but wilts if you water it with regular water.
* Eternal Sonata has this in spades. Every special attack needs to be invoked, and if the power gauge is more full (resulting in a more powerful attack and a longer more dramatic pause), a longer invocation is said. However, most aren't even coherently audible.
* Eternal Sonata has this in the form of its light and dark battle system. Standing in a lighted portion of the arena gives you access to different special attacks than when standing in shaded portions, and some enemies change forms when moving between light and dark areas.
* Eternal Sonata, he comes to believe in it and chooses to stay while his physical body dies; otherwise, he wakes up... on his deathbed, with tuberculosis.
* Eternal Sonata. "I can't believe this. How could I lose? Impossible. I will not accept it. I will never accept defeat!"
* Eternal Sonata, if you're able to use magic powers, it also means that you have vaguely defined illness that is eventually fatal, though it's hard to say exactly when.
* Eternal Sonata in a second bonus dungeon if you play it after she's been revived.
* Eternal Sonata is a power-hungry maniac who kills his own citizens by having them

drink mineral power to gain magic powers and turn them into soldiers. His ambition is to conquer neighboring country Baroque and eventually gain limitless power.
* Eternal Sonata make quite a scene about going across a fairly sturdy bridge that comes to nothing until a boss a little later in the game destroys it in a final blow.
* Eternal Sonata. Oddly enough, standing behind one of these sticks will cause an enemy on the other side of the stick to be seemingly unable to see you.
* Eternal Sonata, Phil does this to an old man and is run off. He heads in the direction of the cliffs, which you have to descend to find him.
* Eternal Sonata!" Polka and Frederic, however, note that he's studying magic, and quickly explain that they're both magic users, delighting him as he rarely gets to meet live magic users, and he reveals a lot of interesting information.
* Eternal Sonata: Polka, judging by the first two cutscenes with her in it. Good job, Solfege.
* Eternal Sonata's main character is Frederic Francois Chopin. Yes, the famous pianist and composer. The whole game's set in the fever-induced deathbed dreams of Chopin himself...
* Eternal Sonata, the attack, special attack and guard buttons will start to randomly switch in the middle of battle.
* Eternal Sonata. The "Chopin's Dream" part makes plenty of sense, but what's a "trusty bell" and what does it have to do with anything?
* Eternal Sonata, the events that happen are indicated to take place in the real world in a period of just over three hours during the dying throes of famous composer Frederic Francois Chopin, but the journey that takes place in his dreamworld extends for at least two weeks based on the information given, if not longer.
* Eternal Sonata, the main antagonist, Count Waltz, wears a crown and robes that are mostly a royal shade of deep purple.
* Eternal Sonata Then we proceed beyond the scene and see what's probably been happening afterward.
* Eternal Sonata, the party is about to cross the unstable-looking Cabasa Bridge. Beat thinks he's going to wet himself. After they cross, Allegretto asks if he did, and Beat denies it nervously.
* Eternal Sonata. There is angst, just nowhere near as much as you'd expect from someone in her situation.
* Eternal Sonata use musical weapons, such as a clarinet/gun/mallet and a fencing rapier shaped like a conductor's baton.
* Eternal Sonata when a boss villain destroys the bridge on which you're standing. Half of the party is rescued by a passing ship and the other half washes ashore in a swamp. Conveniently, the villain doesn't end up with either group and is never heard from again.
* Eternal Sonata with the blowing wind variant. The party is trying to decide whether or not to use a secret passage, so they turn to Allegretto to make the decision. He decides to go for it, commenting "You know what they say — 'If you don't go into the lion's den, you can't count your chickens.'" There is a sound of wind blowing from the tunnel and after a pause, Viola comments "That doesn't make any sense."
* Eternal Sunshine of the Spotless Mind: After he discovers she's had her memories of him erased following a bad break-up, Joel initially wants to erase his memories of Clementine as well. As he relives his memories of her in backwards order as they're erased one by one, however, he realizes that they had a lot of happy times together and tries to stop the erasing process going on in his mind.
* Eternal Sunshine of the Spotless Mind, also written by Charlie Kaufman.
* Eternal Sunshine of the Spotless Mind are Joel's best friends and showcase similar relationship issues Joel has with Clementine.
* Eternal Sunshine of the Spotless Mind are roughly 15 minutes into the movie.
* Eternal Sunshine of the Spotless Mind: A science fiction romance movie, most of which takes place inside the main character's head.
* Eternal Sunshine of the Spotless Mind example above, plays it painfully straight

here.
* Eternal Sunshine of the Spotless Mind has Joel and Clementine get told about erasing their memories of each other — and the film ends uncertainly about whether they will give things another try. An alternate ending would have shown a much older Clementine going to Lacuna to erase Joel again — only to be told that she and him have been doing that repeatedly over the years and always ending up finding each other again.
* Eternal Sunshine of the Spotless Mind has three Mexican Spanish dubs: one for Universal's DVD release, another for TV airings and Netflix, and a third for another medium.
* Eternal Sunshine of the Spotless Mind. Her hair is orange, red, blue, green, and other colours over the course of the film.
* Eternal Sunshine of the Spotless Mind is also far more complicated: "I'm not a concept, I'm just a fucked-up girl looking for a peace of mind".
* Eternal Sunshine of the Spotless Mind is usually referred to as a romantic drama film or a psychological drama, despite being based around a premise that wouldn't seem the least bit out of place in a Philip K. Dick novel (a fictional technology that allows one to selectively erase a person's memories). Nevertheless, it's one of the most critically acclaimed films of the 2000s and won an Oscar for its screenplay.
* Eternal Sunshine of the Spotless Mind, one of Joel's memories is getting caught masturbating.
* Eternal Sunshine of the Spotless Mind should have stayed. It has some of the character's best acting and makes her actions at the end of the movie a lot more understandable.
* Eternal Sunshine of the Spotless Mind) that the audience often jumps, thinking he's committed some act of real violence against himself. Kate Winslet walks in, however, and is not fooled (or even amused) for even a moment.
* Eternal Sunshine of the Spotless Mind this to a certain degree, saying that Joel shouldn't expect her to "save" him, and that she's "just a fucked-up girl looking for her own peace of mind." Joel sums up her MPDG-ness and the film's deconstruction of it during his tape recording for Lacuna:
* Eternal Sunshine of the Spotless Mind to remove the memories of his ex girlfriend. But as they proceed, the hero relives past memories and starts regretting his decision. The challenge is how he can make the process stop. The closest thing to a villain or antagonist is the technician who is trying to take advantage of the situation by using both of their files to make the female lead fall in love with him. It seems like it might be working, but she intuits something disingenuous and creepy in his recreated romantic moments, gifts, and lines, so she distances herself and then dumps him and moves on (with the hero again).
* Eternal Sunshine of the Spotless Mind, we first meet Joel and Clem when they are at the Dead Sparks stage of the relationship. The rest of the movie is about how they ignited those sparks in the first place and ends with the hope that they could be reignited.
* Eternal Sunshine of the Spotless Mind, when Joel escapes with the memory of his ex-girlfriend into an already-erased memory, the characters he sees are distorted and have no faces. In another scene, he confronts the memory of his ex-girlfriend's new boyfriend (who, coincidentally, is erasing his memories) he forcibly turns him around, but since he's only ever seen him from behind all he gets is the back of his head again.
* Eternal Sunshine of the Spotless Mind when lovers Joel and Clementine are running on the beach and it starts to snow.
* Eternal Sunshine of the Spotless Mind, which concerns a company that can specifically erase your memory of a particular person, used (for example) when a subject wishes to forget a devastating love affair. The explanation of the process is mainly technobabble, but is believable and internally consistent, with some noticeable secondary memory loss.
* Eternal Sunshine-style. It's not a foolproof treatment, since it doesn't erase the memories but disconnects them from the client's consciousness, meaning that

they can be brought back with a sufficiently strong reminder.
* Eternal, the Sun takes on the form of a radiantly cruel Celestia. On top of this, Celestia is 'the part of The Sun that's a pony', while The Sun is the part of Celestia that is the sun.
* Eternal to chainsaw or Glory Kill in case they need health or ammunition.
* eternal trickster with incredibly low sexual restraint (for the Norse gods, at least; he'd be a prude in plenty of other pantheons).
* Eternal Twilight: Each save file keeps track of various "Trophies" based on player accomplishments, which come with prizes. Most of the prizes are junk items to be converted into essence, though there are rare items such as AP increasing items, new recipes, and accessories.
* Eternal Twilight: The ending seems to show all the locations of the world at peace, until it cuts to Sidamo Mountain, where Minerva is possessed by an unknown entity and claims the dangerous COSMOS relic.
* Eternal Twilight: While healing mages from other RPGs usually have separate skills for offense and healing, Damien has two offensive spells that heal the party at the same time. His normal attack also performs light healing on the party.
* eternal war between themselves and the Coalition (which the Coalition was winning).
* Eternal Wings and the Lost Ocean gets off to a rocky start. The card-based battle system is something that you really have to experiment with to master; even if you read the manual cover to cover, you'll still spend the first few battles just pushing buttons. Just to add to that, you spend most of Sadal Suud with nobody but Kalas in your party, which slows battles against even the weakest enemies to a crawl. Finally, to top the whole thing off, there's little to no strategy involved; most of your weapons are simple nonelemental swords with only one spirit number, reducing battles to little more than hitting the enemies over and over. It's probably intended to ease players into the system, but it makes the whole thing feel clunky and tedious.
* Eternam has what can only be described as an ankle high fence. Rocks, on the other hand, can be walked through.
* Eternatus is said to have arrived in Galar from space inside a meteor 20,000 years ago, with it likely being far older than that.
* Eternia, is shrouded in eternal night. (The second version calls it the Dark Hemisphere and gave an explanation for it in the second season.) Naturally, it's the half where the villains live.
* "Eternity" by Orion, a project of trance DJ-producer Darren Tate, was originally a slow chillout song. Said version was overshadowed by Tate's club remix, and later the Ayla mix.
* Eternity Road, a future civilization studies the religious monuments of the past. Highways. They must have been of great spiritual significance, because the ancestors built them everywhere. They even call our civilization the "Roadmakers".
* Eternity Road since the robot is armed with a stun gun. Rather, it's shoplift and slowly starve to death as the robot forces you to wait for the long-deceased real police to arrive and haul you off to jail. One protagonist who stayed outside helps the rest by committing another crime: impersonating an officer.
* Eternity Road they're secretly carrying. Unfortunately because their attention is on Avila, the moment people start collapsing for no apparent reason and Avila grabs a gun, the pirates concentrate all their fire on her.
* Eternity: The reason for Jun'you's heavy drinking habit is that she was one of the very few who fought Enterprise and lived to tell about it. For reference, When Enterprise, now Yonaga after serving Japan for decades, looks at the mirror and sees her Pacific War-self, she sees herself as a Wo-Class. Thankfully, the years after the War greatly mellowed her out.
* Eternity", where Cordelia says that she knows he's still Angel because Angelus would never wear the outfit Angel had on.
* Eternium Man: Never enter a village or city, and do not read books in the wilderness. Then stand in one place in the Small Mountain Cave. Said cave is the most dangerous location in the game; monsters spawn faster and have double your

experience
* ET. ET is often fascinated with mundane objects and panics when they fall over or move unexpectedly. In some scenes, he acts not unlike a wild animal.
* E.T. Gave Us Wi-Fi: Technology is revealed to have been given to humans by aliens.
* E.T. Gave Us Wi-Fi that suggests that a type of real-world technology is actually of alien origin or design.
* E.T. Gave Us Wi-Fi: The idea that aliens invented or helped invent some modern technology.
* Ethan after he kills her three daughters. Although in a subversion, unlike her predecessors she can be fought and killed very early in the game to make way for the other bosses.
* Ethan and Lilah run away to Jamaica, and then decide to have the big wedding after all. Hiding their already-married status until the big wedding day becomes a big plot point (and a source of blackmail for one character).
* Ethan) and saw him as "safe," though she came slowly to realize that this wouldn't work long-term.
* Ethan Carter III was to be the "rich nephew" of the company's owner. He thus carried on as if no one could touch him because of his wealth. The best example would be when he and his cronies refuse to leave an arena and police are called in to escort them out. ECIII arrogantly starts tossing money at them only for them to tackle him down and arrest him.
* Ethan Carter III way possible. Ironically, he's very popular with whatever is left of TNA's dwindling fanbase.
* Ethan Embry, who plays Carter in the Season 6 premiere, originally auditioned for the roles of Rick and Shane.
* Ethan Gabriel Owens. As noted below, Ethan Page later kept his name despite again coming into a company where Hangman Page was well established when he was signed to AEW in 2021.
* Ethan had to retire from his promising football career after an injury caused by
* Ethan has a vivid nightmare/hallucination sequence while traumatized and sleep-deprived in
* Ethan himself is frequently mocked by his own audience for his physical appearance, particularly his impending baldness, his weight, and his "addiction" to pies. Fans often pay good money to send him derisive super-chats mentioning those things (which he is guaranteed to read out-loud during the show).
* Ethan Hunt blows up the floor-to-ceiling aquariums in a restaurant as cover for his escape in
* Ethan Hunt is running across London after the villain who is wearing a
* Ethan jerry-rigs a defibrillator out of some live wires to short out the implant in his own head
* Ethan of Athos advances suggesting that the creation of zygotes using the genes of two same-sex parents may be possible in the near-term. To catch up, Bujold introduced advances from Beta Colony that allow for such offspring to be produced in any modern Galactic reproduction center.
* Ethan of Athos, Elli Quinn proposes this to Dr. Urquhart, as a way to meet up, if and when:
* Ethan of Athos Elli Quinn wants to make sure her scheme to get a pair of Cetagandan intelligence agents arrested goes as planned, so she drags Ethan into a convenient alcove near the agents' rooms and enacts this trope. Ethan is a bit perturbed since he's from a male-only planet with religious beliefs that women are the source of all sin and temptation, but he manages to play along.
* Ethan of Athos, gets sent on a mission to find ovaries. He has never even seen what they are normally attached to.
* Ethan of Athos is the story of "homosexual obstetrician" Ethan, who is sent to find out what happened to a shipment of vital ovarian tissue cultures. These are needed for his people to reproduce because Athos (named after Mount Athos in Greece, which has been off-limits to women for millennia) is a single-gender planet of almost entirely homosexual men.

* Ethan of Athos's body. "Have you ever given thought to the difficulty of getting rid of a body on a space station?" Because of the closed, finite resources of the station there is simply no way to hide or remove it from the station without it being noticed, since the obvious things like dumping it in the recycler or throwing it out the airlock will trigger the standard alarms about overused equipment and safety risks. She eventually hits on the bright idea of buying a large amount of foodstuffs, tossing the body into the waste recycler in its place, and then having the foodstuffs stored for later transport off the station.
* Ethan of Athos, the planet of Athos is populated entirely by men who grow babies using egg cells taken from ovarian tissue cultures; children are usually reared by couples in an informal kind of marriage. When the ovarian cultures start to fail and their replacement order is sabotaged, a doctor is forced to venture off-world to resolve the nascent fertility crisis.
* Ethan of Athos. The planet was originally settled centuries ago by an ultra-religious sect of zealot monks. The sect's founder believed that women were unclean, so he sought to found a sanctuary where no women were ever allowed to set foot, and this then blossomed into full-blown paranoia and superstitious fear about women. In the present, off-world literature written by women is censored, only men considered morally stable are allowed to read scientific articles written by women for fear they might be infected with this madness, and few Athosians leave their planet. While the founders apparently intended "no women" to lead to "no sex", that is... not really how it's worked out.
* Ethan Phillips played a Ferengi in the TNG episode "Menage a Troi" before playing Neelix on
* Ethan Rayne can't take Giles in a fight, but he has a flair for magic-induced chaos.
* Ethan Rayne episode "Halloween" opens a costume shop that sells items bewitched to make their wearers actually become the things they dressed up as.
* Ethan Rayne likes doing this. And its the only thing The First Evil ever really did, being intangible. Angelus was good at it too.
* Ethan Stewart goes into a bit more detail, and the Zerg Campaign will likely go into more...
* Ethan Thomas gets thrown from a window and lands on a car at the end of the first chapter of
* Ethan Van Sciver in general) are this. It's effectively stipulated that everyone on the show can take a joke, however.
* Ethan watched Melissa, Dylan, and the others making their preparations to fight Melinda while in the Possessor Ghost's dimension in 'Confronting the Dark'. He wickedly says to himself that now there is nobody around to protect the Overlord of Evil's seal.
* Ethan Winters has no combat training; he's just an average Joe looking for his missing wife.
* Ethan Wright falls under this as well, though he's not quite as dumb as Frank and also nicer than him.
* E.T. has long fingers compared with the rest of him. Like most examples, ET is creepy-looking and ugly. Unlike most examples, he's benevolent, lovable, etc. Elliott sees through his creepy exterior to the lovable character inside.
* E.T. he is teased by bullies for only having a single finger glow while they can do the same with all of them. They don't appreciate it when he responds by flipping that one finger.
* Ethel also does it in another episode when rehearsing a play that Lucy wrote, although it wasn't technically a stage direction that she read out loud. Her character was giving Lucy's character compliments about her appearance, which ended with "and your nose is continued on the next page."
* Ethel Is an Elephant - a failed sitcom about a NY photographer who shares his home with an abandoned circus elephant.
* Ethel is having difficulty getting a passport and threatens to report an
* Ethel Merman as a shell-shocked lieutenant who believes he's Ethel Merman.
* Ethel Merman is best known nowadays for appearing as an asylum inmate who

claimed to be her.
* Ethel Merman look-alike to sing in a Boy Scout fund-raiser, in an effort to live up to her inflated promise about getting the famed star to participate. Needless to say, the real Ms. Merman decides to go along with the charade, considering it's for a worthy cause, and allows Lucy to "teach her to sing like Ethel Merman."
* Ethel Merman of her dress. The other characters turn her upside down and shake the keys back out.
* Ethel Merman once bragged she was able to hold a note as long as the Chase Manhattan Bank.
* Ethel Merman singing the first song in the score. (Merman didn't record it until 1947.)
* Ethel Merman wrote songs for five Ethel Merman shows, and she was the only performer whose name he associated with the song ideas in his personal notebook.
* Ethereal Choir: A choir singing in harmony to signify otherworldiness.
* Ethereal Choir and bright light is revealed to be an actual sound effect triggered by opening a door.
* Ethereal Choir is in-universe singing by the Petalars that flows into a more expansive theme after they finish singing.
* Ethereal Giant Space Hamster: Has translucent flesh and fur, causing it to appear as an animated giant hamster skeleton.
* Ethereals call most playable races "fleshlings", even the ones they
* Ethereal units are a subversion: they can cast spells but can't attack and can only be harmed by magic, but two ethereal units can't attack each other. Two ethereal units can kill each other if they both have offensive spells, however.
* Ethereal White Dress: White clothing worn to make a character look otherwordly.
* Ether energy exists in elemental dichotomies, and they cancel each other out: a fire Blade is weakened when they get wet, a lightning Blade can't do much about an inert boulder, and so on.
* Ethereum Gladiator, given there's no gravity outside the Nethercity's ecodomes.
* Etheria being released from Despondos, Hord Prime launching a full-scale invasion, and the Sword of Protection being shattered; a powerless and increasingly reckless
* Etheria continued the tradition of arranged marriages by betrothing her daughter Skywynne to Filbric Flowers. Luckily, it was a
* Etheric side of the classroom is effectively one crazy playground, and inhabitants generally are childish, but so adorable and hilarious that Annie puts up with their manners (or rather lack thereof) and joins the fun... not that everything was so simple.
* "Etherium clouded my eyes, clogged my ears, desensitized my skin. Now that I can feel, I can begin to learn."
* Etherlords: The synthet live on land where plants walk and flesh withers, so instead, they seek to increase their perfection: "the presence of specially created synthetic elements in the body, to replace and supplement imperfect organic elements".
* Ethernaut tells the story of the fall of Troy from the Trojans' point of view.
* Ether One gives its protagonist glowing blue veins when using their memory-restoring device.
* Ether particles are subject to the normal laws of thermodynamics. As an area approaches absolute zero, they lose energy.
* Etherscope: In an alternate 1984 that could be described as steampowered cyberpunk, the United States expands into South America and the region becomes the new Wild West. The region is even called the Savage South in-universe and is known for its cybernetically enhanced gunslingers and other outlaws.
* Etherscope is also home to the Fey, an ancient human subspecies distinguished by its natural affinity for manipulating occult energy, which rose up to found the lost antediluvian civilization of Lemuria.
* Etheru states that he planned on Joey and Catherine acting as foils for one another, but arcadiarika's decision to refuse developing the character any longer shoots this possibility down.

* Ether Vapor), enhanced sound quality, online leaderboards, and easier unlockable content.
* Ether Vapor, refusing to allow the enemy to shoot him from behind, and destroys the battleship instead.
* Ethical axis: Lawful, Neutral, and Chaotic. Lawful represents honor and obedience to the law; Chaotic leans toward personal freedom, without regards to the law; and Neutral is an intermediate position that either doesn't care or seeks balance between the two ends.
* ethical dilemma: If five people are about to be killed by a runaway trolley, and the only way to stop them is to push a fat man in front of the trolley, would you kill the fat man to save the five, etc. Cynics and people who are tired of the dilemma being trotted out all the time typically point out that anyone heavy enough to successfully stop the trolley is probably going to be far too big to be involuntarily pushed in front of said trolley.
* Ethical Slut discusses the difference in her Charmed reviews. She claims the reason she considers Phoebe a "whore" is because she mistreats her boyfriends and places her love life above her Charmed One duties, whereas Paige manages to sleep with lots of guys without it interfering with her responsibilities.
* Ethical Slut: Has a very active sex life, but goes about it in a moral and responsible way.
* Ethical Slut: She's slutty, she knows it, and she doesn't see anything wrong with that.
* Ethical Slut: This character is a moral and benevolent person, at least when it comes to matters of romance and sexuality.
* ET hides from Elliot's mother by pretending to be one of Gertie's stuffed dolls.
* Ethiopian Emperor Menelik II. The Italians also suffered from poor morale and inaccurate maps, while the Ethiopians knew the terrain well and forced the Italians to fight on terrain of their choosing.
* Ethnic and gender stereotypes or caricatures (along with cartoon violence) were very prevalent in cartoons made during
* Ethnic Cleansing and say "I need to take a siesta" when shot), and Jews (who are dressed like Hasidim incarnate and shout "oy vey!" when shot). As you can probably guess, it was made by a white supremacist/neo-Nazi group.
* Ethnic Cleansing, where almost all characters are of non-white races, save for the protagonist and few NPCs. However, the reason for this, as the name implies, is quite nefarious.
* ethnic" immigrant/descendant of immigrants. Most often these are Greek, but Jewish, Polish, and Russian ones are not uncommon in the Northeast. This impacts the menu: Greek diners usually have gyros and moussaka, while the Jewish, Polish, and Russian ones can be counted on to have blintzes.
* Ethnicity Obscuring Mutation: Someone undergoes a transformation where it is now impossible to tell what ethnicity they are.
* ethnicity, they don't count as long as the artist doesn't hold objective misconceptions about the character.
* Ethnic Magician: A mage who is a member of some "exotic" nation or race.
* Ethnic Menial Labor: Poor immigrants are used as a source of cheap labor for local businesses.
* Ethnic Menial Labor: Poor laborers and servants are often depicted as being ethnic minorities (especially foreign immigrants).
* Ethnic Scrappy: A character is disliked for basically being an offensive racial stereotype.
* Ethnic Scrappy: A character is disliked for being an offensive racial stereotype.
* Ethnic Scrappy: A character is disliked for being a politically incorrect portrayal of a minority.
* Ethnic Scrappy: A character is disliked for being a politically incorrect portrayal of a specific minority.
* Ethnic Scrappy for being an offensive ethnic/national/racial stereotype.
* Ethnic Scrappy — Scrappy-Doo is not based on any ethnic group.
* Ethnic Scrappy: The audience doesn't like a character based on racist

stereotypes.
* Ethnic Scrappy: Viewers hate the character for being an ethnic stereotype.
* Ethnic stereotypes. The Russians have a lot of ethnic stereotypes similar to Rabinovich above. A typical joke goes like "An Englishman, a French guy, and a Russian sit in a bar..." and is quite similar to analogous jokes in Anglophone humour. Favorite targets are:
* Ethnic white groups Catholics, just "greasy" Latin people and the like (their revulsion toward the Vatican motivated as much by its being Italian as by its being Catholic).
* Etika, gained popularity for his comedic reactions to Smash Bros. and other gaming-related premiere trailers among other content. Etika had struggled heavily with his mental health, and had several incidents relating to assaulting police officers and disappearances, even giving away large sums of money to people just for responding to people on Twitter. On June 25th, 2019, the NYPD reported he had committed suicide in the New York East River.
* Etika - Game streamer who was known for his hyped-up reactions to various Nintendo-related announcements and products
* E.T. is finally going home. The music swells, the bright lights of his egg-shaped spacecraft bathe him in an orange aura and after the ramp pulls in, it lifts off.
* Etna is both powerful and wise enough to be the Overlord, but as the Etna Mode (where she ultimately decides it is not worth it) and the Prinny games (where she leaves the position open even though Laharl is a Prinny) have exemplified, she is too irresponsible and lacks the drive to do it.
* Etna's contradictory relationship with Laharl is the result of this: she
* ETN Mystic series, is autistic and features an autistic protagonist in the series.
* Eto declares that she's falling for Kaneki when she sees him maiming Tsukiyama and Kanae. When he proceeds to act violent towards her it only seems to enhance her
* Eto Demerzel is also very old, but younger than Daneel. Its exact age is unknown, but is estimated to be roughly 19,000 years.
* Eto does this as she's declaring her love for Kaneki as he throws her mutilated body off of a building.
* Eto gets this after she kidnaps and tortures Kanae in a fairly sexual manner. After breaking Kanae down by taunting her over her obsession with her cousin, Eto subjects her to lengthy torture with needles and thread. She praises Kanae as being "cute", after having sewn her eyes open and her mouth shut. She does this while they're
* Etoile: American ballerina Claire is possessed by the ghost of a ballerina who died in an accident.
* Etoile de l'empire invisible and other books by French occultist Jean Parvulesco: The whole history and especially the Soviet Union and the second world war are mainly a result of a covert war between an ancient egyptian Cult of Horus and a Cult of seth. Main Players in that war are masonic lodges, german bankers, old royal bloodlines and so on. The culmination of this war of conspiracies was Vladimir Putins rise to power. Parvulescos Books are a cross between conspiracy Thrillers and explainations of real conspiracy theories the author believed.
* Etoiles Mourantes. As their name implies, they are able to host other species, including humans, inside them.
* Eton Wall Game which is a combination of edificeering, squash, and violence. Most games go into injury time, sometimes forever.
* Eto Rangers have to use the Revealing Mirror on the disguised Jyarei to get them to reveal their true form.
* Eto seems to be this. She's mostly naked and acts seductive while committing acts of violence and mayhem.
* Etotama often tells jokes, but is so serious in nature that everyone takes her seriously then start getting frustrated as she keeps doing it.
* Etotama's Chinese Zodiac, has her feet as an erogenous zone. A later episode has random magical effects turn her entire body into one, leaving her writhing on the floor.

* E-Trade (a stock trading website) had a commercial parodying this format. It was an ad for the fictional allergy medication Nozulla, featuring a woman frolicking in a field of flowers, while the narrator explained that "Nozulla may cause the following symptoms: itchy rashes, full-body hair loss, projectile vomiting, gigantic eyeball, the condition known as "hotdog fingers", children born with the head of a golden retriever, seeing the dead, bone liquefication, possession by the Prince of Darkness, tail growth, elderly pregnancy..."
* E* Trade came out with an ad about a man being wheeled through an emergency room who had an unusual medical condition — he had money coming out the wazoo. The point of the ad was that, unless you had the same "problem", you should consider their services.
* ET received a G rating in Australia. Because the 20th-anniversary re-release was edited (to remove guns), the film had to be re-submitted, and received a PG rating for "supernatural themes".
* Etrian Odyssey and bosses that will destroy a party with on-par levels if they don't prepare accordingly. Several of these bears are part of dungeon puzzles in which the player has to lure them towards wooden barricades covered with honey so that they can destroy those barricades and allow the player to progress.
* Etrian Odyssey) Avoiding them requires three things: the realization that you are supposed to avoid them, knowledge of their movement pattern and prayer that regular enemies won't slow you down as you run the hell away.
* Etrian Odyssey, but later they can deal some of the best damage in the game. (Caduceus!!!)
* Etrian Odyssey came with a CD containing rough drafts of the game's music. Additionally, the CD's case doubled as a booklet containing concept art and a couple of comics.
* Etrian Odyssey can contain enemies' skills along with regular class skills.
* Etrian Odyssey character can equip and use books... probably because it doesn't take much training to smack people around with one.
* Etrian Odyssey class features large, artificial, crystalline wings in all of its character portraits. While they appear to allow the Zodiacs to hover in place in said portraits, they don't serve any kind of purpose whatsoever in gameplay.
* Etrian Odyssey, expect to deal with an attack so strong (Biting Flurry) that will likely instantly kill many or all of your party members if their defense isn't high enough.
* Etrian Odyssey. Fortresses in the fourth installment get in on the action, too.
* Etrian Odyssey games are set in a City of Adventure built around a labyrinth or dungeon; the third features a port town as your base of operations.
* Etrian Odyssey has a mechanic where inflicting a status ailment or bind on an enemy or ally will increase that character's resistance to that effect for the remainder of the battle. In the fourth game, Arcanists have a skill called "Release Spell" that undoes this.
* Etrian Odyssey has a Medic Class, whose abilities are primarily steeped in healing. The Protector class can also use low-level healing spells if sufficiently levelled up.
* Etrian Odyssey has just this strand of idiot hair. And while there's no actual personality given to her (or any playable character) in-game, official comics from the game creators portray her as a bit of a ditz.
* Etrian Odyssey, i.e. if you wish to forfeit one challenge, you will have to forfeit any and all future challenges on your file as well.
* Etrian Odyssey introduces the Necromancer class, the moveset of which primarily revolves around summoning and manipulating wraiths, whether to command them to attack or use them up for other abilities.
* Etrian Odyssey, is in a similar state, Ontario is just the only one still going by its original name.
* Etrian Odyssey may have slept in a stasis capsule for over a thousand years, but she still wears her hair in small twintails that emphasize her "born-again youth", girlishness, and innocence from amnesia.
* Etrian Odyssey most of the monsters are named after real life animals, so you

have chubby green Hares, white and purple Mantises with pink wings, Largeants that look more like spiders with a skull for a face, Sloths that more closely resemble a gorilla, and so on...
* Etrian Odyssey: Once you've triggered an F.O.E. encounter, you pretty much won't get rid of it until you kill it or it wipes your party.
* Etrian Odyssey's demands. Sure, he's a pampered aristocrat with his fluffy lapdog, but when the chips are down, he considers his own life to be expendable if it will help protect Tharsis.
* Etrian Odyssey series' Medics can be powerful front-line fighters, the exact opposite of their intended role as fragile healers. This requires very deliberate skill-tree setups but is surprisingly practical.
* Etrian Odyssey skill called "Nuclear Formula", whose description outright states that it uses nuclear fusion to cause an explosion.
* Etrian Odyssey). Subsequent games in the series retain the feature, and in them you can also choose exactly what out of your items, characters, and map you want to carry over to the next run.
* Etrian Odyssey, the Arcanist has a spell that resets this resistance; it costs an extremely large amount of TP, but may still be worth it against particularly tough enemies.
* Etrian Odyssey to have them chase you as they're obstructing the path to the boss room).
* Etrian Odyssey, using grid-based maps, characters that you give names, cosmetic customizations, and skill builds to, and relentless enemies that can get beginner players killed easily as early as the first floor of the main dungeon. The early games even intentionally use synthesized soundtracks and sound effects! While some of the cosmetic elements were modernized when the series moved from the DS to the 3DS, most notably the soundtrack, the core gameplay of exploring grid dungeons with player-created characters remains the same.
* Etrian Odyssey wears even more ornate armor (and earrings) and a sweeping cape, while the younger prince has a tiny crown and fur-trimmed cape with a huge gem brooch. And they apparently explore the Yggdrasil Labyrinth in all of this...
* Etrian Odyssey, which actually requires you to kill all enemies in the game multiple many times over (depending on the game).
* Etrigan. Even when she ultimately killed him, he died with a satisfied smile on his face.
* Etrigan. The demon uppercutted him so hard, he went from the surface of the ground and smashed into the Moon.
* Etrigan. There is absolutely no reason at all for why Etrigan should be a baby or why Etrigan should be in this episode at all. One would think that Mordred would have banished Etrigan along with all the other adults, seeing as they've been mortal enemies literally for centuries. But damn if Baby Etrigan isn't the funniest thing you ever did see.
* Etrigan wears a cape that gets extra cool points for being tattered and ripped on the ends.
* Etro's intervention at the end of the previous game (i.e. freeing everyone from crystal stasis) caused the paradoxes, and hence, all of the anomalies and disappearances.
* Etsu Inagaki Sugimoto an immigrant to America and the writer of the memoir
* Etsu Inagaki Sugimoto was a Japanese woman of noble birth, who describes in her autobiography,
* Etta Candy. Her Rebirth iteration has had her confidence and competence restored and is now a lesbian African Amercian rather than a short straight white gal.
* Etta Candy insulting her in one go was a good way to ensure Wonder Woman wouldn't have to worry about a villain since Etta had already wiped the floor with them.
* Etta wasn't the first such character in the WW mythos; Phillip Darnel (the USAAF colonel Diana Prince was secretary to) started out as a colonel with nerves of steel before getting promoted in the
* E.T.: The Book of the Green Planet, E.T. tries to return to Earth by building a spaceship almost entirely out of plants — the hull is a giant turnip, and

more exotic alien plants collected by his race are used for lighting, life support, propulsion, etc.
* E.T. the Extra-Terrestrial. An alien that can at best be described as wrinkled and stubby, and also one of the most sympathetic and beloved characters in cinema history.
* E.T. the Extra-Terrestrial. And this is moments before the government stepped in and placed their entire house under quarantine.
* ET The Extraterrestrial, as Elliot's brother thinks the eponymous alien may just be a worker, and isn't necessarily a great scientist or anything. E.T. is actually a botanist, but has more than enough engineering know-how to make a communication device. Then again, he ran away screaming when a can of pencils fell over and the kids did initially think he was a hairless monkey.
* E.T. the Extra-Terrestrial box is mysteriously tossed at him. He picks up the game, and plays it with his mom on the Atari 2600.
* E.T. the Extra-Terrestrial: "Boy meets alien, boy loves alien, boy loses alien". As Elliot's parting from E.T. is permanent, it's a subversion.
* E.T. the Extra-Terrestrial, Elliot tells his friends about E.T., prompting the question,
* E.T. the Extra-Terrestrial Elliott's mom doesn't completely drop what she's doing when she sees E.T. isn't just a great Halloween costume, but her fingers go slack on her coffee cup and it dangles from her fingers, spilling messily to the floor.
* E.T. the Extra-Terrestrial, E.T. came to Earth in the first place as he was a botanist, studying alien (to him) plant life. And he did seem to have a symbiotic relationship to plants as well as with Eliot. When he "died" a flowering plant seemed to wither and die; then, when he came back to life, the plant bloomed again.
* E.T. the Extra-Terrestrial: E.T. is able to make his neck longer. He usually does this when he is frightened, but near the end when he has to say goodbye to Elliott's older brother he does this too.
* E.T. the Extra-Terrestrial, E.T. quickly develops a fondness for Reece's Pieces candy.
* ET The Extraterrestrial food, he has an actual disease, or if his species needs to be physically near each other to survive.
* E.T. the Extra-Terrestrial for the Atari 2600. Inserting the game into the console, the extraterrestrial nonchalantly begins playing. The dog notices a boy and girl emerging from the bedroom door and walking down the stairs with great anticipation.
* E.T. the Extra-Terrestrial, giving the story of what happened when E.T. went home. It was written by William Kotzwinkle, who had written the novelization of the movie, and was presented as if it were the novelization of a non-existent sequel film, even being released in both a full novel and an abridged "storybook" with extra illustrations.
* E.T. the Extra-Terrestrial had it removed, feeling Ford's presence was too distracting.
* E.T. the Extra-Terrestrial in 2002, several foreign-language versions were re-dubbed. Examples include Brazilian Portuguese, French, Hungarian, Italian, Japanese, Latin Spanish, and Spanish European.
* E.T. the Extra-Terrestrial. M&M-Mars certainly thought it would be forgettable. Hershey, on the other hand, gave it a chance. Thus, the film put Reese's Pieces on the candy map.
* E.T. the Extra-Terrestrial, Michael's Halloween costume includes a gag item simulating something sharp stuck through his head. ET appears concerned that he's been genuinely injured.
* E.T. the Extra-Terrestrial, one develops between ET and Elliott. The first becomes apparent when ET unknowingly drinks beer at Elliott's house and Elliott, who is at school, gets drunk as a result.
* E.T. the Extra-Terrestrial practically embodies this trope. However, at least some of this is probably due to being young.
* E.T. the Extra-Terrestrial speak as if they had been using the proper terms for years because, well, they hadn't been.

* E.T. the Extra-Terrestrial takes a very Disney approach to this theme.
* E.T. the Extra-Terrestrial takes place a few days before, during and a couple more days after Halloween.
* E.T. the Extra-Terrestrial, the fact that the life forces of ET and Elliot have been linked is indicated by electrocardiograms. As E.T. slowly dies, the link breaks and Elliot's own life signs get better while E.T.'s dive towards a flatline. In the end, E.T., too, gets better.
* E.T. the Extra-Terrestrial: the show had basic words sounded out next to a picture of what it was talking about. It is a show directed at preschoolers, after all.
* E.T. the Extra-Terrestrial to jerk the tears here, culminating in his mom arriving on the awful scene by helicopter (she'd been searching for him). But the aliens emerge from the flames unharmed, and use their powers to revive him.
* E.T. the Extra-Terrestrial: When Gertie walks into the bedroom and first sees E.T., the continuous screaming starts — especially funny given the sound of ET's scream and his expression.
* E.T. the Extra-Terrestrial: When left unwatched, Gertie dresses up E.T. in women's clothes. Elliot is upset when finding his friend this way.
* E.T. the Extra-Terrestrial. While it does sound like something a kid his age would use as an insult, he's really calling Michael a cocksucker.
* E.T. the Extra-Terrestrial, whose title character heals Elliott's cut finger with his own glowing fingertip.
* E.T.. The titular alien has the ability to form empathic bonds, perform psychokinesis, make flowers grow, and heal with a touch... but he's not only so small that an adult human could punt him, but Earth's environment physically sickens him.
* Ettins are smaller, two-headed colossi; according to in-game descriptions, their heads have a tendency to argue. They aren't as big as giants, but need to be decapitated twice to be killed and can use weapons.
* Et Tu, Babe the protagonist gets high on Abraham Lincoln's morning breath, and is arrested for 'Theft of a Federally Protected Biospecimen'. Some of the sentences for this crime are execution by underwater speargunning, nasal septumectomy, and punitive confiscation. The protagonist makes a plea to get the latter, and while the sentence is carried out, he is restrained in a van and forced to watch the wooden narrative scenes from porn movies. This last is stated as having later been ruled cruel and unusual.
* Et Tu, Brattus?" as he starts getting thrown around by the water pressure of the hose.
* Et Tu, Brattus?", Bogus cuts up a piece of wood and paints it like a slice of cheese in order to fool Ratty into getting caught by the bully's box trap.
* Et Tu, Brattus?" had Bogus start stomping on a ringing wristwatch in order to stop it from ringing so loudly.
* Et Tu, Brattus?", while Brattus rides on the spider, Brattus's face filling the screen.
* Et Tu, Brute?: Betrayal is one of the worst things that can happen to a character, and it can especially hit hard if it's someone the character trusted most in the world.
* ETU Animated Stories: Cameron's former teacher Jenny crushes on him, despite the fact that he is married. After he rejects her advances, she ruins his marriage so that he will move into her house.
* ETU Animated Stories: Many stories feature neglectful or downright abusive parents. Some of them are very petty.
* ETU Animated Stories: Steph has to go to the bathroom after Derrick laced her food with laxative after she mocked him for being a waiter.
* ETU Animated Stories: Tina, Milton's sister turned over a new leaf over the course of the story and became a hardworking woman unlike her other sisters who continue to sabotage their brother's success.
* Etymologiae, compiling all of the ancient scholarly work on pretty much everything an ancient or medieval person could think of. It was one of the most

refernced and read works of the Middle Ages and Early Modern Era.
* Eubian Aristos are Space Dark Elves. Universally attractive with pale skin, glittery black hair, red eyes with an
* Eucalyptus Trees. They're filled with highly-flammable oil, and can literally EXPLODE in bushfires. In the
* Euchre — a partnership-based trick-taking game in the Bridge-Whist family played with a deck of 24 cards (A, K, Q, J, 10, and 9 of each suit). A common pastime in the midwest of America, particularly the Great Lakes area, where it was probably developed by German immigrants;
* Euclidean geometry, mathematically speaking, is a special case: it only applies to forms in a space with zero curvature (for the two-dimensional case, a perfectly flat plane); something that is, strictly speaking, an abstract concept (in light of the fact that time and space are demonstrably curved by gravity.) Consider that you cannot, in Euclidean geometry, draw a triangle with three right angles, but it is perfectly possible on the surface of a sphere. The Poincaré dodecahedron, to make its angles meet without gaps, lives on the hyper-surface of a hyper-sphere.
* Euclid's C-Finder is a toy gun that is actually the target designator for the Archimedes II
* Eudico was once Vox Solaris, the voice of the Solaris' resistance against Nef Anyo's oppression. But after the events of Deck 12, Eudico tried to placate Nef through any means necessary to protect the survivors. Once she realizes he can't be reasoned with, she returns in full force.
* Eudocia manages to avert it despite using a voice synthesizer — she custom-built her own, using her enhanced knowledge of sonics to make it sound very close to a real human voice.
* Eugène François Vidocq, a criminal-turned-detective who is notable for creating the very first private detective agency in Real Life.
* Eugène-François Vidocq was one of these in France for a while, before he was slandered and eventually fired for being a former convict and using informers effectively. However, he started the first private detective agency shortly after and was able to coast on his name-recognition until the police arrested him on trumped-up charges and took all his files.
* Eugène Pirou made a short film in which a woman performs a striptease in 1896.
* Eugène Vidocq who founded the Sûreté Nationale, and is regarded as the father of modern criminology.
* Eugene at times decided not to emulate his favorite wrestlers, but to be Superman, and thus wore a cape.
* Eugene Black has two people serving as moderators in his trolling clan: Tyler King and Colin Hunt.
* Eugene casually mentions that he used to read to the other orphans at the orphanage he grew up in. Also, that he really dreamed of being a character from the books, whose wealth let him do all sorts of things, which puts a new light on his
* Eugene Debs (S-IN): Labor union activist and Socialist Party politician who served in the Indiana General Assembly (state legislature), and ran five times as a presidential candidate.
* Eugene declines to shake hands when sealing a deal with Lord Shojo in
* Eugene Fitzhubert better than Flynn Rider, Flynn says that if so, she's the first person to do so.
* Eugene Galt writes about gay dominant/submissive relationships and identifies as "a gay man who has lived the life."
* Eugene Greenhilt doesn't miss an opportunity to show off his (utterly lack off) tact during
* Eugene Greenhilt favored his daughter Julia over his son Roy, because Julia became a wizard like him, while Roy became a fighter. ("I can tell because you almost never use the phrase, 'crushing depression' when talking about her.")
* Eugene Greenhilt (Roy's father) swore a blood oath of revenge on Xykon for killing his mentor (Eugene's own father was alive or had died of natural causes at that point, but in either case the two were estranged). However, it's utterly

subverted as Eugene eventually ditches that ambition and dies of natural causes. Roy's own motivation to take out Xykon is the Blood Oath passed down from his father, but this too is subverted eventually. Roy decides that Xykon needs to die because he is an evil prick, not because of a personal vendetta.
* Eugene Greenhilt to his son in the afterlife, after finding out Roy's body was turned into a bone golem: "...
* Eugene has no shortage of nicknames for his girlfriend, such as "Sweetheart," "Sunshine," "Blondie," etc.
* Eugene Horowitz, in "Coach Wittenberg", bowling. He throws the ball, falls flat on his face, but makes a wide split
* Eugene is right, the defendant isn't guilty. Through examination of the evidence and testimony, he manages to also convince 10 of the other 11 jurors of this fact, and the jury is disqualified when the last advocate of a guilty verdict is discovered to have a pre-existing grudge against the defendant.
* Eugene Levy by winning Emmys for Best Actor and Actress in a Comedy, respectively.
* Eugene Levy co-stars could qualify in this regard, particularly Martin Short.
* Eugene Levy has a recurring role in the show, but her character Twyla is not related to her father and brother's characters, while Annie Murphy plays their daughter/sister Alexis.
* Eugene Levy scenes that lean in to their history as comic actors, with Levy's awkwardness and Elliott's oafishness on full display.
* Eugene Levy that devolves into Johnny melting down and describing what a hell the Roses's lives have become since moving to the town. Moira, who had told Johnny about a similar experience she had had at the funeral of a former co-worker and how she had sung her way out of it, breaks into "Danny Boy" to save Johnny.
* Eugene Mirman — Secret agent: "Je m'appelle Eugene. Mon fromage est rouge. Shhhhh. Ma casa est ta voiture." ("My name is Eugene. My cheese is red. Shhhhh. My house is your car."). Later supplemented by some vocalisations that are translated only as "Hna ha hun ha?"
* Eugene often offers his opponents a pre-match handshake. His opponents often just attack him.
* Eugene Onegin, and the name’s popularity skyrocketed among all the social classes.
* Eugene Onegin in Russian middle schools (equivalent to American high school)
* Eugene Onegin is this to a T. A young girl who loves romance novels and dreams of finding love with the titular character, she writes a letter with mad hope of him reciprocating her feelings.
* Eugene Onegin, Tatiana confesses her love to Onegin in a beautiful letter.
* Eugene Onegin Tatyana's affections until after she married Prince Gremin, after which he realized that he had loved her all along. They meet, and it becomes clear that she still loves him as well, but she decides to remain faithful to her husband.
* Eugene Onegin: the titular character is a baritone role, and while he's not exactly a villain, he's not really a straight-up hero either.
* Eugene Onegin. The young Tatyana writes a love letter to Eugene, who does not return her affections. It is only after she marries Prince Gremin that he realizes his true feelings for her. She admits that she still loves him, but decides to stay with her husband because he treats her better than Onegin ever would.
* Eugene Onegin with the Deutsche Oper Berlin in 2015. They have married since then, and frequently perform together in productions and concerts.
* Eugene O'Neill, the characters are trapped in their past behavioural patterns, most notably Mary with her morphine addiction and James with his alcoholism and hurtful tongue.
* Eugene Porter claims to be this when he encounters Rick's group. He tells them he is a scientist who knows what caused the zombie outbreak and is working on a way to combat it.
* Eugene Schieffelin released 60 European Starlings into New York City's Central Park, because the bird was mentioned in one of

* Eugene Simon (Lancel Lannister) originally auditioned to play Joffrey Baratheon.
* Eugenesis agrees to take part in the fight against the Quintessons, knowingly risking his life, not to mention using time-travel himself, for the same reasons.
* Eugenesis and attacked Cybertron. (Optimus gets excused because he was dead.)
* Eugenesis, before taking part in a battle against Unicron, his religion's devil. Of course, he did watch Primus get killed a short time later as well. And as later events in the story prove, he might have a reason to doubt Primus after all...
* Eugenesis by Sygnet, a Decepticon scientist, who sees Galvatron as having the worst parts of Megatron's personality amplified a thousand-fold.
* Eugenesis deals with the end of war on Cybertron, but there's hell to pay first.
* Eugenesis description of what's left of him once the Sharkticons are done.
* Eugenesis explicitly labels the Guardian droids, each of which has an annoying tendency to be ludicrously overpowered and liable to turn on its creators on a dime, as the creations of Wheeljack.
* Eugenesis he claims to have been present for the events of the main story, but he “remembers” the falsified version being fed to the public and doesn’t know of people he logically should, like Kup.
* Eugenesis himself narrowly avoiding death or capture. When he finally meets up with Sixshot's battalion, Sixshot attempts to make excuses and pleasantries but Soundwave is done tolerating failure and shoots him dead.
* Eugenesis is an insanely dark story, where the plot just happens to start just before Christmas Day. A massive amount of death and carnage occur on the actual day, and the story continues on in increasingly bleakness right through to the new year.
* Eugenesis, neither of whom are liked by most (if any) of their fellow Autobots. Prowl is worse off because of his total lack of people skills or leadership abilities.
* Eugenesis notes that a lot of Cybertron's surface has been nuked over the course of the war. Since its inhabitants are robots, it's not as dangerous for them as it would be for most lifeforms, but most of the nuked cities are long abandoned anyway.
* Eugenesis showed up to eat everyone, with "theo-scientists" pouring out of the woodwork to calmly disseminate every aspect of Cybertron's religious texts. Of course, even they haven't figured out how the Matrix functions. And they become oddly quiet when the subject of the built-in kill-switch every Cybertronian has comes up.
* Eugenesis. Some of the villains of the piece worship him, but they don't make any effort to free him.
* Eugenesis: The Decepticon scientist Sygnet doesn't care about that whole civil war thing, or that his inventions are used by some of the most psychotic warlords the universe has ever seen. He just wants some recognition, dammit.
* Eugenesis: the scene in the epilogue where Soundwave gives birth to a deformed Quintesson.
* Eugenesis to the operating table and drugged out of their mind beforehand. Even the most thuggish Decepticons are horrified by this twenty years on, so it's no wonder their scientists aren't respected. What makes it worse is that Sygnet, one of the higher profile Decepticon scientists still alive, joined to 'cons to get respect.
* Eugenesis, we hear Nightbeat's thoughts on pre-Earth Optimus Prime: Large and blocky, a proud staple of Golden Age Cybertronian engineering. However this means by modern (meaning 2012) standards he's woefully fuel-inefficient.
* Eugene's peers (bar Arnold) ostracize him for being a jinx and being all-around unlucky. However, he has a lot of fans for his charming personality.
* Eugene started out as a minor character in the 1997 Camp story arc, but 3 years later, the Wus, including him, returned, but aside for one strip early on, he never appeared. That is, until
* Eugene temporarily moves in with Bernard while his dorm room is being fumigated, and it’s not long before they're at each other's throats.
* Eugene tries to make it up for him by holding several parties, but all of them go

wrong in some way. When he finally sets one up in the backyard of the boarding house, the whole place gets rained on by its own Personal Raincloud.
* Eugene used a top rope double axe handle as a finishing move, after giving the opponent an airplane spin first... which is actually a good example of "more elaborate."
* Eugene Victor Tooms bare-ly has an-y in-to-na-tion at all and talks real-ly slow-ly. It's ser-i-ous-ly freak-y.
* Eugenia "Skeeter" Phelan is temporarily mistaken for gay by her own mother, mostly because she's 23 and hasn't had a boyfriend yet.
* Eugenics. 100 years ago, it was accepted as scientific truth that some races/phenotypes were inherently inferior/superior. Although there is no technical reason the human gene pool couldn't be altered through selective breeding just like is done all the time with domestic plants and animals, the concept of "race" itself is now considered biologically meaningless.
* Eugenics is the concept of trying to encourage breeding to develop desirable traits, the concept of race was never a mandatory on intrinsic aspect of eugenics. What was found is that while the
* Eugenics Wars went unnoticed by the population at large. When they saw the brushfire wars of the 1990s, they were really seeing the children of Chrysalis trying to take over the world.
* Eugenics was already practiced (before the advent of biological science) by leaving defective and sick babies to die. Think of your childhood consisting of pain (no changing clothes, fighting against your best friends, usually to death, you are encouraged to steal, but if you get caught you were punished...not for stealing, but for getting caught, and finally being dumped in the wilderness, etc). Adulthood was extremely military, and the extreme views of Spartan society have given them an almost mythical reputation now in history. Ultimately it undid them because they were limited in number to at most a few thousand of them and the loss of even a few hundred warriors was a major blow to them. So they quickly reached their maximum extent. "Oliganthropia" (i.e. "having few people") was the perennial issue facing the Spartans since only an elite few were the famed warriors (Spartiates) caused over time due to the aforementioned eugenicist infanticide,
* Eugenides series has a few different prosthetics he uses to replace his missing hand, including a cosmetic false hand and a hook that he's used to kill a would-be assassin.
* Eugenio Derbez) and dubbing himself, for obvious reasons, in the dub of Rob.
* Eugenio Derbez had a witness describe the suspect as having yellowish skin, a round face and a "sinister smile" and the sketch that comes out is simply a yellow smily face. Subverted at the end when the cops capture the criminal and they claim "he looks nothing like the sketch", only for them to notice he has a mask and underneath he looks just like a smiley face.
* Eugenius! can somehow dream about events that are happening in outer space without realising they're real.
* Eugenius! is allergic to love so his sidekick Super Hot Lady can never have him. Though he is implied to be gay at the end.
* Eugenius! writes a superhero comic based on his dreams. He later finds out he's dreaming true events that are happening in space.
* Euhemerism who lived long ago and whose reputations snowballed until they became gods.
* Eukaryotic cells: organelles gave rise to a whole new level of complexity and possibilities for life.
* EU law is such that the names "Parmesan" and "Feta" can no longer be used to refer generically to cheese varieties, but only to cheeses specifically from their original production regions. Hence there's a lot of "Greek-style salad cheese" and "Italian-style cheese" around. It is probably only a matter of time before we see "Canadian West-Country Style cheese".
* Eulice's reaction when she hears Gary blurting out that Zii has no job.
* eulogizes. Really, female Mon Calamari should never join any squadron headed by Wedge.

* EU material says this is how Vastra met Jenny—her future wife. Apparently Miss Flint was being
* Eunice aphroditois. They are also the real-life inspiration for Mass Effect's thresher maws.
* Eunice Branca After she is killed and Johann's brain is transplanted into her body, he finds her mind still present. It is left ambiguous whether she is actually still there or whether Johann is hallucinating her continued existence.
* Eunuchs Are Evil: People who have had their sex organs removed are depicted as villains.
* Eunuchs Are Evil: People who've had their genitals removed are portrayed as evil.
* Eunuchs Are Evil: The "logical" extreme of the idea that male virginity is a bad thing.
* eunuchs who become so for God's sake (with the disclaimer that it's not for everyone, but for those who can take it). Most interpret this as advocating celibacy. However. some early Christians took it literally and castrated themselves.
* Eun uses a makeshift flamethrower from a lighter and a can of aerosol.
* Euphemia Allen. This little waltz song was her only work, which she composed in 1877, at the age of 16, under the pseudonym Arthur de Lulli.
* Euphemia and Nunally talk about how they fought over who would marry their brother Lelouch when they were little girls and laugh about it. Incidentally, in the entire series, those two are the only characters Lelouch explicitly admitted loving... though in regards to the "incident" itself, by the next day both Euphemia and Nunnally had basically forgotten about it and thought Lelouch sitting up worrying who to pick was very amusing.
* Euphemia and Suzaku are another pair. Although they were on the same sides, Suzaku was still considered inferior.
* Euphemia is the only pacifist in her family of soldiers and strategists.
* Euphemia li Britannia, Shirley Fennete and Rolo Lamperouge defaulting to the Zero Requiem route.
* Euphemia's she knows about Lelouch? My, this could not only solve the episode's issues, but the whole season's main conflict. All they need to do is to walk to the stage and announce it. But the episode is only halfway through...
* Euphemia would never order a massacre if she hadn't been mind controlled. Tohdoh sarcastically demands if Zero mind controlled her into ordering the massacre at Saitama, or if he made Clovis purge Shinjuku, or if the Emperor conquered Japan on Zero's orders. The Britannian royal family never had a problem massacring innocent Japanese before, so why should they believe that Euphemia did.
* euphemisms. If somebody is turned later and/or wearing a wire, then they can argue that the orders they gave were misintepreted, and the people who carried them out had acted on their own.
* Euphorbia upchucuanhae) that helps the group in their plans, when they use it to give a bellyache to everyone in the Institute so that Reynie and Sticky can get their turns in the Whisperer sooner.
* Euphoria: Ali complains of this in "Trouble Don't Last Always", saying that advertisers and businesses have weaponized "revolutions" to sell things, which he thinks stops actual change or at least controls the impact. He relates that Nike put up a sign reading "Our people matter" (about black people) while still charging a bundle for sneakers, which costs them nothing, looks good and lets them still charge the same huge price (he notes they were likely made by slaves or near enough in China too).
* Euphoria: Cal Jacobs, when Jules reveals herself to him at the chili cookoff, finds her when she's alone and says he knows she can destroy him by revealing they had sex. He outright begs her not to, unaware Jules has no intention of doing so.
* Euphoria in the game. Her dying body just disappears from the electric chair room after the events of the first "Keyhole" room, no matter who you choose. This is something even her VA brings up in the extras.
* Euphoria: In "The Trials and Tribulations of Trying to Pee While Depressed", Rue suffers urinary difficulties as a result of severe depression, culminating in her

peeing herself while trying to get to the bathroom.
* Euphoria: Jules doesn't really feel anything for the guys she's had sex with, and possibly the only reason she falls so hard for "Tyler" is that his supposed distance means that they are unlikely to have sex anytime soon, forcing her to develop other kinds of intimacy. On the other end of things, she hugs, kisses, cuddles, and holds hands with Rue frequently, and her ideal living arrangement is one where she and Rue fall asleep together every night, even though she never expected to feel any sexual attraction towards Rue.
* Euphoria: Kat's written a lot of fanfics on Tumblr, most of them explicit and NSFW.
* Euphoria (lesbian main character, bisexual transgender female supporting character, queer female romance)
* Euphoria: Nate has Tyler framed by coercing him into falsely confessing he assaulted Maddy, and blackmailing Jules into claiming she witnessed it.
* Euphoria: On the field, Nate Jacobs is a star quarterback for his high school football team. Off the field, he's a mess of neuroses.
* Euphoria realize that she's only into women (she also finds her friend Lexi attractive), reflecting on having sex with guys but never really enjoying it.
* Euphoria, Rika does the skirt-grab variant of this trope while being trapped with the others.
* Euphoria, Rika isn't a kid but is treated such as one by everyone, using her cuteness as a way of getting everything she wants. Byakuya and Takato even drop the name of the trope in Rinne's route, and Byakuya proceeds to try to correct her behaviour.
* Euphoria: Rue ends up curled up in Jules' lap in the second episode after getting high on fentanyl.
* Euphoria: Rue's struggle with her drug addiction is transposed from series creator Sam Levinson's own experiences with addiction in his teenage years.
* Euphoria (since it's Japan). In Rika's route, one of the games involves simple, uh, "Keyhole" stuff, except that it's being broadcast through the Internet and Rika has to say very embarrassing things to the camera. The game never goes into detail about the implications of this, but the humiliation part is here, just as the nasty comments you would expect from anonymous people on the Internet, floating through the screen.
* Euphoria, the final scenes take place three years after the main events have ended.
* Euphoria: "The Next Episode" has McKay at the receiving end of a hazing ritual that has frat members hold him face-down to the floor and call him "McGay" several times, just as he is about to have sex with Cassie. It falls into the "humiliating" aspect of the trope.
* Euphoria, this is the end of Rinne's route. After Keisuke wakes up in a bed in a room inside a house stated to both his and Rinne, where Rinne is watching over him, he says to her that he had a bad dream, she assures that she will always be by his side, and the route just ends after Keisuke assures himself he don't have to think about the dream after all. But don't worry, it's not the True Ending.
* Euphoria this way. Nate Jacobs, who has extremely fucked-up ideas about how women should look and behave, becomes obsessed with trans girl Jules, who he knows would not meet his exacting standards, and sets about trying to force her to "reform" under threat of having her arrested for underage sexting.
* Eurabia: All or most of the nations of Europe (and the Western/Christian world) have somehow been conquered and converted by the Arab/Muslim world.
* Eurabia: Fundamentalist Muslims take over Europe if not the whole world and turn it into a repressive theocracy. The United States feared a variant of this trope post 9/11, but the refugee crisis from the Middle East in the 2010s led to renewed fears of this in Europe.
* Eurabia through immigration and terrorism, and then convert or destroy every single non-Muslim.
* Eurabia: Xenophobic fears over (mostly brown) immigrants from Muslim countries "replacing" or subjugating white people in Western countries.

* Eurasian Blackbird of the bird world, and they are constantly shouting their alarm calls - which range from a sharp, endlessly repeated "SNIP!!! SNIP!!!" to an ear-piercing, shrill yell.
* Eureeka's Castle. Eureeka once noted of how he wants to go to school only for her to inform him that he’s too young.
* Eureeka's Castle has been known to cause the whole castle to shake whenever he sneezes. Justified seeing that he's a dragon and much larger than most of the other characters. Luckily for everyone, he doesn't appear to be of the fire-breathing variety.
* Eureeka's Castle has Emma which is funny, since not only is she a small mouse, but she is smaller than the main characters.
* Eureeka's Castle". He's even clumsier than usual when he loses his glasses.
* Eureeka's Castle, it's Batly's birthday, and everyone proceeds to bring him gifts. As he opens them one by one, they all end up being the same thing: underpants. After the last gift is opened and everyone laughs, Eureeka tells Batly that the underpants were just a joke, and they actually got him the things he really wanted.
* Eureeka's Castle. Magellan, a dragon, towers over everyone, but he's also the nicest character of the show, and essentially the kid of the group. The Giant is even larger, and often watches in amusement as his friends in the castle get into crazy antics.
* Eureeka's Castle Nightmare On Magellan Street," Magellan sees a monster outside the window at night and sets out to catch it to prove to Eureeka and the others that it's not just his imagination.
* Eureeka's Castle: There was a horror-themed episode that dealt with fear of movies, fear of a real monster, and pranks revolving around fear. Its opening had three rodents (puppets) scurrying around outside in a storm, screaming their heads off, running from a monster, and wearing yellow raincoats.
* Eureka, a computer simulation of Jack tries to kill Zane, only for the real Jack to show up moments later with no idea what just happened. Zane gets the drop on him and Jack frantically tries to explain how he came to be there and that it's really him. Zane believes him because "no computer simulation of you could be that incoherent."
* Eureka admit they love each other and spend the night together in the middle of season 4.
* Eureka, a doomsday machine jumps from 20-something hours to 7 hours when the wrong wire is cut.
* Eureka, Allison Blake's brother is played by the actress's real-life husband.
* Eureka: Almost every couple naturally as the whole town is populated by geniuses.
* Eureka. Also, Carter's ex-wife shows up for an episode, but neither has any intention of getting back together.
* Eureka, and due to his common-sense way of thinking, always saves the town from self-destructing from their own scientific curiosity. In fact, when an android deputy was commissioned to replace him, things went so spectacularly south during the test drive of the android's abilities that he concludes at the end of his report that with Sheriff Carter around, the town's odds of survival is much better.
* Eureka and have the ticket stolen. Later he works out this happened and uses this technique to recover a partial license plate. Amusingly, Henry starts to talk about a high-tech method he can use to recover it, only to trail off as Carter does it.
* Eureka, and the top of their profession. For example, the town Sheriff is a US Marshal, the local dog-catcher is one of the world's top animal trackers, the chef at the local café is one of the world's top chefs, and so on. It doesn't help that most of the residents have little or no contact or interest in the outside world.
* Eureka), Andy becoming a cartoonish robot, and Jo becoming a Disney-like princess. All of this was the result of an interactive storybook unexpectedly interfering with a large-scale holoprojector.
* Eureka, any and all interesting new technologies presented or talked about early in the episode is inevitably going to turn out to be either A) part of the cause of

that week's crisis, or B) part of the solution to said crisis.
* Eureka as Carter was appointed the Sheriff of Eureka by the federal government rather than elected by local residents, as is normal in the United States.
* Eureka asked to have Nathan Stark die, because his character arc was heavily tied into The Artifact, and without it Nathan had nothing left to do.
* Eureka: As punishment for murdering Holly, Beverly locks Senator Wen in a virtual version of the Sheriff's office, bringing her back in to the one-room building every time she tries to leave.
* Eureka: Australian tracker Taggart blindfolds himself to try to find his way through a building with pure intuition. As soon as he walks out of frame, we hear the sound of flesh meeting wall and a "Crikey!"
* Eureka a weaponized attack drone went out of control and started targeting the defense system it was designed to test, leading to the following:
* Eureka by Beverly and the cabal she works for, simulating them returning to the titular town 4 years after they left. The idea of the time-shift is to avoid any inconsistencies. Additionally, the machine is building the virtual world based on the subjects' own memories and thoughts within the set parameters. However, the machine was designed with 20 people in mind, so, with 21 people hooked up, there's not enough processing power to smooth over any glitches. As such, the characters begin to notice certain things, such as a dragon suddenly appearing when one of them imagines one (the computer couldn't tell it wasn't a real memory). Said dragon then "de-rezzes" for a split-second. A simulator character then walks right through a bar counter, a bird appears stuck halfway into a boulder, and a wound keeps appearing and disappearing.
* Eureka: Carl Carlson winds up integrating with the godlike Artifact.
* Eureka, Carter and Allison do this when they enter a room right after having spent the night together.
* Eureka; Carter and Allison enter a suddenly and mysteriously cold Cafe Diem, and Carter offers Allison the orange traffic vest he's wearing, as payback for a comment she made earlier. She's... less than impressed.
* Eureka, Carter is warned that Allison's brother Marcus is prejudiced.
* Eureka channel. After seeing the movie, executives turned the story into a series.
* Eureka creates a human body nearly from scratch and backups all information into the person's cells.
* Eureka died in reality and in the shared dream at the same time... but it turned out to be coincidental.
* Eureka, director of Global Dynamics Allison Blake discovers that through a freak accident, her son Kevin is able to access and control what they refer to as the "Akashic Field."
* Eureka does this a lot, but one of the funniest examples comes not from the scientists, but from Vincent, the Cafe Diem owner/chef, at Holly's wake:
* Eureka "Do You See What I See?" A machine in town malfunctioned and turned everyone into various animated styles. They used everything from Peanuts to claymation.
* Eureka episode "E=MC...?", eating cloned chicken meat causes most of the town to lose their knowledge, common sense, attention span, emotional maturity, etc.
* Eureka episode "Family Reunion", while leading someone into his jail cell.
* Eureka episode "Primal" has an army of Nathan Starks, which is actually an army of nanobots.
* Eureka episode "Smarter Carter", Kevin gives Jack a substance that turns him into a genius, so that Jack can impress Kevin's visiting (genius) uncle.
* Eureka episode "What Goes Around Comes Around" has a particle accelerator that's cooled by liquid helium. Naturally the cooling line breaks and everyone becomes squeaky for about half a scene until they can shut the line off.
* Eureka, Fargo's grandfather is woken from (accidental) cryonic freezing. For the entire episode he's trying to figure out the 'new world' as 50 years have gone past.
* Eureka favor "Vincepressos", and Vince sometimes displays a preternatural sense

of when they need one.
* Eureka features several people petrifying in the aptly titled episode "Stoned".
* Eureka, for just such situations involving interstellar craft. Used twice, first to stop a near relativistic speed spacecraft from turning the town into a mile deep crater, then later to catch the Mercury Era space pod containing Fargo and Zane that's equipped with the newly invented but untested Wormhole FTL Drive.
* Eureka for the guys from Area 51. The Eureka bowling team mocks theirs about it.
* Eureka from Eureka. When he walks in on them being... intimate, his only reaction is "now my day is complete" and then turns to work on the issue of the week. At the end of the episode, it is commented on his self-restraint not making any threats while they are making out in public.
* Eureka full of genius inventors, all busily cooking up amazing stuff (and amazing trouble) in their garages. One of the main characters even works out of an auto shop.
* Eureka G.D. not away—and thus the device at G.D. they thought was the cause was actually the target.
* Eureka) get into it. The fight isn't over a man — it's because Beverly blabbed professional confidences about Alison over the town's PA system.
* Eureka has several people watch a bad B-movie about an alien invasion. Shortly after that, one of them disappears only to be found in field surrounded by crop circles. It's quickly discovered that he used a log to make the circle, having been affected by a "psycho-beam" while watching the movie.
* Eureka has Sheriff Carter mistaking terms like "p-brane" as insults to his intelligence.
* Eureka has the accumulated space junk accidentally forming into this level of a threat. Not so much a colony drop, but space junk drop to make it implicit to only the title town.
* Eureka, Henry accidentally hops timelines, discovers that in the alternate timeline he's married to a woman he barely knows, and falls in love with "his" wife. At first she naturally resents him for displacing her real husband, but she ends up falling in love with him as well.
* Eureka himself to participate or be made responsible for whatever was needed that week, but had his position derided by other specialists at GD. Except Larry, who is always competing to take over his position that is.
* Eureka in Season 9. After injuring herself in the cheerleading challenge, Eureka barely mentioned the injury and carried on as normal, until it became too much to bear and she had to do the entirety of episode five on crutches. After Cynthia Lee Fontaine and Farrah Moan lip-synced, it looked like RuPaul was gearing up to send one of them home, when she announced that Eureka would be leaving the competition to allow her injured knee to heal. Eureka did receive an open invitation to return to Season 10, however.
* Eureka: In "Up in the Air", Sheriff Carter gets a call about a bank robbery, and is overjoyed to have a nice, normal crime to investigate for a change — until he gets to the scene and discovers that the entire bank has gone missing.
* Eureka. It opens with Jack being excited about being called to a good old fashioned bank robbery, "no black holes, no blobs". When he arrives at the scene he finds an empty foundation and Deputy Andy informs him "they stole the whole thing". Halfway through the episode, it's averted when they learn it wasn't stolen but a problem with gravity made it float away.
* Eureka: Jack is dating Callie and the relationship is progressing nicely by the end of Season 2. Season 3 starts and Callie is never seen or mentioned again, and Jack is single.
* Eureka. Jack tells Trevor that he's merely "a distraction".. Trevor asks if that's what the kids are calling boyfriends these days.
* Eureka, Jo walks up to a mirror and looks at herself. Mirror!Jo reaches out and grabs her by the throat. Jo slams her in the face a few times and Mirror!Jo doesn't even flinch.
* Eureka lives in an experimental intelligent house that is underground. It doesn't fulfill all of the requirements, but it's underground, it's where he lives, and

it's full of exciting gadgets, so it counts.
* Eureka made a genetically identical copy of his wife (she didn't want to live in Eureka or have children) and he even had a child with her. This was all discovered when she died, and the original wife eventually took in the child, as the father had also died.
* Eureka Marshall Jack Carter, and inadvertently, the owner of the town's biggest (and possibly only) café.
* "Eureka!" Moment about how thief managed to seemingly be in two places at once.
* "Eureka!" Moment: Moment of getting a clue that gives a character the inspiration they need to solve a problem or mystery.
* "Eureka!" Moment washes over him. The story ends there, with no mention of what happened to the birds.
* "Eureka!" Moment watching a man doing work on the school library with safety goggles and a face mask, and decides to buy a cheap pair of goggles to protect her face.
* "Eureka!" Moment when he was trying to find a way to check whether a golden crown his king received was genuine or fake. As he sat in his bath he noticed that the water level had risen because of his body displacing its water. This, of course, led him to the idea that a golden crown could be put under to determine its exact volume, then have the same process repeated with a real gold crown, thus finding out whether the first crown was all gold.
* Eureka murders her to prevent her from telling the others. Then she orders her goons to dispose of her remains respectfully and discreetly. No one knows where she's buried, but at least the bad guy made an effort.
* Eureka: Nathan Stark admits in one episode that he has dreams about world domination. "But not all the time!"
* Eureka often starts with something going wrong. And then goes on for a good period of time after. Probably about ten minutes.
* Eureka, one episode had a scientist who cloned chicken meat to stop the slaughter of the real thing. The problem of the week ensues when the chicken induces rampant stupidity (due to the chemicals the scientist flooded the meat with to make it grow absent a whole chicken) while there's a potentially cataclysmic experiment running that everyone in town is now too dumb to properly monitor.
* Eureka: "Phased and Confused" had this as the intersection of its A and B plots. The mysteriously solid floors became very noticeable when a phased character noisily runs down a short staircase, immediately after not being able to touch things was an obstacle.
* Eureka rather than prophecies. The season 1 finale has Carter travel back in time from a point where he's married to Allison. As a result, in the season 2 opener, he acts overly familiar with her, she's mildly put off, and they don't go on their first date as he remembers it; in the end that first date doesn't happen for almost three more years.
* Eurekas Castle variant on this. His tail is the long object, so for instance he'll build something out of blocks and knock it down with his tail when he turns around. Typically, he then scolds his tail as if it were sentient.
* Eureka, season 2 episode 6: "Noche de Sueños". A gas truck filled with toxic waste, sideswipes a little sports car, causing it (the little car) to explode fantastically.
* Eureka section below, they got this right that it protonates matter. Over the course of the episode a cow is reduced to black and white goo, a jeep is rendered into a puddle, and a bunch of wires in a wall start dripping like water.
* Eureka Seven, a breather episode for both the audience and the characters.
* Eureka Seven after a certain episode, which stick around for most of the series.
* Eureka Seven, an anti-military commune which opposes the United Federation.
* Eureka Seven and admits to using him for the mecha. What does Renton do about this? Sulk about how he wants to continue to protect this girl and continue to take abuse.
* Eureka Seven and a kind girl who is a loving mother to her adopted children. Her warmer personality eventually takes over thanks to the influence of her lover

Renton.
* Eureka Seven and initiates False Flag Operations to gain public support for a genocide against the Coralians.
* Eureka Seven and just goes back to leading Gekkostate properly while leaving control of the Nirvash TypeZERO and Eureka's protection to Renton.
* Eureka Seven, and urged Eureka to tell him about his dad. This sudden outburst made Eureka confused and uncomfortable, so she ran away. Eventually, she did come back to Renton and shared her experience with Adrock after learning from Stoner that Renton is eager to learn about his dad very much.
* Eureka Seven AO may well have written him out of the memories of everyone he knew or cared about. Yet the ending wants us to believe he's perfectly fine with all this.
* Eureka Seven AO starts using the Macross Missile Massacre in episode 13, just as the connections between the two shows start tightening up.
* Eureka Seven AO was a middle schooler voiced by a fourteen-year-old boy in the Japanese version.
* Eureka Seven AO, who previously had permanent wings, learns to hide them and is mainly shown wingless. She does use them in several scenes, though, so she's able to manifest them at will.
* Eureka Seven attack specific points to slowly kill it. These attacks also caused huge uprisings of monstrous creatures that killed everyone very violently, and they then used the publicity of their ineffectual efforts to stop it to get public support.
* Eureka Seven between Renton and Eureka is supplemented by the Coralian sub-plot. The very next episode after they get together, the Coralian plot takes center stage.
* Eureka Seven bit after the series' midpoint, allowing it to better contend with theEND, as well as adding an additional vehicle mode.
* Eureka Seven, but a bit more ambitious. In the show's universe there's a theory that too much thinking by sentient organisms will create what is essentially a thought black hole, and the world-covering Coralian life form is dormant to avoid crossing that threshold and destroying the planet. So he tries to wake up the Coralian collective. All of them.
* Eureka Seven by Eureka and tried ways to gain back her attention and trust (involving beating up Renton), which ultimately backfired and nailed the coffin on his chance with Eureka during their quarrel in the second season finale. Renton and Eureka meeting each other and falling in love, as well as them being together ever after, is also proven by the events in both TV series and movie to be a destined thing. One good example is Eureka being always able to make a come back in some form in the ending and stay with Renton, one way or another (Tv, movie, manga). There's a dialogue said by Talho in the movie when Renton reunites with Eureka after 8 years: "A first-timer breaking through a net of monsters...Is this just a coincidence? Or is it the work of a mysterious power?"
* Eureka Seven clear that nobody at all has to stay behind. Not a single person left (though off-screen apprehension was hinted at).
* Eureka Seven. Colonel Dewey Novak of the U.F. Forces leads a coup to overthrow the U.F. Sage Council.
* Eureka Seven, Colonel Dewey pulls a literal Dead Man Switch upon his suicide, in which a collar that Eureka had been wearing through out the series forces her to become a second Control Cluster which will cause the end of reality as we know it. This from the guy whose stated aim was to save the world. He rationalizes minutes before that the Scub has irreversibly tainted the world, and thus it is better off not existing.
* Eureka Seven consistent couples, and the characters involved in these relationships make up most of the main cast. In this story, love is a theme, so these couples are used to make a point.
* Eureka Seven, Dewey Novak fires one called "Oratorio #8" once at the Scab Coral to make a hole for TheEND to fly through, and again to target the beacon TheEND placed on the Control Cluster. After the second shot, the thing self-destructed and

STILL rained death down on the poor planet with its highly explosive debris.
* Eureka Seven, Eureka realizes her feelings for Renton upon learning of his departure in episode 24.
* Eureka Seven: Eureka's wings growing from her back is not a pleasant experience.
* Eureka Seven extending about a foot around his body when his crush's adopted children brutally cut down his "compatibility" with her - in front of her.
* Eureka Seven features the Macross Missile Massacre prominently, in both missile and "homing laser" form. Unsurprisingly, it shares a mechanical designer with the Macross franchise.
* Eureka Seven fits this trope perfectly, at least when she's on her medication (without it, not so much). In a way, she could be seen as a female version of Dilandau (well, not including the androgynous nature).
* Eureka Seven for over 1 year until they find their way home. The Gekkostate lifestyle is also full of this, considering they are mercenaries. The couple Ray & Charles as well.
* Eureka Seven Good Night Sleep Tight Young Lovers, Eureka waited patiently and hoped for the moment she could be reunited with Renton, considering she thought of suicide throughout the 8 years of imprisonment.
* Eureka Seven Good Night Sleep Tight Young Lovers movie, Renton commented to Eureka in the sickbay that she has grown pretty since he last saw her 8 years ago.
* Eureka Seven: Greg and Mischa. They were divorced prior to Greg's initial appearance, apparently.
* Eureka Seven has an example. When Eureka is incapacitated by an alien scub, Holland sets out on a mission to both earn the team more money and cure her. Their mark is a priest from the Vodrac Religion and he planned to rescue the priest so he could cure Eureka. Unfortunately he never tells Renton any of this. Instead, he insults Renton and beats him up before heading off on the mission. When its revealed that Holland is in mortal danger, Renton says that he cursed himself by only caring about the money instead of Eureka and that it serves him right. Talhoe responds by slapping him in the face and explaining Holland's motives at which point, Renton rushes out to help.
* Eureka Seven has a working sense of direction, but he can't read a map for the life of him. He'll find his intended destination if he isn't relying on a map at all.
* Eureka Seven has Holland, who at first rules his crew with an iron fist, frequently beating on Renton and others for stepping out of line. He becomes a competent (as well as compassionate!) captain by the end.
* Eureka Seven has the relationship between Renton and Eureka. They are quite obviously in love with each other, but between fighting a war, various arguments, and the fact that her adoptive kids don't like him at first, among other reasons, they don't even kiss until the series finale, and that requires an absurd amount of effort on Renton's part to make possible. Keep in mind that Renton is only fourteen and Eureka probably isn't any older.
* Eureka Seven, Holland had to consume drugs in order to pilot the LFO typeB303 "Devilfish" seen from Episode 43 onwards. Overdose of the drugs could shorten lifespan or even result in death.
* Eureka Seven horrifically. Shortly afterward, Eureka's pissed at the whole crew for egging him all this time, which causes them to drop all ideas of messing with him and treat him as an equal.
* Eureka Seven, (including in some of the title sequences,) though often without the actual words being spoken. Oh, and it usually happens thousands of feet in the air, with one character in a giant flying robot. Because that's how they roll.
* Eureka Seven in the main series) initiates his anti-government movement while main character Sumner Sturgeon is busy dealing with his own issues.
* Eureka Seven. In the movie version, she also made the same choice despite knowing life would be harsh because she can get to be with her lover Renton.
* Eureka Seven is a large aircraft that is capable of entering low orbit for quick trans-globe travel.
* Eureka Seven, is extremely confused when someone suggests she's in love with

Renton. However, she seems to have figured out familial love on her own, since she adopted children and is very affectionate towards them.
* Eureka Seven is revealed to be more and more involved in the main plot as the story moves on.
* Eureka Seven is something on an example... it's just that his lethargy and intelligence don't really interact very much. His reclusive nature and slow speed of movement are mainly due to his colossal size and enormous weight problem.
* Eureka Seven is titled "Sakura" and has "Cherry Blossom" repeated in the lyrics. The lyrics of the song is actually symbolic to the ending of the show.
* Eureka Seven, Matthew and Moondoggie are seen Feng Schwinging Renton's room in order to help him and Eureka reach past first base. Holland is not amused.
* Eureka Seven — on both sides of the screen. The guys back on the Gekko watching it all were laughing their asses off, almost to the point of literally rolling on the floor.
* Eureka Seven: Most people live near or in some very, very tall tower-cities.
* Eureka Seven movie ending, though he didn't do it immediately and was not fazed by her nakedness. This deed is done off-screen as well.
* Eureka Seven movie ending, too bad the latter won't recall anything about it.
* Eureka Seven movie, Eureka is destined to have a male partner and together they will "change" the world. Apparently this comes to pass for both TV and movie version.
* Eureka Seven movie, Eureka's hair mysteriously grown very long, up to her hips. It's the longest version of her hair that was seen compared to the TV episode 30 flashback version of herself.
* Eureka Seven movie. Eureka was able to enter Renton's dream during their childhood, and demonstrated this ability again as the naked long hair girl in Renton's dream, adding the fact that the world might have turned into or connected to Renton's dream world.
* Eureka Seven movie. The final scene either takes place in Renton's dream, or the real world merged and connected with Renton's dream.
* Eureka Seven movie which is shown after the credits, a single lunar Crystal flower is shown along with Renton & Eureka's pendant, emitting rainbow light that is believed to grant wishes to whoever prays to it.
* Eureka Seven. Namely Holland x Talho, Ray x Charles, Sakuya x Norb. Dominic x Anemone is probably the most popular. Subverted by Dominic x Anemone. They face loads of troubles in their relationship throughout the series (mostly for Dominic, who spends almost the entire anime trying to get Anemone to notice him), and thus their relationship is more of a parallel to the main pair than a mere Beta Couple. The same may also be said for Holland x Talho. A true Beta Couple from the series would be Moondoggie x Gidget or, as suggested above, Norb x Sakuya.
* Eureka Seven of a story contains the theme of creating your own myth, instead of following someone else's.
* Eureka Seven on his efforts after his quarrel with Eureka in episode 26.
* Eureka Seven, or defense for that matter. For obvious reasons it's mentioned not-so-subtly that this is something you would not want to use on a regular (let alone semi-regular) basis.
* Eureka Seven protagonist; however, it improves as we learn more about the characters and their world, and it's the love story between Renton and Eureka that really sells it.
* Eureka Seven, Renton carries Eureka this way in space when they kissed each other for the 2nd time. After a year, they officially became husband and wife in the Thurston family register.
* Eureka Seven, Renton refuses to acknowledge that his lover Eureka is dead and will continue to wait upon the day she returns back. The final page indicates they might have finally reunited after 2 years.
* Eureka Seven series has Renton's Compac Drive, with the name Eureka and other minamul streaming et cetera.
* Eureka Seven. She doesn't have any friends and doesn't open her heart to anyone prior to meeting the protagonist Renton. In the first episode, she did an

insensitive thing by burning Renton's house down and she does not seem to comprehend why Renton reacted so miserable about it. She does not even know what is "cool", what love is and how to be pregnant with a baby. It is this lack of social skills that she had a hard time being a mother to her 3 kids. She eventually become a more sociable person towards the end of the series, thanks to the influence of her lover Renton.
* Eureka Seven. She stated that she could only exist as long as Renton lives and dreams.
* Eureka Seven so that they can enjoy the third epic kiss as they float down from orbit.
* Eureka Seven, suffers "vein" scars which cover half of her left body (including her face) after an incident in Episode 19 and remains that way until the final episode whereby her scars are no longer visible on her.
* Eureka Seven takes it to another level, when Eureka crashes a giant robot into Renton's house. She then holds a funeral for his room, and asks for a flamethrower. It's the start of a beautiful love story.
* Eureka Seven: The anime can go into many genres, but both the manga adaptations were published in Shōnen magazines.
* Eureka Seven. The eyes of the titular character, which are the same eyes as the monsters that murdered his entire city, frightens a mute child so deeply that he pees his pants and begins crying.
* Eureka Seven. The girl is literally close to emotionless since her birth until she met her destined partner Renton and gradually fell deeply in love with him. Although 3 years ago she did experience her first emotion which is "surprise" when she realized she orphaned the three children she would later adopt.
* Eureka Seven, the way Renton left the Gekko and Holland commented that he has graduated from Gekkostate.
* Eureka Seven, though it's only shown a handful of times. It's called the Megaroad in the movie.
* Eureka Seven upon the Scab Coral's demise. Its a rather unfair ending for Renton...
* Eureka Seven uses this planet takeover history to justify his actions against the Scub Coral which was just trying to communicate with humanity.
* Eureka Seven, was originally rated Teen/13+ by Bandai Entertainment, but on its digital rerelease by Viz Media was bumped up to Older Teen/16+ with no difference in content.
* Eureka Seven, we have Matthieu, Hilda and Gidget. Their skin colors are actually slightly different shades.
* Eureka Seven when he sees a hallucination while mercilessly ripping apart an LFO in Episode 20.
* Eureka Seven, where even some of the Humongous Mecha use Hover Boards. Unlike most though, they're more analogous to surfboards than skateboards. Curiously, they do have wheels — just one, though, and the axle runs the same direction as the board itself. They seem to be involved in handling, since Renton mentions that a bigger wheel limits the rider's capacity to make sharp turns.
* Eureka, Sheriff Carter experiences couvade syndrome because of some technology that still needed some tweaking, not related to the main crisis of the week.
* Eureka, since the Henry that travelled back was the one who originally lost her.
* Eureka: Subverted when Allison thinks she's seeing a ghost, but really it's a hologram programmed into her logic diamond necklace.
* Eureka talking and looking sweet together. "It's the oldest one in the book. Boy meets girl. Boy loses girl. Boy meets computer."
* Eureka that made every woman in the town want to tackle him, rape him, and eat him.
* Eureka that shortens the countdown. When the weapon's designer shows up and simply removes the launch keys, the system seems to shut down, then activates a "deadman's protocol", an anti-sabotage strike calling for an even bigger boom. The designer asks, "Did someone cut the blue wire?"
* Eureka that the Artifact is older than the universe itself, having been created

in the universe before this one, and managed to survive the Big Crunch and another Big Bang.
* Eureka, the cryo sleep chamber that was used to put Fargo's grandfather in suspended animation could have been used many times to buy time during emergencies where people are mutating or dying of some horrible disease.
* Eureka, the ice rapidly spreading over town turns out to be the result of the fungus growing in the ice.
* Eureka The season 4 episode "Crossing Over" had objects from 1947 being pulled into the present by an unstable wormhole. Red Woods through the rotunda, a fighter plane through the wall of Cafe Diem, a nuclear warhead through the infirmary, and worst of all an unfired 50 caliber bullet in the chest of Joe Lupo (luckily missing her heart and lungs by a cm).
* Eureka. The second featured an antagonist sninja, snowman-ninja, complete with anime-style ass-kicking climax.
* Eureka The second time, it's Fargo going all the way in the middle of a serious electromagnetic disaster...
* Eureka, they discover Fargo's long-lost grandfather in a cryopod. They defrost and revive him. He doesn't remember what happened (it's eventually revealed that a jealous friend pushed him in). However, after a while, his body starts to age rapidly, until he looks the way a man of his age ought to look (rather than the young man he was frozen as). The doctors figure out that it's a side effect of the imperfect freezing. They manage to stabilize him, but he still remains in the body of an old man. Strangely, he's fine about it. In the altered timeline, this event never happened, and he became an influential figure in Eureka, using his clout to put his grandson in charge of Global Dynamics.
* Eureka this in "Up in the Air" by painting it with a protective osmium coating, but it only leads to the Jeep being literally lost in space. The Jeep was brought to life in the 2011 Christmas special due to some hologram wackiness, and had choice words for Jack for its constant abuse.
* Eureka to his town full of supergeniuses. He has street smarts in addition to what would be considered a high degree of education anywhere else in the world. This works in his favor as the running theme of the series is how the super-geniuses go for overcomplicated answers but it's Carter pointing out the simplest solution that saves the day.
* Eureka uses this technology, actually reaching out and grabbing the windows and moving them. Actually reaching out and grabbing on and crumbling it up before tossing it into the real trashcan.
* Eureka when a decelerating spacecraft needed a high-energy "cushion" to slow it down. While the energy from the spacecraft was absorbed by the field, there's no mention of what the field did with the energy.
* Eureka when Carter retrieves a Nobel Prize by smashing the glass pane of a display case.
* Eureka where Beverly is hypnotizing Fargo. She gives the standard end-of-hypnosis "when I snap my fingers, you will return to normal and forget all about this" speech and snaps her fingers, causing him to finish explaining to her exactly why hypnosis is impossible.
* Eureka where the magi-tech dress that Allison is wearing has short circuited and she can't get it off without having Carter unzip her.
* Eureka, while trapped in 1947, Allison revives a man using jumper cables hooked up to a car battery.
* Eureka, who is also the coroner/forensics expert is usually the scientist to Carter's cop.
* Eureka, with the FTL drive to explore Titan. It's not clear if there is ever a plan to send a ship to another star, as the show ends before any large-scale construction takes place.
* Eure, tank ace Heinz Guderian recounted an incident where an enemy B1-bis was inflicting heavy casualties and he could only watch helplessly as all the shells that he and his comrades shot at it simply bounced off its armor.
* Eurico the Presbyter), but they are more like the exception than the rule.

* Eurico the Presbyter: Several Visigothic nobles such as Sisebuto, Ebas and Count Julian assist the Umayyads invade Visigothic Spain into conquering Hispania for pure self-interests or personal grudges and not because they believe in Islam, which is why their allies hold them in contempt as "infidels".
* Eurico the Presbyter, since the Arab conquest of the Iberian penisula took place before the Crusades themselves were declared by a few centuries.
* Eurico the Presbyter, the Arabs are served by Sudanese warriors that act as guardsmen and bodyguards for their emirs and sheikhs.
* Euridyce is voiced by Francesca Hogan, with her singing voice produced by Ashley Barret.
* Euripides: Admetus is enraged that not even his parents could bring themselves to die for him, causing Alcestis to die instead.
* Euripides (c. 480 BC - c. 406 BC): a Greek playwright who adapted many myths and legends.
* Euripides. Interestingly, his case is the result of tragic romance, as opposed to how most of Zeus' children were conceived... The fact that his aunts and cousin deny his divine parentage sparks the conflict of the ancient play.
* Euripides is generally Pro-Enlightenment with some Romantic streaks. His plays focus on the horrors of warfare, the suffering of women and generally portray Gods and deities in a manner that makes them human and accessible.
* Euripides made Euripides a character in one of his plays and had him at one point enter the stage with a crane. Examples include:
* Euripides. Modern readers often have to read annotations to get the references.
* Euripides notes an episode where Themis loses control of the Pytho (a.k.a. Delphi), where the prophetic oracle Pythia lived, to Apollo. In response, Themis's mother the Earth starts sending prophetic dreams to all humans, rendering the Pythia obsolete. Apollo complained to Zeus, and Zeus took away the prophetic dreams from humanity, ending the Earth's efforts and restoring the authority of the Pythia, and thus Apollo, over prophecy.
* Euripides, Odysseus sees the leader of the satyrs captured by the titular cyclops and decides to stab it in the eye with a flaming brand. He asks the satyrs for help.
* Euripides references this when pleading with her husband not to remarry after her death; he must spare her children any possible stepmother.
* Euripides survives, but it is widely believed that in the original version outraged the audience because Phaedra (wife of the great hero Theseus) lusts without shame after her step-son Hippolytus, and brazenly attempts to seduce him. The second, surviving version bends over backwards to make Phaedra blameless (she's deeply ashamed of her feelings, and only seems to come on to her step-son because her nurse betrays her). She still comes to no good end, committing suicide and attempting to frame Hippolytus for rape.
* Euripides, the eponymous Taurian princess killed her own children by Jason when she learned that Jason planned to leave her for another woman.
* Eurisko all unaided human opposition in the Traveller: TCS tournament in 1981 and 1982, and only stopped competing once tournament officials threatened to shut down the tournament permanently if Eurisko won again.
* Euro 2004 started with Greece beating Portugal. It ended with Greece beating Portugal.
* Euro 2020 fans after their own performance in the ensuing tournament (listed above).
* Euro 2020. Thanks to the quick actions of his teammates (one had enough First Aid knowledge to put him into the recovery position) and the referee who stopped the match immediately, medical help got to him very quickly. Despite the fact that the rest of the Danish team had formed a human wall around Eriksen to shield him from the TV cameras, and the fans in the stadium, viewers across Europe could still see him being given CPR on the pitch, and the defibrillator bring used. Thankfully the efforts of the medical team were not in vain, and Eriksen was stretchered off the pitch to be taken to hospital half an hour later, conscious, with a oxygen mask on, and looking very dazed by it all.

* Eurobeat anime that popularized it, prompting many eurobeat labels to release their music worldwide on digital platforms, and several artists returned to the genre full-time.
* Eurobeat artist/producer Davide di Marcantonio, the man behind John Desire of "Hot Limit" fame, also has used the aliases Dave Mc Loud, David Bird, Dee Dee, Chemical Boy, Eurobeat Lovers("Yozora no Muko", another
* Eurobeat, even played the song on his car stereo as he was speeding away from the scene of the crime. The song itself is Italian, but it features numerous traits shared with other victims of this trope, such as its operatic chants, steady thumping beat, and grandiose production. The enthusiasm with which Manuel screams his lines becomes truly morbid when heard through this lens. Like most Eurobeat vocalists, not much is known about Manuel himself, but he has been reportedly outraged by these memes and has tried hard to discourage them to no avail.
* eurobeat music", even if the song has never been featured in the series.
* Eurobeat singer Davide di Marcantonio often did this, likely with the aid of pitch-shifting, especially in
* Euro Disneyland's version of Tomorrowland went even further, actively promoting the fact it was displaying the future imagined by Jules Verne (having an actor dressed as Verne in the park's commercials), and basing many of the rides on his works.
* Eurogamer writer Robert Florence posted an article about how video game journalists seem to be indistinguishable from public relations, which included some tweets from Lauren Wainwright regarding her suspicious enthusiasm towards
* Eurogames, which often revolve around a skill-based challenge of maximizing points (often called "Victory Points", where
* Euron boasting about his plans to take the Ironborn's fleet and ply Dany's affections with it gives Theon and Yara the idea to do the same before he can get the chance to. They ultimately succeed in this, so Euron changes strategies with brutal efficiency.
* Euron cackles maniacally as he cuts people down on the battlefield.
* Euron "Crow's Eye" is the black sheep (squid?) of the Greyjoy family. And in a family that believes in
* Euronews, and given that it has to run in several languages simultaneously, there are no presenters and reports take the form of "footage + voiceover" with occasional quotes from whoever the story is about.
* Euron Greyjoy becomes King of the Iron Islands, and actually pays the iron price by leading his men into battle.
* Euron Greyjoy can come across as rather over-the-top when he's not trying to intimidate anyone, to the point of cracking macabre jokes and even bluntly asking Jaime for sex tips. It's eminent how Euron doesn't take anyone, including himself, too seriously.
* Euron Greyjoy crosses this line with gusto and likes manipulating people before torturing them for that extra evil touch.
* Euron Greyjoy. He drops his laid back attitude in battle and goes in screaming like a madman.
* Euron Greyjoy is also obsessed with defeating Jade, seeing her as a rival in magic, and believes she is also working to defeat him.
* Euron Greyjoy is an interesting case of playing with this trope: he's both hated by his family and feared by the general populace of the Ironmen for his sinister reputation and cruelty, while also being respected as a
* Euron Greyjoy is a terror in battle and, while "hero" is probably the last word most people think of for some of his kills, he still manages to murder Balon effortlessly, slay Obara and Nym in battle, and defeat his badass niece, Yara, in combat, resulting in him taking her hostage.
* Euron Greyjoy... is getting there. He's a more sophisticated Ramsey Bolton with better looks, more charm, bigger plans and way more abuse of his family. That is, if he isn't actually just a little bit
* Euron Greyjoy is the captain of a ship called "The Silence", captained by a crew who have their tongues cut out.

* Euron Greyjoy, one of the most eerie and depraved characters in the series, is known as the Crow's Eye, has crows on his personal coat of arms, and uses them in metaphors quite a bit.
* Euron Greyjoy's sexual abuse of his two younger brothers including Aeron and his oozing interaction with some of the characters has earn him this reputation among the fandom.
* Euron is also this with Aeron. Euron is a bombastic, arrogant, flamboyant pirate. Aeron is a cold, stoic, solemn Priest.
* Euron is an axe-wielding berserk captain who personally leads his boarding party with an attacking zeal and passing regard at best for actively defending himself (uncommon for a berserker, he wears heavy armor). When he boards Yara's flagship, he takes several hits from the Sand Snakes and Yara during their respective fights, but shrugs them off as easily as mosquito bites.
* Euron is an insane, sinister pirate with a faintly muttonstache-style beard to match.
* Euron is everything Balon was not. Euron, for all his faults, is brave, proactive, cunning, and willing to make alliances, fight beside his men and actually go out and pay the iron price.
* Euron is one of the few people to observe the undead Gregor Clegane with admiration instead of horror.
* Euro notes were originally fictional — since there were twelve member states and only seven denominations, it would be impossible to choose real bridges without leaving several countries unrepresented. Then a designer in the Netherlands decided to build real-world replicas of all those bridges, thereby "claiming" them for the Netherlands.
* Euron says that he was fascinated by how Jaime effortlessly cut down his men during the Greyjoy's rebellion.
* Euron wields a massive bearded axe when he joins the fray. While it's probably coincidental given that the style of axe is centuries old, it's worth pointing out that Euron's axe is essentially a pimped out version of Zombietools' Kraken model, which is a
* Europa: 24-month year, 8-circad week, with 32 circads per month, plus a week in month 24 in leap years.
* "Europa and the Pirate Twins" Thomas Dolby, a song about very young lovers separated by war. Possibly allegorical.
* Europa Clipper as said probe's main target will be Jupiter's moon Europa, thought to harbor an ocean under a thick crust of ice.
* Europa Europa at the orphanage, climbing onto the wall so he can spy through the open window at her in her night gown.
* Europa Europa: The Soviet instructors at the Komsomal academy in Poland stage one to "prove" that God does not exist for their students after one Polish boy disputes this. He's told he should pray for candy from God, which doesn't come. At the same time one of the Soviet men goes up on the roof and drops in candy to the students, which they say is from Stalin. Thus they claim God doesn't exist and won't give them candy, but Stalin always will. Solly does not look at all convinced by this, but wisely stays quiet.
* Europa has a pink haze hovering over its icy horizons, with a sight of Corpus Obelisk and Grineer Fomorian duking it out in orbit and Jupiter looming above it all.
* Europa Report by letting himself drift off into space when a failed maintenance job sprays a toxic substance over his spacesuit and he runs the risk of poisoning the atmosphere of the ship.
* Europa Report form, yet still somehow manages to convey the same sense of wonder that is intrinsic of this trope.
* Europa Report, this is the crew's motivation to go on with the mission after things start to go wrong.
* Europa's) surfaces are composed of one giant ice-covered ocean. Both are also prime contenders for extraterrestrial life.
* Europa Universalis and its sequel feature historical events and rulers largely

unchanged from our timeline, even in the default start. Mostly averted by the third game.
* Europa Universalis. Board game to series of computer games to board game.
* Europa Universalis DLC) has the Slacken recruitment standards interaction. Mechanically it drops the army professionalism level (which measures, well, how professional your army is, from 0 to 100) by 5 in exchange for giving you two years' worth of manpower.
* Europa Universalis includes California, Texas and a reinstated Confederacy. Their ideology is technically dependent on what ideology an eventual occupier who wishes to partition the USA has, but the Confederacy ministers are all fascist, the Texas ministers are all paternal autocrat, and the California ministers are all social democrat. Other nations can be similarly divided (like Russia, China and large sections of the British Empire).
* Europa Universalis. In fact Paradox encourages moders to form teams that will create something for them to publish.
* Europa Universalis is usually quite good at detecting when it's losing and proposing a suitable peace deal, based on the Casus Belli used and the claims/cores you have on its provinces. On occasion, however, this system can glitch out and lead to the computer offering to get out of a Reconquest of half its current territory for war reparations and a handful of ducats, even though you've crushed all its armies and are currently busy sieging down its capital.
* Europa Universalis IV feature forts that must be besieged to occupy their surrounding provinces in war. Artillery units provide a significant bonus to your siege speed which becomes particularly important against high level forts, that have such formidable defenses that attempting to besiege them without artillery is almost impossible. Artillery also allows you to fire barrages at the walls to breach them, making direct assaults much easier to pull off.
* Europa Universalis IV has a national idea called "Adyghe Beauty", which decreases presitge decay for the country.
* Europa Universalis joke, would have involved a romance between a male Ulm and a female France.
* Europa Universalis larger army or navy, respectively, but at the cost of making the other costlier without becoming more powerful.
* Europa Universalis series live and breathe this trope, since the game spans virtually the entire Golden Age of Sail.
* Europa Universalis the presence of wine and tobacco as goods which can be traded) contributing to its 12+ rating, alongside (very) "mild violence" consisting of sprites bloodlessly shooting at each other.
* Europa Universalis; while the player is unlikely to let it get too out of hand, some AI can get into a bankruptcy loop that results in both an incredibly unstable country and having to pay three or four times as much as everyone else for everything. (Inflation points increase the price of all things that cost money by 1% each, and are gained by event, reliance on gold, or minting coins — the equivalent of printing money).
* Europe 1200 (prior to his spiritual conversion) as a hirable party member.
* Europe 2, a Czech commercial radio station, used to have a segment called "Fidelity Test" as a part of their morning show in the Naughties. Usually, it never went well for those who ordered it. The radio hosts were asked to call their significant others and try to seduce them, usually just asking for a date. In vast majority of cases, the men (and mostly they were men) agreed to go. If they were in fact committed to the relationship, they got furious for lack of trust or for being suspected or being tested. There were many immediate break-ups. When the show got more known, some call-ees proved genre-savyy and refused to go, but admitted they knew what was happening — and got pissed off anyway.
* Europe '51 and perishes, causing his mother to realize how awful's she was being.
* European and Anglophone countries), for the same reasons as the Parsis.
* European Championship as well, especially when the Soviet Union played in the 1964 final against Spain.
* European Championship saw an extraordinary feat of serial giant-killing. Greece

arrived as rank outsiders, having only qualified once before when they were knocked out at the group stage. They were widely expected to repeat this feat. But they won their first group match against the hosts, Portugal. Still, they only just reached the quarter-finals ahead of Spain and Russia, and only beat Spain on goals scored. Nobody expected them to win their quarter-final against France, the defending champions and one of the pre-tournament favourites. But they did, and found themselves up against the Czech Republic in the semi-final. The Czechs were considered the form team, having won all three of their group matches and having won their quarter-final 3-0. Surely Greece couldn't beat them? They could, and reached the final. Could they somehow possibly be able to beat Portugal on their own soil for a second time? Yup, somehow they did, and took the trophy home.
* European colonists have done this to other parts of the world for centuries, bringing their home plants and animals even to places where local domestic alternatives existed. This has sometimes lead to ecological disasters, particularly on islands.
* European colonists in the Americas accidentally introduced old world diseases to the Native Americans, which ultimately killed far more people than the colonists did via warfare and forced labor. Smallpox was the biggest killer amongst the introduced diseases, though contrary to popular legend, it was no more lethal to the Native Americans than it was to the Europeans. That is a small comfort, though; as no one in the population had previously been exposed to the disease, during the initial wave of exposure, it wiped out 20-30% of the population all at once, rather than in successive waves as was the case in Europe.
* European comic boy genius Olivier Delabranche invents a two-person scooter out of his school bag but then sleeps through class and dreams in class that human laziness will cause evolution to phase out toes... then feet, legs, hands why not? Until humans are big brains on wheels. When he wakes up, he smashes the scooter with a rock, repeating over and over
* European Community: stretches from Ireland to Russia. Capital: Brussels.
* European countries including Germany and Britain still discover unexploded bombs from
* European Crusaders, American adventurer Richard Halliburton witnessed them and wrote about how they volunteered to join the Russian army... while still dressed like crusaders.
* European/Europan. "European" refers to someone or something from Europe, which is next to Asia. "Europan" refers to someone or something from Europa, which is in orbit around Jupiter (or, less commonly used, within the Asteroid Belt). "The astronauts shared some European wine in celebration of safely landing on the Europan plains."
* European finance ministers refused to disburse the bailout funds that might save Greece. Riots erupted, and despite the best efforts of riot police, the crowds refused to disperse.
* European football's looking into penalties for teams that took part; the concept of the Super League is in increasing jeopardy.
* European French (Le Petit Musc in 2000, Bayard in 2013). Most of the character names are changed in Bayard's edition.
* European knights largely did away with carrying shields themselves in the same era as the golden age of the Samurai. When covered head-to-toe in a full suit of plate armour, a shield is somewhat redundant. You also need the second hand to wield a weapon heavy enough to breach the other guy's plate.
* European nobility in space (with the occasional bodyguard, attendant, and courtesan thrown in), blending the elaborate costumes of pre-Revolutionary Bourbon Frenchmen and late 18th century Prussia with the intrigue-heavy culture of Renaissance Italians and/or Early Imperial Romans, down to freakishly Italianesque names such as Londo Mollari, Vir Coto, Cartagia, and the eye-roll-inducing name of Antono Refa.
* European nobles in the middle ages were known for their arranged marriages and the associated tradition of an aristocrat selecting his wife by means of a painted portrait. This resulted in a veritable avalanche of contemporary jokes about what

happened when the portraits were... less than accurate, as well as several high-profile actual diplomatic incidents.
* European Parliament, despite being a by-word for a legislative body no one cares about, occasionally has heated debates that spill into violence:
* European Portuguese dubs are only produced for children's movies and series. While most mature series/movies are dubbed in Brazil, they are only subtitled in Portugal.
* Europeans Are Kinky: The stereotype that Europeans tend to be more sexually deviant.
* Europeans have a long history of stereotyping and making fun of each other, and such humour is not considered particularly offensive in Europe so long as you're not referencing old wars or making fun of genocide. In America, a melting pot where immigrants from various European countries attempted to keep a personal cultural identity while living with others doing the same, many experiencing serious class oppression due to coming from the wrong 'old country', it comes off as much more mean-spirited.
* European Spanish magazines and newspapers tend to be wordier than their Latin American counterparts since Spaniards love detailed explanations. On the other side, Mexican magazines and newspapers (with few exceptions) generally try to get to the point more quickly than the European Spanish ones.
* European video games of the 1980s and 1990s developed a reputation for lacking the polish of their American and Japanese counterparts, with issues like poor collision detection or unsteady frame rates being fairly common. This got to a point where the term "Eurojank" (a portmanteau of "European jankiness") was used by game players to describe these titles, with some bemoaning the lack of Eurojank in more modern titles.
* Europe has a history of having short wars. In fact, many believed that WWI
* Europe in Concert gig in Brussels, the fans celebrated his 45th birthday. A concert bootleg actually contains "Happy Birthday" sung by the audience.
* Europe in Turmoil, published by Compass Games, is a two-player card-driven game of the political and social conflict between "Liberal" (represented by Britain and France) and "Authoritarian" (Germany, Austria-Hungary and Russia) ideologies from 1890 (when, as mentioned above, Otto von Bismarck was dismissed as German Chancellor by Wilhelm II) to the Great War. Europe is the main theater of the game but events in other parts of the world are represented as well.
* Europe, it isn't nearly as iconic as "The Final Countdown", which has become a stadium anthem.
* Europe's 1987 classic "The Final Countdown" was their biggest hit in most countries, topping the charts in a few countries… but not in the USA, where it peaked at #8 and was outpeaked by the far less iconic ballad "Carrie", a #3 hit that fall.
* Europe, seeing as the song has a kind of "love during wartime" theme.
* Europe, talks about how humans are leaving Earth, because its no longer habitable, with the hope of found a new place to live and new things to discover.
* Europe, with predictable results, forcing the band to go an hiatus for a number of years.
* Euro Pop artist Jonny Jakobsen is famous for adopting over-the-top Funny Foreigner personae for his novelty songs, such as the faux-Indian Dr. Bombay and the mock-Mexican Carlito.
* Europop). Instead it was "Sexual (Li Da Di)", which reached #42 in 2000, after her overall popularity had waned stateside. Likewise, she had 5 #1's on the Billboard Dance chart, including "Sexual", but the former three songs only peaked at #10, #5, and #9, respectively. Ditto the UK, where "This Is Your Night", "Colour" and "One More Night" completely failed to chart, whilst "Read My Mind" and "Sexual" hit #34 and #23, respectively.
* Euro Spy, we have a very handsome Hungarian spy named Gabor. He attracts many girls.
* Eurostar has a series of ads promoting the high-speed train line between London and Paris by pitting two symbols of London and Paris against each other. One lets

the
* Euro starter kits were sets of a few coins totaling around from about 4 to 20 Euros given out before the actual introduction of Euro cash. Many of these were simply the first Euros people spent — and these people are now probably kicking themselves as complete, unopened kits can nowadays be worth ten times their original value as collector items. The record is held by Finnish kits, which are worth forty times the nominal value of their coins.
* EuroTemps by the Midnight Rose Collective has a framing device of powerful sorcerer and DPR offical Loric looking through reports and using magic to turn them into narratives.
* Euro Trip, and given the name of this film, a literal example of the world mocking his loss.
* Euro Trip, as a subversion of the standard formula for teen comedies; the writers eventually went with a more traditional ending.
* Euro Trip, at least one German singer in the background belts out a song whose only lyric is "Du kannst mich nichts verstehen" ("You can't understand me). Which is true, if you don't speak German. There's also a kind of subversion on the ladies' nude beach in France – two girls are talking and when one answers "Oui" (French for "yes") they translate it with "Let's make out".
* Euro Trip, called "The Green Fairy" due to its color, in Europe, Jenny and Jamie, who are brother and sister, start making out. The Green Fairy appears by the stunned Scott and Cooper and says "Can you say 'what the fuck did I do last night'?"
* EuroTrip features the crew playing a drinking game during the movie.
* Euro Trip involved a nude beach scene. In it, the main male characters try to visit a nude beach to check out naked European women, only to discover it's full of naked men who had the same idea. When the main girl character takes her shirt off to tan in her bikini, they're chased down the beach by hordes of naked men desperate to see a nude girl. Later in the film, the girl who is the main character's love interest strips down and has sex with him in a confession booth, and her buttocks are squashed into a vent and seen through glass for comic effect.
* Euro Trip involves Scott tossing a small coin to a hotel employee, who then quits and announces that he intends to buy his own fancy hotel with the coin.
* Euro Trip one of the characters gets trapped in a BDSM club/torture chamber, and is raped by a domme.
* Euro Trip on live international television. And getting away with it.
* Euro Trip. Scottie meets the hot German girl's family. Her kid brother goose-steps, draws a Hitler-stache on his face, and does Nazi salutes while his dad isn't looking.
* EuroTrip, Scotty's ex-girlfriend Fiona's new boyfriend's song, "Scotty Doesn't Know" (about Fiona cheating on Scotty), becomes something of an Ear Worm for the entire cast — starting with Scotty's best friend. Not only that, but it becomes a major hit all over Europe.
* Euro Trip, the characters make it to Slovakia by accident and find they only have $1.83 US on them — which, apparently, makes them close to being millionaires and grants them access to a lavish hotel room. (Naturally, this joke doesn't work anymore since Slovakia adopted the euro.)
* EuroTrip: The first time Scotty hears the song "Scotty Doesn't Know" (in which the singer goes into great detail about how Fiona cheated on Scotty with him) it was incredibly traumatizing for him. But later in the film, he admits that it's a really catchy tune and starts singing it along with his friends.
* Euro Trip), the liquor starts flowing and the thugs join them in a rendition.
* EuroTrip: The main character is in the Vatican, and he sneaks about in a private room of the Pope that leads to his balcony. There he quarrels with his friend, who puts a pope hat on his head. He slips and grabs the curtain of the balcony door, and it falls down with him. When he gets up, he accidentally opens the door and the curtain wrapped all around him looks like a pope's robe and the curtain rail in his hands like a pope's staff. With him looking like this, the huge crowd on Saint Peter's Square thinks he is the new Pope. It goes even deeper than that. Prior to

this, the bell signalling the death of the Pope is rung by one of the protagonists who "wonders what this rope is for" and one of the pope hats catches on fire and is thrown into the fireplace, releasing the white smoke that signals a new Pope has been selected. The crowd is waiting for his appearance when Scotty appears on the balcony.
* Euro Trip. The most glaring example is the all-female nude beach at the base of the workers' monument. Also, the orange juice commercial with the nude lesbians making out.
* Euro Trip visits a brothel in Amsterdam. As soon as he consents to a sexual encounter (with an unintelligible foreign safeword), the context is changed to a BDSM fetish room. He reappears the next morning clearly traumatized but having earned a free T-shirt.
* EuroTrip were filmed in or near Prague. No scene was set in the Czech Republic itself, though Slovakia, which was unified with it as Czechoslovakia until 1993, is featured.
* Euro Trip, when Scotty is fighting the robot street performer in Paris, a nearby busking Buddhist with a guzheng notices the fight and provides appropriate soundtrack.
* EuroTrip when the guy who has no concept of geography lays out their travel plans using the table and food as a map. The film keeps harking back to this metaphor when the group travels, showing where on the table (or over on the neighboring table) they are headed.
* Euro Trip: When the main characters visit Mieke's home, Mieke's younger brother is shown imitating Hitler and goosestepping through the apartment without his parents noticing.
* EuroTrip when two characters walk into a Jamaican coffee shop in Amsterdam and order what they think are hash brownies, hallucinating wildly until they're snapped back to reality when told by the waiter they're just regular brownies.
* Eurovision Song Contest (2001) song "(I Would) Die For You" by Antique, Greece. Says itself, really.
* Eurovision Song Contest, a 2016 interval act describing a perfect Eurovision song:
* Eurovision Song Contest, an anthem of the previous year's Orange Revolution, as a "wildcard" entry in the final. It won the vote (and promptly had to be rewritten to remove the political content, in accordance with Eurovision rules).
* Eurovision Song Contest and Italy to shed references to Chanel in their 2017 entry.
* Eurovision Song Contest because the singer they chose to enter, Yulia Samoylova, is barred from entering the host country, Ukraine, due to traveling to Crimea via Russia, who had annexed that region.
* Eurovision Song Contest entry, "Dancing Lasha Tumbai", caused some controversy as 'Lasha Tumbai' sounds like saying 'Russia Goodbye' in a Ukrainian accent.
* Eurovision Song Contest example: the winning country traditionally hosts next year's contest, at high cost.
* Eurovision Song Contest has seen a few very tight finishes in the finals.
* Eurovision Song Contest in 2014, "We Are Slavic" by Donatan and Cleo, is basically about how Slavic women are the hottest in the world. The music video is all about extreme closeups on the cleavages of women in Polish national dress.
* Eurovision Song Contest, kept their monster makeup on the whole time and wound up winning (although their monstrous appearance didn't dictate their behavior).
* Eurovision Song Contest Naturally, the occasional one slips out (one of the hosts in 2001 had a notable one when it looked like he broke the trophy), but it's usually avoided. Most recently, one of the backing dancers for the Dutch entry in 2018 seemed to be clearly screaming "Fuck yeah!" to the camera when they finally qualified.
* Eurovision Song Contest of all things. The various capital cities don't tend to say it so much these days, but the UK still does.
* Eurovision Song Contest) released a song called "Sex with Your Ex", in which she sings about sleeping with an ex for fun while not really wanting to get back

together ("I just want you, I don't miss you", she sings at one point).
* Eurovision Song Contest shows the Russian performer (which is only seen as her face) aging throughout the course of the song while singing the lyrics, in sync with the actual performer's, joined by five backing singers wearing folk-inspired costumes.
* Eurovision Song Contest. Sometimes it's just as simple as being particularly great at dancing, playing an instrument, or (shocker!) singing, but there are also often showcases for if the performer is accomplished at gymnastics, yodeling, or some other such unique skill. One of the most famous examples is Norway's Alexander Rybak, who both sang and played the violin in his song "Fairytale" and won the contest.
* Eurovision Song Contest that's obviously intended as a parody of the kind of novelty songs that show up at the contest, they inevitably just transform into the exact kind of song they're trying to mock.
* Eurovision Song Contest, their spokesperson offered Sakis Rouvas (the host of the contest) his phone number, which Rouvas said "I bet it’s 696969."
* Eurovision Song Contest, though due to the maximum length rule they don't last as long as most of the other examples already listed. The longest note in the contest happens in Natalia Gordienko's 2021 Moldovan entry Sugar, in which the high note capping off the bridge lasts for 17 seconds and goes over the entirety of the last chorus.
* Eurovision Song Contest, usually by way of "flirting." Usually in English, which is not their first language. On at least one occasion (Denmark, 2001), rhyming couplets were employed for the purpose.
* Eurovision Song Contest winner Dima Bilan (born Dmitry), who changed his legal name so he matched his artistic name to avoid claims of ownership of the second by his late producer's family.
* Eurovision tag, they became hugely successful in the second half of the 1970s and the early 1980s.
* Eurydice is in a classic Damsel In Distress situation. Unfortunately, Orpheus does not come up to expectations.
* Eurydice picking up where Orpheus left off post-canon and campaigning for better treatment for the workers is a popular fanfic topic, with some having her lead a resistance against Hades while others have her working with him and Persephone to bring change.
* Eurythmics (1984). Tracks include "Room 101", "Doubleplusgood," "Sexcrime (1984)" and "Greetings from a Dead Man."
* Eurythmics. After Eurythmics broke up (or at least went on extended hiatus), Annie Lennox started a very successful solo career, while Dave Stewart was limited to producing.
* Eusidore the Blue: "I am Usidore! Wizard of the 12th Realm of Ephysiyies, Master of Light and Shadow, Manipulator of Magical Delights, Devourer of Chaos, Champion of the Great Halls of Terr’akkas. The elves know me as Fi’ang Yalok. The dwarves know me as Zoenen Hoogstandjes. And I am also known in the Northeast as Gaismunēnas Meistar.
* Eusocial hymenopteran insects like Bees and Ants have three sexes: fertile females (queens), fertile males (drones), and sterile females (workers). These sexes are generally produced in ratios of 1:10s:10,000s; and though queens, drones, and workers all have different tasks to perform; 'worship' or 'enslavement' is just not the right terminology, as bee and ant hives cannot really be said to be composed of individuals - they are superorganisms, with queens and drones being the genitals of the composite creature. That being said, a lot of effort is devoted to the health and well-being of the reproductive units of the hive/colony at the expense of the sterile workers; but that maintenance often includes killing old or diseased or foreign queens.
* Eusocial insects have a reproductive caste (which makes up a small proportion of the group) and a sterile worker caste (which makes up the majority).
* Eusociality isn't limited to insects, either. Naked mole rats are eusocial mammals.

* Eusociality, which most famously shows up in certain insects like bees and ants, refers to a complex social structure involving reproductive and non-reproductive castes:
* Eustace becomes a dragon due to falling asleep thinking dragonish thoughts on a pile of dragon's gold.
* Eustace is also this to an extent. In spite of his grouchy and callous personality, he is well-liked by some fans (although he's a
* Eustace, Jill, and Puddleglum stop to look at the far-off gigantic statues lying in a field. Jill remarks on how lifelike they look. Then they stand up and start throwing rocks the size of cars. Fortunately, the giants were throwing at each other as a game; unfortunately, they have lousy aim.
* Eustace Scrubb and Jill Pole grow close and remain best friends after their adventures, but they don't have much
* Eustace. Throughout the series the only moment he ever showed true empathy was when he hallucinated Courage as a version of his younger self, and gave him his hat out of pity. It makes the audience wonder what worth his kind wife Muriel sees in him.
* Eustass Kid ends up falling in love and being loved back by the lady marine officer he kidnaps in
* Euthanizing a pet to spare them the pain of a disease or lifelong injury. To say it's unpleasant is an understatement, but it's a selfless act of pure love.
* E.U.. The band would have two more top ten hits on the R&B chart but never made the Hot 100 again.
* EUThey all seem to work just fine in rain, which doesn't seem to be enough to connect the two parts of the energy circuit and cause a short, so it's an ambiguous point.
* Eutopia: A Novel of Terrible Optimism. The cover is especially creepy.
* EVA-02's self-destruction against the MP-EVAs. However it is not Asuka who sacrifices herself. It's Kyoko who, after bidding her daughter goodbye, ejects her before blowing herself up.
* Eva’s fatal flaw is her temper. She has a tendency to react violently to the slightest of offenses, and was voted out twice for being unstable.
* Eva also uses a few bits of Stock Footage all through the series —
* Eva & Adam, about middle-schoolers in love in Stockholm, Eva only realises she likes the new boy Adam when her best friend seems to say she may be interested in Adam.
* Eva and Cali also serve this to the Sandins. While both of them are
* Eva and Carolina's father, who died shortly before the series began,
* Eva), and consider the 16-year-old Rei and the... much younger Unit 05 to be their parents. The Keiworu are AI copies of Kei Ayanami's mind randomized with elements of Kaworu's mind (both of them being 16), and also consider the two to be their parents.
* Evac could also be considered this to a lesser extent, though he mostly only qualifies for his size (he's even bigger than Grimlock). He could be considered a
* Eva claims this trope as her reason for abandoning the United States and going over to the Soviets. When she became a code breaker for the NSA, she realized she'd been carefully manipulated by propaganda her entire life.
* Evacuate Earth about what it would take for us to pull this off. The threat in this film comes from a rogue neutron star that will destroy our solar system in 75 years.
* Evacuate Earth about what it would take to build an interstellar ark in the decades before a rogue neutron star destroys the Earth.
* Eva, Dante's mother, was killed by the minions of the demon lord Mundus. This is what drove Dante to hunt demons in the first place.
* evades this due to commercials always taking place inbetween shows (not counting movies).
* evading execution as falsely-framed traitors with the help of an aircraft carrier. In gameplay terms, this means that several missions from that point on, during which you are launching directly from that carrier, require you to use

aircraft that are designed to take off from and land on aircraft carriers in real life, with you only getting your full complement of planes when you've stopped at an actual air base.
* Eva from Season 1 is a rare female version, who intimidates her fellow contestants with her
* Eva Green is actually a natural blonde but has favoured her hair black since she was fourteen.
* Eva Green often plays dark and charismatic nutcases - who are often sexually charged. Out of character, she says people would be surprised at how quiet and shy she actually is. She describes herself as a boring, private person - and the dark, sexual roles are a form of catharsis for her.
* Eva. However, they also have very strict prohibitions against killing humans, because humans, like them, are "people", and harming people is a bad thing according to their parental figures. Kaworu speculates that they may be closer to what humanity was like before the "Fall": uninhibited and unaware of Good and Evil.
* Eva Ibbotson has the son of the ghost family portrayed with a long term crush on a Cynthia Harbottle. When she turns up as a ghost in the final chapter, she is old, plump and selfish.
* Eva Ibbotson is paired off with one of the witches who didn't win the hand of the dark wizard. They fall in love remarkably fast, due to the machinations of the dark wizard's servants, who think they'd be a good match.
* Eva Ibbotson presence that gave Belladonna the dark powers, not the worm's.
* Eva Ibbotson, the police circulate composite drawings of the aunts, who are wanted for kidnapping. However, the descriptions result in grotesque caricatures that look nothing like the real women.
* "Eva" is about a man telling his beloved that when mankind turns mad and decides to destroy itself, he will leave with her in a spaceship, a "Noah's Ark" where he will be Adam and she'll be his small Eve (Eva!).
* Eva is brought out of the Aftermath studio to participate in "Suckers Punched" as Noah's opponent in the challenge.
* EVA is possibly the worst offender; despite being treated for her injuries after a motorcycle crash, she's still little more than dead weight, moving slowly and requiring constant feeding in order to keep up her stamina, refusing to go on if it gets too low. But when they reach the lake in the cutscene? She walks it off.
* Eva Longoria, and the one attempt for her to demonstrate her skills is unimpressive.
* Eva Longoria) is cast as a Sephardic Jew whose parents were born in Argentina. It's never suggested she has any German ancestry, however.
* Eva Longoria, the girlfriend of Detective Jake Peralta for part of Season 2.
* Eva Lord. She mentions that, if she were ever caught, people would be reluctant to call her evil. They would simply blame society.
* Eva Luna; nevertheless, they always remember these times very fondly.
* Eva Luna towards Eva, which makes her believe that the guy's not good enough for her very smart and kind "little sister".
* Eva Luna unhappy since she refuses to see the kindness under his deformity.
* Eva Marie: Debuted in 2013, retired in 2017. One of the most hated wrestlers in WWE history, and considered a symbol of everything wrong with WWE's women's division before 2016.
* Eva Marie, preventing her from actually wrestling, but fans still hated her.
* Eva Marie Saint, Sam Spiegel listed her as a Supporting Actress in the hopes of getting her a nomination. The ploy worked, and she won the Oscar.
* Evan Almighty became "Νώε για μια εβδομάδα" (Noah for a Week).
* Evan Almighty is basically a modern retelling of the original story of Noah, with a few twists (most notably, the flood comes not from rain but from a dam breaking).
* Evan Almighty — The main character Evan, who is a congressman, cosponsors the destruction of a natural forest for urban development.
* Evan Almighty, the village of Crozet (about 10 miles from Charlottesville) doubled for the much more urban Northern Virginia suburbs.

* Evan Almighty when the dam bursts. Fortunately the ark he's been building is quite big enough.
* Evan Almighty, who asks him to be the new Noah and build an ark, just like how Noah was instructed to build an arc in Genesis 6:14.
* Evan", a PSA uploaded by Sandy Hook Promise. We see various scenes of the title character interacting with a mystery girl through messages written on a library desk, and others where he's wondering who she could be. They finally meet, begin talking...and suddenly, another kid enters the school auditorium and loudly cocks a gun, leading to mass panic. The PSA then goes back and reveals that each previous scene showed the shooter and hinted at this outcome, with the message that such individuals are often overlooked until it's too late.
* Evan Bourne, formerly known as Matt Sydal. Hell, just calling him by his WWE name is enough to set off indy wrestling purists in some communities.
* Evan Bourne, Matt Korklan wrestled as Matt Sydal, and did so again upon leaving WWE.
* Evan Crose blogger who talks about books, anime, video games, and animation.
* Evander Holyfield (boxing, best known for having part of his ear bitten off by Mike Tyson)
* Evan Dorkin, he asks "What's this movie about?" "Dude," answers Bill; "it's about a planet of apes!"
* Evanescence, and their label asked Christian music stores to stop selling their CDs. It was probably a wise strategy since it's unlikely an artist strongly affiliated with the contemporary Christian music scene could have sold 15 million albums worldwide.
* Evanescence as well-known as "Under", a song that like "Life" is still held as a nu metal classic to this day (although not nearly as much in the mainstream). "My Immortal" wasn't released to rock radio, but the other three songs were their Top 5 hits on alternative radio (with "Life" being their only #1 there; but "Sober" outpeaked "Under" by one position).
* Evanescence - "Call Me When You're Sober", "Sweet Sacrifice" "Going Under" "Lacrymosa", "The Change", "Oceans" and "Made Of Stone".
* Evanescence fans tend to give this treatment to We Are The Fallen, made up of former Evanescence members Ben Moody, Rocky Gray and John LeCompt and singer Carly Smithson. Carly is often accused of sounding too much like Amy Lee, and the band of being an Evanescence ripoff.
* Evanescence if Seether's song "Breakdown" is about Morgan's relationship with Lee, or a different ex-girlfriend.
* Evanescence is a double up, A guy who she loves is her drug and she needs him to function, but also she addicted to the pain she feels and on purpose puts herself down because THAT is also a drug, which directly relates to their relationship which is based upon sadness.
* Evanescence, or the latter, as it is not grounded in reality and is ex-guitarist Ben Moody's creature anyway. Songs that are much more personal to her don't get nearly as much commercial recognition, nor are so ingrained into pop culture – "Good Enough", for instance, is a similarly piano-driven ballad, inspired by her then-fiancé and current husband, but its release as a single was cancelled by the label.
* Evanescence's "Bring Me To Life" suggests this — the main action is interspersed with shots of Amy asleep and apparently dreaming, and the video ends with her asleep.
* Evanescence's song "Lose Control" has this: "Mary had a lamb, his eyes black as coals. If we play very quiet, my lamb, Mary never has to know."
* Evanescence tagged on to them, both of which are ridiculous accusations.
* Evanescence that lacked it in 2017 (claiming to have been happy to do so).
* Evanescence two members called Will Hunt, both drummers. Vocalist Amy Lee dubbed the 'new' one Will 'Science' Hunt during his time with the group.
* Evanescence with only Lee's vocals, which is apparently closer to her own intent.
* Evan Evagora ("Remembrance", "Maps and Legends", "The End Is the Beginning")
* Evan Evagora shares a lot in common with his character Elnor, as he explains in

* Evangeline A.K. McDowell, the vampire mage, constantly tells the rest of the cast
* Evangeline A.K. McDowell, who was turned into a first-generation vampire at the age of ten. Oddly enough — or perhaps not so oddly when considering the illusion magic she uses — no non-protagonist really seems to even notice that she's a child, being terrified of her for
* Evangeline also does a good one at the beginning of book 4, when Asuna correctly guesses she was in love with Nagi Springfield, Negi's father.
* Evangeline also fits this perfectly. She loves giving Negi outrageous orders just to see if he'll go through with them, such as demanding that he lick her feet before she would teach him magic.
* Evangeline also manages to contain her vast boredom by dressing up her few remaining classmates as goth girls.
* Evangeline Athanasia Katherine McDowell gets more and more of these as time goes by, usually uttered by other mages to emphasize how casual the main group has gotten with her — and just how much of a figure of terrifying darkness she is to everyone else. Her known names are: Evangelina Athanasia Ecatherina MacDovell (on her
* Evangeline doesn't care about Negi's welfare and will occasionally help the villains if she feels it will be entertaining. Eva also seemed to treat the entire Battle of Mahora arc as a massive
* Evangeline, in particular, does this whenever she wants to scare people.
* Evangeline is also fond of evil gloating, especially when she isn't doing anything evil. She probably wants to remind everyone she most definitely has
* Evangeline says she ripped the man responsible for turning her into a vampire apart the first chance she got. Her first regaining consciousness surrounded by the bodies of her family with their blood on her hands
* Evangeline's first partner, the doll Chachazero, is a bloodthirsty thing that would rock
* Evangeline's opponent in the first round tried to avoid this by treating her as an equal and not to be underestimated; of course since Evangeline is one of the strongest characters in the setting even while depowered, she still took him down in a split-second with a half-hearted punch while distracted.
* Evangeline's partner Chachamaru, being a robot, will fight whoever she's ordered to by her mistresses, including the people she otherwise acts friendly around.
* Evangeline sure seems pleased with her immortality, though it's implied that when she was younger that wasn't the case. If anything, she probably wishes she could still be immortal
* Evangeline, the... hey, where are you going?! She's just getting warmed up here!
* Evangelion 1.0, Shinji wanders past one. He is so lost in his own depression (also his SDAT player) that he's largely oblivious.
* Evangelion 1.0, where Misato and Ritsko ride a chairlift down a shaft, Misato remarks, "My butt is freezing!" This would be funniest among fans who had been affectionately referring to the short shorts she wears as part of her uniform as her 'butt-freezers'.
* Evangelion: 1.0 You Are Not Alone with its sequel, as the plot diverges rather quickly.
* Evangelion: 2.0 has a rather horrific case of this. His outer 'skull' splits apart to reveal an extendable mouth with a tripartite jaw, out of which comes a purple, vaguely tongue-looking protrusion, out of which comes an enormously long 'inner mouth' with gigantic cutting teeth. All of this lovely display is accompanied by loud and unpleasant vomiting/retching sounds.
* Evangelion 303 accused Grummancat of blaming all USA gaffes and mistakes on an evil secret organization. Grummancat retorted that his story never implied such nonsense.
* Evangelion 303. After a day of arguing, they end up getting a Vegas wedding at three in the morning with Shinji and Asuka acting as witnesses. It's never stated if they still planned on having the regular wedding, but it's implied that they just told everyone else when they woke up.

* Evangelion 303: After his boyfriend broke off their relationship, Kaworu realized that he felt comfortable without feeling romantically tied to anybody and he did not need a lover right now.
* Evangelion 303: After his mother's death, Ritsuko became Shinji's caretaker and kind of stepmother. However, she was too busy with her job to raise him properly. As a result, Shinji barely saw his father's girlfriend and he does not really like her.
* Evangelion 303: After spending several months being lovers and getting engaged Asuka was able to bring herself to tell Shinji that she loved him.
* Evangelion 303 against Mari... but Mari shot her down a few seconds later. In a real battle she would be dead. Moreover, their little duel earned her another severe reprimand from Misato. Still Asuka was gloating later to Mari she she won. Mari laughed and called her a "kamikaze".
* Evangelion 303: Although Gendo seems to be less abusive than his canon self, he keeps a secret agenda and he’s using everyone –including his son and his son’s fiancée- to carry it out.
* Evangelion 303: Although the author is male, the male characters provide plenty fanservice in this doujin (not so much as the female characters, though).
* Evangelion 303 and Asuka asked if he could promise to be true to her for as long as he lives, he said yes.
* Evangelion 303-, and broke up with him. He regretted it, but for that time Kaworu had moved, and Saburo got increasingly jealous of the close relationship between Kaworu and Rei, lashing out at Rei, berating Kaworu for spending time with her, and resorting to hare-brained stunts to attract his ex-boyfriend's attention.
* Evangelion 303... and he concludes it is more than worth and he would not trade it for anything in the world.
* Evangelion 303 and his father -whom he has not seen in years- shows up to lecture him about -supposedly- neglecting his duties because he is infatuated with a pretty face. Feeling more angry and depressed, Shinji goes to a bar to drown his sorrows in alcohol.
* Evangelion 303 and if they broke up it might mess the pilots' teamwork up. However she was told that they should let them make their own choices so that she stopped to try to keep them apart.
* Evangelion 303 and other pilots flying advanced war planes. They were training duels, though.
* Evangelion 303 and reminded him that there was people like herself that depended on him to live.
* Evangelion 303, and she got instantly and subconsciously drawn to him. She started to look for excuses to talk with him, spend time together, sleep in his home… until she eventually admitted to herself that she had fallen in love with him and seduced him.
* Evangelion 303 and Shinji followed her to plead her to not leave him.
* Evangelion 303 and Shinji needed growing a spine to help her and save her from herself.
* Evangelion 303, and wanted nothing with Saburo. Saburo is constantly trying to get him back, but all that is he achieving is pushing Kaworu away from him and towards Rei.
* Evangelion 303 are facing when out of nowhere Toji gropes her. Hikari was not amused, but her disgust did not last long...
* Evangelion 303. Asuka is abrassive, proud, hot-tempered, emotional and confrontational. Hikari is kind, tranquil, rational and understanding. Still they are two good friends and fight together.
* Evangelion 303: Asuka is a very aggressive, hot-headed woman and Shinji is a non-confrontational, quiet, shy man. Asuka always claimed she wanted to someone confident, determined, and muscular and she was not interested in scrawny boys. Still, she fell in love with Shinji and after seducing him they are unable to live without each other.
* Evangelion 303: Asuka is the first girl that shows up in the history, and the first girl that Shinji meets when he arrives to the base. They got together.

* Evangelion 303, Asuka's temper got way, way worse. Anything could make her snap and lash out. Fortunately, she got better after a while.
* Evangelion 303 Asuka warned Shinji against telling anyone that they were sleeping together. After several days she stopped caring about people knowing but she forgot to tell him, so Shinji was still denying everything to his friends and trying to keep it secret as the same time that her friends pried everything out of her.
* Evangelion 303: Before the beginning of this story, Rei Ayanami was incredibly cheerful, energetic, and sunny the whole time, but an accident rendered her emotionless.
* Evangelion 303 but also because she knew that Mari wanted to mess with Shinji's mind for her own amusement.
* Evangelion 303; but instead of putting him in orbit as usual in this trope, her punch just results in him stumbling backwards and his nose bleeding.
* Evangelion 303... but she genuinely likes fighting and showing off her superiority.
* Evangelion 303 chapter. Usually Asuka takes one when she gets distraught, upset, or angry (and she often feels like that in this story).
* Evangelion 303: Dr. Ritsuko Akagi. She is Project Evangelion's head scientist and she is also responsible for crew assignments.
* Evangelion 303: During an argument with Kaworu after their breaking-up, Saburo grumbles:
* Evangelion 303: During their dates Kaworu unintentionally does many things (such as smiling or kissing her hand) that unintentionally get Rei flustered and even aroused.
* Evangelion 303: During their dog fight, Asuka was chasing Shinji and coming on his heels. Then Shinji abruptly braked and flew backwards. Asuka got frightened and swerved to dodge him, allowing Shinji to tag her.
* Evangelion 303: Female variant. In chapter 17 the female cast is holding a bachelorette party in a male strip club, and Asuka is trying to think of something else in order to not get too horny and do something stupid... so she starts thinking of her best friend getting married to "that monkey-faced brute" Touji Suzuhara (whom she cannot stand).
* Evangelion 303 for several weeks. And still, even though Asuka claimed that she hated everything and Shinji got emotionally hurt constantly, neither of them ever thought of breaking up. Put simply, neither of them thinks they can possibly be happy without each other.
* Evangelion 303: Gendo and Fuyutsuki –especially the latter- spend most of their time negotiating with politicians and bureaucrats in Washington. They find it very tiresome and distressing.
* Evangelion 303: Getting together with Shinji worked wonders on Asuka's brittle temper. She calmed down -a bit- and started being nicer to people she previously declared she could not stand like Rei or Kaworu. Several characters note that she has changed and is kinder: after finding out Shinji and Asuka are iving together Misato mutters "Oh. So that is because she is nicer now". Shortly after Asuka praises Rei's performance during a volleybal match and Rei gets flustered and shocked.
* Evangelion 303 has not changed that, and she does not want to see Mari anywhere near Shinji.
* Evangelion 303 her blue eyes glow red for a moment to heighten she is furious... and dangerous.
* Evangelion 303. Her death cast a dark shadow over the whole Part II and especially affected Asuka, who blamed herself for it.
* Evangelion 303. His doujin and his page are devoted to pics of Asuka and airship models.
* Evangelion 303: If someone checks Grummancat page before reading all chapters in order, that person will get spoiled that: Jessika was in love with Asuka, Unit-04 crashes and Jessika dies, Asuka falls in a coma but it only lasts several months, Asuka's suicide attempt fails, Shinji and Asuka got engaged and Mari Makinami is the Sixth Child.

* Evangelion 303: In chapter 12, while Asuka is arguing with herself during a breakdown, she yells out loud: "SHUT UP!!! Shut up Shut up Shut up Shut up Shut up Shut up SHUT UP!!!"
* Evangelion 303: In chapter 12, while she's arguing with herself, Asuka yells out loud: "SHUT UP!!! Shut up Shut up Shut up Shut up Shut up Shut up SHUT UP!!!"
* Evangelion 303: In chapter 13 Asuka tries — and fails — to convince Shinji to break up arguing that he is attached to her because she is the first woman that he has ever been with, and men often become attached to their first sexual relationship.
* Evangelion 303. In chapter 13 she is so sick of everything that she runs away because she thinks she is a miserable failure that has made huge messes, is good only for hurting people and is standing in the everyone's path and holding the project back, and she wants to find a place where nobody knows her and nobody cares about her.
* Evangelion 303: In chapter 15 Asuka resorted to this tactic to win her and Mari's "friendly" duel. Asuka's plane was about to fall down and she decided she only needed to survive long enough to shoot Mari's down, so she performed a suicidal attack to take Mari with her.
* Evangelion 303: In chapter 15, Mari and Kelly are taunting each other about their sex lives as having some drinks in Pancho's. Quickly their conversation enters "I did NOT want to know about it" territory, and the barman thinks: "Boy - If I had a dollar for every bit of info I had to "forget" around here...".
* Evangelion 303: In chapter 3, Nerv wanted to use a new, experimental aircraft to perform a reconnaissance mission. Maya points out that jet's never been flown, even for a test flight, and they're expecting it to fly to the other side of the world, and back, at nearly 4 times the speed of sound. Ritsuko admits that she feels the same way, but the Commander's going before the senate about the project's budget soon and needs an "ace in his pocket"; Plus, they don't know how much time they have left until SEELE's endgame. So, they launch.
* Evangelion 303: In chapter 4 Shinji goes in the bathroom and walks on Asuka right when she is leaving the shower. Much screaming, shouting and yelling followed.
* Evangelion 303: In chapter 4, Shinji walks in on Asuka right when she's just taken a shower and is towelling herself dry. Cue screaming and yelling.
* Evangelion 303: In Chapter 5 Jessika often teases Asuka about her liking Shinji. At the beginning, Asuka denies it vehemently and refuses to admit it to herself, but due to her friend's prolonged teasing, she starts to second-guess herself and realizes she really likes Shinji.
* Evangelion 303: In Chapter 6, Asuka clings to Shinji because she's frightened of losing him when they engage the enemy since he doesn't value his own life.
* Evangelion 303: In chapter 7 Kaworu returned to his home late and discovered that his ex-boyfriend had done this. Kaworu's reaction to Saburo saying "You're late" was: "What do you care and what are you doing in my home?"
* Evangelion 303 into remaining together and thinks that if he fails, she - the only woman that he has ever loved and will probably ever love - will vanish from his life forever.
* Evangelion 303 is extremely distraught and paranoid -due to several weeks of disappointments and frustrations- and she is starting to wonder if Shinji is actually trying to sabotage her. Then she angrily thinks: "This is unforgivable."
* Evangelion 303. Justified, since it is built so that the red portions of the suit can light up at night if the pilot needs to be rescued in wilderness.
* Evangelion 303: Kaworu/Rei/Saburo are a Type 3: Saburo and Rei both want Kaworu, but he wants to be single for now (and he wants nothing with Saburo).
* Evangelion 303 long night, Asuka and Shinji are quietly sipping coffee in a local shop when a thought occurs to her.
* Evangelion 303. Mandy loves Jessika and Jessika loves her, too. Hikari and Toji love each other. Rei and Saburo love Kaworu. Kaworu may have feelings for rei and he no longer loves Saburo. Misato is dating Shinji's ex-wingmate, and her ex-boyfriend Kaji is about to show up in the doujin. Gendo and Ritsuko are lovers and it is unknown like Gendo's marriage to his deceased wife Yui disrupts their

relationship...
* Evangelion 303 — are idiots or weirdoes. In the chapter 15, as she is putting up with the Mari and Kelly's antics, she thinks: "Idiots. Idiots both of them..."
* Evangelion 303 — it is a two-seater — so that they have to sit together during training, tests, missions, battles...
* Evangelion 303: Misato is the commanding officer of the "Evangelion" squad. She leads and trains the Children and chews them off when it is needed.
* Evangelion 303: Misato's house looks like a war zone. There's all sorts of trash — food leftovers, pizza boxes, crushed beer cans, plastic bottles, dishes, books, CDs... — scattered over the tables and the floor.
* Evangelion 303 of the "dark, large, with a central table and a row of seats surrounding it" kind.
* Evangelion 303: One chapter is titled "The Death of Asuka Langley Sohryu". No, it does not come to pass.
* Evangelion 303 page includes tons of bonus material, including extra pictures, fanservice drawings, characters' profiles and additional explanations.
* Evangelion 303: Played with. On the one hand the Evangelion squad members are allowed grow long hair, their commanding officer insists on them calling her Misato at all times, and some of them are dating despite of being members of the same unit. On the other hand their commanders expect obedience and demand discipline from them, Misato chews them out when they step out of line, and some officers think allow relationships between members of the same squad is a bad idea.
* Evangelion 303, reassuring it that “It would be only for a little while”.
* Evangelion 303: Rei suffered brain damage because of a trial flight gone wrong. She survived, but she stopped being cheerful and warm and became unemotional and quiet.
* Evangelion 303: Saburo felt ignored by Kaworu, so much so that he broke up with him. Later Saburo realized that he still loved him, so he offered to "forgive" his ex-boyfriend and take him back. By that time, Kaworu had realized that he enjoyed being single and didn't want Saburo back.
* Evangelion 303: Saburo was immature, sometimes overbearing, a borderline stalker and he did many dumb things and hurt people as he tried and failed to get Kaworu back... but he was not a bad person. He was just unable to control his emotions and let the past go. He also thought he was protecting Kaworu of a heart-break by interfering between Rei and him. When he realized that was not the case he gave up.
* Evangelion 303: Seele has been manipulating world politics for centuries in order to try to keep a power balance between countries, consistently supporting the military or political underdog.
* Evangelion 303. She got a very severe reprimand of Misato, who warned her that behavior was unacceptable and would not be tolerated.
* Evangelion 303 she was jealous, thinking wrongly Jessika had been unfaithful.
* Evangelion 303 she was totaly rebuilt, free from her latest traumas and looking better than ever.
* Evangelion 303: Shinji owns a 1963 Corvette red convertible. When she sees it, Asuka asks "How much are they paying you?"
* Evangelion 303: Shinji screams commands when he is in his Eva ("THRUST VECTORING ON!", "BRAKES OUT!", "AIR BRAKES OUT!").
* Evangelion 303, since Misato doesn't really care who they're sleeping with, but it's played completely straight in chapter 19 when they're told that all illicit relationships are forbidden while they're aboard the aircraft carrier (with special attention being drawn to the recently hooked up Kaworu and Rei).
* Evangelion 303 since they met and she drank several beers that afternoon (although Asuka claimed that she was perfectly sober and aware of her actions). After a short argument, she lies down beside him and says: "Last chance: Do you want to do this or not?". He takes up her offer.
* Evangelion 303: Subverted with Ritsuko. Shinji does not like his father's lover, he hates when she orders him around, and some of his comments imply that she barely

took care of him. However, he never said that she intentionally abused him.
* Evangelion 303: The author used it very extensively in scenes featuring couples. Some examples:
* Evangelion 303: The Children and their wingmen are young but accomplished pilots. The best in the base are Asuka — a steamroller — and Shinji — a bushwhacker — (and possibly Kaworu).
* Evangelion 303: The F-14E "Evangelions" (which in this alternate universe are experimental jet fighters rather giant robots). The first models are more powerful and have a better output than the latter ones. There also were talks to mass-produce them, but the Committee overseeing the project decided that it would be too expensive and the prototypes are good enough.
* Evangelion 303: The group of politicians tasked with overseeing the Evangelion project is always complaining about funding, the march of the program... and some of them would love an excuse for shutting it down. To be fair, their concerns are not without merit:
* Evangelion 303: The main couple is Shinji/Asuka. Rei/Kaworu and Hikari/Touji are the beta couples, often talking about Shinji and Asuka's troubles and even giving occasional advice.
* Evangelion 303: The original series used this trope so the author of the doujin, who was aiming for a more realistic universe, made a conscious effort to avert it and include seatbelts in the war planes.
* Evangelion 303- the red-headed girl. Mandy thought Jessika had been unfaithful and she even accused Asuka from being a home-wrecker, but Jessika never cheated, and those diary entries were merely her fantasies.
* Evangelion 303: This fanwebcomic started in 2010, it clocks over 1,200 pages and it is still ongoing.
* Evangelion 303: This is often used, such like relationships between characters (love triangles and characters with two close friends abound), and even in the story structure (it is split into three parts).
* Evangelion 303: Touji would do. He does not mind fighting with a woman, and he started a fistfight with Asuka in chapter 17.
* Evangelion 303 until he was old enough, and then Gendo sent him away for school.
* Evangelion 303 Up to that point, Shinji had seen her angry or depressed most of the time, and he was shocked and flushed.
* Evangelion 303 was nuking the whole country where they were hiding in lieu of building Evangelions to launch a pre-emptive targeted raid.
* Evangelion 303 whether she really said yes when he proposed to her or it was all a dream. In answer she asks "What do you think?" and she kisses him.
* Evangelion 303 while NERV's higher-ups tried to figure out what had happened to her.
* Evangelion Abridged, during its eighth episode, when the characters are discussing Asuka, only to find she's waiting at the top of the escalator they're riding:
* Evangelion Abridged, Misato says "I have a bad feeling about this... who writes this crap?"
* Evangelion, all episodes are named after musical terms like "Larghetto" or "Grave Non Troppo".
* Evangelion and single B-sides titled "NERV[/]SEELE" and "Shinji Ikari".
* Evangelion, Asuka is about to break the news to Shinji about her pregnancy.
* Evangelion during the children's hour. It barely managed to make it to episode five before being swiped off the air.
* Evangelion. Everyone gets occasional flashes to their previous lives in dreams meanwhile.
* Evangelion franchises which explored darker and more mature themes, material that before had been largely relegated to direct-to-video productions (the so-called OVAs) and therefore only reached a niche market.
* Evangelion, Gouken is heading back into the dojo when he finds Akuma standing on the porch. Gouken gets worried about his students, but Akuma states he has only come to warn Gouken about his disciples' future hardships.

* Evangelion, Gouken is watching TV while having lunch when a news broadcast shows a battle in Tokyo-3, and a giant robot using one of his fighting moves on a monster. Shocked, Gouken realizes that his underage disciples are being forced to fight giant aliens, and he needs to go to Tokyo-3 and give Gendo Ikari a piece of his mind.
* Evangelion lamented the death of the age ghetto in Japan in several interviews and cited the abundance of adult anime fans as proof of Japanese culture's degeneracy. He seems to have changed his tune somewhat, as he has gone back to working on anime.
* Evangelion, Misato playfully smacks Asuka on the back of the head when the younger girl is rolling her eyes at Shinji and their master Gouken getting all emotional. When Asuka protests, Misato reminds her that she got all teary-eyed when they left their master's dojo.
* Evangelion: ReDeath, Asuka sounds almost exactly like Schwarzenegger.
* Evangelion: ReDeath by Studio Sukod featuring Pimp Gendo, Uncle Kaji, and Valley Girl Rei. Most of the jokes are about sex, so it's not that different from the original anime.
* Evangelion: ReDeath gave us this immortal exchange between Misato and Ritsuko:
* Evangelion: ReDeath predates the original Yu-Gi-Oh The Abridged Series and consists of a single 34 minute video that parodies the plot of the Evangelion series and movies.
* Evangelion RE-TAKE. It's a very minimalistic example, since their fingers are only barely touching the other's, but for them, it's an extremely meaningful show of affection.
* Evangelion's backstory is expanded upon from the various official materials and videogame adaptations, revealing things that are only vaguely hinted at in the series itself. This trope is the origin of both the Angels and mankind, having been created when an ancestral alien species sent out progenitor beings (dubbed "Seeds of Life") billions of years in the past to different planets to seed intelligent life. The conflict in the series originated because two Seeds of Life landed on Earth by accident, creating two separate and different forms of "human" life - the Angels and humanity.
* Evangelion's Hideaki Anno — was actually pretty good, although it had always been a bit deliberately campy.
* Evangelion", Shinji feels guilty for nearly destroying the world twice and failing Asuka, so he asks her to punch him. She refuses to, though.
* Evangelion: Shinji points out there is nobody in the world other than Asuka and him, and Asuka refrains herself from chewing him out for a "lame Adam and Eve comparison".
* Evangelion: The Rite of Spring makes the battles with the Angels even more disturbing, as it moves the fight settings to Eldritch Location pocket universes. Kaworu and Rei's secret room in the theater may or may not count, but it certainly seems to defy the laws of nature.
* Evangelion Thumbnail Theater touches off a brief fad of anime series-based Thumbnail Theaters.
* Evangelion Unit-01. So long as a single human soul exists within it, it will stand as eternal proof that Humanity existed, even when the Sun, the Moon, and the Earth are all long gone. That's rather hopeful for a series well known for its terrifying imagery.
* Evangelische Omroep (EO), an evangelical broadcaster serving the Protestant Christian faith.
* Evangelist George Whitefield was well known in the 18th century for open-air preaching to crowds of thousands, some of whom didn't exactly treat his sermons with the reverence they might give in a church. He once wrote, "I was honored today with having a few stones, dirt, rotten eggs, and pieces of dead cat thrown at me."
* Evangelists in airports and the increased security measures that came with it got rid of this type of airport annoyance for good.
* Evangelist Ty Adams. It apparently emphasizes the solution instead of the problem.

* Evan Hunter lists at least five other pseudonyms he used from time to time.
* Evan Hunter to Evan Hunter. He exclusively employed the name Evan Hunter in his personal life from then on, and later wrote that he would not answer to "Sal" under any circumstances, not even if you had known him prior to the name change.
* Evan McCulloch, a.k.a Mirror Master II, is adapted as Eva McCulloch.
* Evan McCulloch, the second Mirror Master. He was an orphan and end up killing his father by accident in his job as a hit-man. As a result, his mother committed suicide. Another Rogue, Captain Cold, confronted his abusive father but couldn't bring himself to kill the man... so
* Evanna Lynch even uses an English accent for her on the audio-books), but after Evanna was cast, the fans have accepted her as canonically Irish.
* Evanna Lynch on her own initiative, and the directors liked them so much they let her include them.
* Evanna Lynch seems as if she's trying to avoid this. As she's the cast member who can be said to be most like her character, she has opted for darker roles to distance herself from Luna.
* Evanna Lynch she was cast as Luna Lovegood. When she showed up to the audition, she wore an outfit just as kooky as Luna's, including a pair of earrings that she made herself — which she was allowed to wear in the film itself.
* Evan Rachel Wood are shooting a scene together for Season 2, they both look confused and Harris looked at crew and said, "Why the fuck am I riding with Dolores!?" In a later interview, Harris found out about some of the stuff later on saying he would appreciate it if he knows about it at the time of the filming.
* Evan Rachel Wood who actually prefers first name or Evie as she’s never been too fond of the name Rachel.
* Evan Rachel Wood, who's openly bisexual, plays bisexual vampire Queen Sophie-Anne.
* Evan's Spiked Tentacles of Forced Intrusion mess with a wizard if he/she hasn't used up all his/her spell slots.
* Evan when dealing with real heavy hitters like ADAM, every fight against an Angel on
* Eva Perón involved more than just draining the blood and replacing it with glycerine, though this was done (or, to be more exact, a mixture of alcohol, glycerine and other preservative chemicals); the process, which took a year to complete, also involved replacing the corpse's water content with glycerin and ended up basically plasticizing Evita's body.
* evaporate due to the heat and thus keep it from having much effect anyway (which can happen with some poisons, at least).
* Evaporating Particle Beam with the Penetrator is also a guaranteed kill.
* Evard's black tentacles can summon a bunch of these over a 20-fr radius area. Anything in the area gets grappled and suffers damage over time.
* Eva (see the Comics section), it is generally acknowledged that he's eccentric.
* EVA Sessions: Someplace Vast and Dry intends for him to be around the same age as Rei, Shinji and Asuka.
* EVA Sessions: Someplace Vast and Dry. Justified as he is a Afrikaner (white South African descended from Dutch settlers).
* EVA Sessions: Someplace Vast and Dry, Misato is critically wounded while serving in a JSSDF anti-Other and peacekeeping operation in Indonesia, and because she now requires artificial organs to live, she is no longer fit for front-line duty. Gendo arranges for her to instead transfer to NERV as Operations Director, her canonical role in the original series.
* EVA Sessions: Someplace Vast and Dry, one of Rei's "Mermaid" siblings, Aimi, is explicitly described as such; she speaks in a formal and refined manner, as well as often defusing minor tiffs between the other Mermaids.
* EVA Sessions: Someplace Vast and Dry subtexts of her canon counterpart; Asuka also fondly remembers her as her babysitter.
* Evas might be this, but how they are created is never properly explained.
* Eva's proud and honour-obsessed sister-in-law, Natsuhi. The Man from 19 Years Ago plagues her with threatening phone calls, threatening to kill her husband if she

doesn't do what he says. By the end of it, both her husband and daughter are dead, and she's being blamed for Hideyoshi's murder as she was in the closet in the room where he was killed. Eva beats the living daylights out of her, and no-one tries to defend her. Only Battler knows Natsuhi is innocent, and he's unable to help her.
* Eva's villa in the manga operates on 24-1 ratio. This allows Negi to get a full day's worth of
* EVA Unit-00, identified as the prototype, supposedly has multiple flaws in its operation, from having minor synchronisation issues to
* Eva Unit are this trope, with their production process described as being grown from cybernetic fetuses.
* EVA units and the MAGI supercomputer are borderline examples. More like "
* E-vay fanart and comics, created a fan child for Sonic and Amy named "Aurora". She's popular among Sonamy fans and gets many fanworks in turn based on her, including fan games.
* E-vay's comics, Aurora asks her parents where baby comes from. Amy's explanation is that "Making a baby is like baking a cake! The Daddy puts the ingredients into the Mommy Oven and then it bakes for months". Sonic finds that silly, but his analogy isn't much better:
* Evdokiya Zavaliy Evdokim). She decided to play along and soon became a platoon commander. After her real gender was uncovered 8 months later (as usual, in a hospital) she was sent to the officer courses and became the one and only female Marine corps officer in Soviet history. She retired in 1947 in the rank of a guards colonel. She and her marine platoon was so feared by Nazis that they called her Frau Schwarzer Tod (Miss Black death).
* Eve 6's "Think Twice" is about a man who is jealous of another guy for being close to his lover.
* Eve 6 was filled with mellower, poppier songs. Among several songs from that album to hit the charts was one that took them even further from their roots - the ballad "Here's to the Night", making it, arguably, a black sheep among black sheep (or maybe a black goat).
* Eve also had another one of those moments on the show. On February 9, 2018; Gina Rodriguez made a guest appearance on The Talk to promote her series
* Eve also suffers from this as she tends to focus more on kissing Stanley while there's something happening but she does get herself back on track.
* Eve and Adam, and some characters had it from birth. There is also the ability to genetically engineer whole people, leading to the titular Adam.
* Eve, and their health bar (which normally takes up a small portion of a screen) stretches until it goes off the far edge of the screen and wraps back round onto the other side.
* Eve Arden announces her summer replacement, saying she would be listening to Steve Allen's show that summer. Everybody on the porch commending her nice speech. Allen, however, wonders if she'll really be listening. Cue Eve Arden saying of course she would, he has her job!
* Eve, at least early on in the game, looks like a young girl, but is actually the queen of an ancient race of robots that can rip anyone who gets in her way a new one with blades, support robots and deathrays. Later on she doesn't apply, though, because her class paths end up with her upgrading her body, making her look older.
* Eve can lie flawlessly — she needs to, being a spy. She also uses it to her own ends in civilian life, however.
* Eve girls came from a secret government's project. Its aim was to create and clone humans with superior strength and intelligence. Boys and men were called Adams, girls and women Eves. Pity the clones suffered from severe psychoses and had suicidal and murderous tendencies.
* Eve Harrington in the first episode, doesn't seem to care who she hurts to get established as a more serious reporter, although she's closer to Short-Sighted Ambition Is Evil And Stupid.
* Eve has a very good-looking body as she has a slim body, huge boobs and slim legs as well but her face has makeup on such as red lips and blue eyelids. She also turns her lips to comedic size which can put people off along with she also has

cartoony eyes and buck teeth as well but her being a nice girl is enough to make up for it as Stanley does find her very attractive even if he thinks that her face is off-putting because it's green headed even though she does not look that bad at all.
* EVE, including spying on the other odds-on favourites (especially the winner of the last three tournaments, Pandemic Legion) and successfully feeding intelligence to other teams in order to knock out Pandemic Legion's second team in the pre-qualifying round.
* Eve in the same series usually morphs one of her hands into a blade to use as a
* EVE is basically a floating sentient iProbe that appears to be made mostly of curves, folds up neatly, and is packed with numerous features. Makes sense, since her character design was done by Jonathan Ive, who designed... wait for it... the iPod.
* Eve is the only krogan female to survive Maelon's experiments and the side effects. Unless you didn't save his data, in which case she will die.
* Eve Kelly, were she got people to go skinny dipping in far off locations.
* Eveless Eden runs a company involved in selling blood products (everything from plasma to skin cream, as well as blood itself) taken from Ceausescu's hellish orphanage system. Thanks to the incompetent way the orphanages are run, HIV-tainted blood has long ago entered the system.
* Evelina, the eponymous heroine saves one Mr. MacCartney from suicide, since he believes he fell in love with his sister. MacCartney grows to idolize his savior Evelina in a quasi-romantic fashion. However, at the end of the novel, Evelina is revealed to be his real sister, while his original beloved was an unwitting (and unrelated) impostor.
* Evel Knievel all wear tight white T-shirts that accentuate their large breasts.
* Evel Knievel as motorcycle daredevil Evel Knievel, who travelled around the country getting into adventures and fighting bad guys.
* Evel Knievel for "most bones broken in a lifetime" (433, including seven times for his back alone). Given that the human body contains 206 bones, some of them have been broken multiple times.
* Evel Knievel for "most bones broken in a lifetime" (433, to be exact).
* Evel Knievel walking into the lot and pushing down on a plunger that blasts a small amount of confetti. Hall then says, "I stand corrected."
* Evel Knievel - World famous daredevil, who jumped his motorcycle over dangerous distances.
* Evelle and Gale are even worse. They leave Nathan, Jr. behind at not one but
* Eve loves these. When one of the wolves in the pack is hurt, she wants to track down the attacker, tear his tail off, and shove it down his throat. As if they wasn't bad, when her daughter goes missing, she gives this little speech to the other pack:
* Evelyn and Solas, not being able to control her emotions or use her magic. She also sees herself as physically unattractive, being extremely underweight due to not being able to take care of her health properly for two years. Solas always quickly assures her that he still finds her very desirable and that any hesitation on his part is only out of concern that he may hurt her.
* Evelyn ate her corpse before she finished all her metaphysical admissions paperwork.
* Evelyn/Cassandra uses a sling. As a hunting tool as much as a weapon, its the only weapon she was able to sneak around and master while in the palace, showing how set she is on making sure she's not just a frilly, useless princess.
* Evelyn Evelyn, a set of conjoined elephants named Bimba and Kimba, end up developing early-onset Alzheimer's and die of malnutrition. Two radical religious protest groups, one that believes all Siamese twins should be separated while the other thinks twins should stay conjoined because they'll play a role in the second coming of Christ, end up developing an interest in them and threaten to harm and kidnap them respectively. Fearing their safety, they run away at age seventeen. Their adult lives are not exactly perfect but they're far better than their childhood was.

* Evelyn Evelyn childhood. Luckily, they are able to express themselves quite well through their music.
* Evelyn Evelyn had their mother die in childbirth, their father killed, and their doctor killed all within minutes of birth. They were kidnapped by a chicken farmer who raised them in a cage amongst chickens. When he died a few years later, they ran of but ended up picked up by a brothel masquerading as an orphanage. At age thirteen they were given to a circus due to being "too old" for the men. At the circus, they were abused and harassed until they ran away a few years later.
* Evelyn Evelyn horrible childhood and have poor social skills, which likely resulted in them speaking in monotone.
* Evelyn Evelyn. She loved her sister and misses her but still wanted to prove that her boyfriend only wanted her.
* Evelyn Evelyn song "Have You Seen My My Sister Evelyn?" revolves around one of the twins looking for the other twin, who apparently knows a lot of guys:
* Evelyn Evelyn spent their teenage years a part of a freak show act. It was better than their previous place, though that's not saying much as they used to be pimped out to people. It's implied they were sexually abused by the clowns, the elephants were fed so poorly that they died, and the twins were overworked and beaten. The only good thing about their experience at the circus was that they learned how to play the ukulele, which helped them get interested in a music career.
* Evelyn Evelyn: The "Ask Evelyn Evelyn" bit of the stage show. The sisters give their answers one word at a time, trying to form a full sentence by following up on each other's words... which mostly involves Amanda and Jason trying to think of words that the other could not possibly follow up on.
* Evelyn Evelyn was murdered. This doesn't stop fans from speculating that she either ran away or was kicked out like Evelyn Evelyn were.
* Evelyn Evelyn were born, the doctor attempted to separate them with a chainsaw, accidentally killing their father in the process.
* Evelyn Glennie, the virtuoso percussionist, often performs barefoot, though for a good reason: she's profoundly deaf and it helps her to feel the music.
* Evelyn is extremely proud of the fact that Chad Kroeger from Nickelback performed at her funeral.
* Evelyn Nesbit is portrayed as practically throwing herself at White and being convinced to lie about White getting her drunk (when she was just 16, mind you) and sleeping with her at Thaw's family's urging during the trial.
* Evelyn Smith's short story "The Last of the Spode" is set in a gently post-apocalyptic England, where a handful of survivors play tennis, try to discuss the problem of repopulating the planet without getting too coarse, and drink tea from the last of the
* Evelyn, the narrator and protagonist of "Paper Chains" by Jane Langton, is a 183 cm redhead. And her parents have always encouraged her not to slouch.
* Evelyn Trevelyan and her diet suffers for it, she turns even more paler and thinner. That, combined with her attitude during that time, causes most people to find her very creepy to look at.
* Evelyn Trevelyan, often finds himself getting called out directly by her for his thoughtless comments.
* Evelyn Waugh a gossip columnist writes about the exploits of a socialite named Imogen Quest. Soon, all the most fashionable people in London claim to be her closest friend. The trouble is that she is actually a figment of the columnist's imagination.
* Evelyn Waugh a hopeless yes man that he can't quite bring himself to ever contradict his boss: instead of "No", he just says "Up to a point, Lord Copper."
* Evelyn Waugh as a Royal Marine during the war, during which he participated in several military actions... all of which were incompetently-managed and utterly ineffective fiascoes.
* Evelyn Waugh is a comic novel version of this — the protagonist and many supporting characters are all journalists covering an Eastern African country likely based on Ethiopia.
* Evelyn Waugh is sent to buy a variety of non-existent items to prepare for a

foreign journey. He's served by an extremely resentful shop assistant who has had the bad luck to always get stuck serving naifs on similar shopping excursions, and who believes that they're just pretending in order to waste his time.
* Evelyn Waugh just went ahead and named its version "Ruritania". The ex-king is a minor character who appears at a party and misses his old pen, which had an eagle on it.
* Eve months or years later. The game has kind of a scary metagame at times.
* Even 20th-century fashions that survived to 2015 didn't make it through unscathed. For instance, teens wear blue jeans inside out.
* Even '90s indie-pop got in on the game, as in "Anyone Else Isn't You" by The Field Mice, written by singer Bobby Wratten:
* Even a bird nesting in a tree can be considered this. Depending on their diet, however, they may be symbiotic by consuming the fruit of the tree and aiding reproduction by spreading its seed with their excrements.
* Even accounting for them being old and damaged animatronics, the Withered animatronics in
* Even across various iterations of the character, most fans will hear any character named
* Even a cursory glance at the standings page of any in-season sport quickly reveals just how massive the difference is between records of teams at home (it's not unusual for playoff-caliber NFL teams to run the table at home during the regular season, and the 1986 Boston Celtics hold the NBA record with a record of 40 wins and only one loss at home while going 27-14 on the road.) Rare indeed is the team that is better away.
* Even a decade ago, it was common to hear materialists insist that consciousness was an illusion (particularly A.I. researchers, because it would be extremely inconvenient for it to be real), but popular opinion has shifted somewhat.
* Even a failure rate of only a percent adds up to a lot of duds when tens of thousands if not
* Even a few of the monsters have monster dolls of their own. Herry Monster has Hercules, Telly has Freddy, and Elmo has Baby David, which he named after David, the proprietor of Hooper's Store at the time, in Episode 2256.
* Even a few space battles are this, with the Covenant achieving only a
* Even after a human has walked for many years, if one takes an injury that prevents them from walking for a period of time, the person has to relearn how to walk on top of their legs needing time to regain their strength to do so.
* Even after all the material in the Universe has decayed to its final state, the subatomic particles of which matter was once composed last effectively forever. It's recommended to take a look at this
* Even after Anakin becomes Darth Vader, he remains this trope among Imperial forces who tolerate him solely out of fear, necessity, or in Tarkin's case, begrudging respect. Palpatine holds a small quantity of affection for the fallen Skywalker, but being pure evil, he doesn't truly care about Anakin and is more than willing to cast him aside if he can find a stronger apprentice.
* Even after Arlong is dealt with, she's still just as greedy, justifying it by saying that she's now free to use her money as she pleases.
* Even after being forced to recognize that she's not Chloe after all, he continues to insist that he doesn't know why the idea upsets her so much. When she spells out to him that Chloe is a
* Even after being talked down from his psychotic killing spree, the only thing anyone has to say about
* Even after Bunny Colvin creates Hamsterdam (where any drugs can be bought, sold, and used completely legally), some of the gangsters in the city defiantly refuse to use it and just go about riskily doing their business where they always have, despite knowing perfectly well that a safer alternative is available to them.
* Even after deciding to eliminate rules on account of Yuu having no experience in
* Even after Everett went back to his homeworld, the Ducklair Foundation continued to provide weapons for various states, as shown in the PKNE stories when they provided the NATO and other major powers with

* Even after everything, neither Gendo nor Ritsuko cared about the welfare or mental health of the NERV pilots.
* Even after gaining control, her curse still interferes with a couple of things. She has trouble using focuses to channel her power, because her curse tries to destroy them from the inside instead of flowing through them properly.
* Even after Gettysburg, the South still had one last chance to win, or at the very least, get a negotiated peace that would leave the Confederacy intact. That would be by keeping Union forces stalemated in sieges until November 1864, when the Northern public, sick of a long, bloody war with no end in sight, would vote Lincoln out of office and elect George McClellan President, who was campaigning on a Peace platform. In the east, Grant's forces were held at bay at Petersburg while in the west, Sherman's forces were tied up in the siege of Atlanta. But Atlanta fell to Sherman's forces in early September, boosting Northern morale and resulting in Lincoln getting re-elected. When Atlanta fell, everyone knew the South had truly lost.
* Even after he dies, they're still caught up in this, annoying Garion until he finally forces them to get married and be happy. Ce'Nedra chastises him (tongue firmly in cheek) for ruining their noble suffering. Belgarath chastises him (tongue
* Even after he's destroyed in that battle he appears again at the end of the series seeking redemption and begins following Merrick.
* Even after he starts getting the hang of using One For All without breaking himself, his use of
* Even after his death in Part 3, Dio Brando's influence continues to have an effect on the later Parts.
* Even after it comes to light that Allison Doody's character Elsa Schneider in
* Even after its acquisition by the Canadian-based Anthem, and a complete re-brand that retired the TNA name, the newly-christened Impact Wrestling, under a returning Jeff Jarrett, was unwatchable in 2017, culminating in a near-universally panned Bound for Glory PPV that October. Fast forward to 2018, with the return of Don Callis and Scott D'Amore severing as Executive Vice Presidents. In the years since, Impact has been collaborating with both small independent promotions and even major competitors (such as
* Even after Lila unintentionally outs herself as a liar to Alya and Nino by claiming to have been Rena Rouge herself, causing Nino to have
* Even after our addition to the game lore, the human race plays a mostly insignificant role in most settings (the occasional legendary human in a given set might as well be replaced by any other creature); interestingly enough, most Planeswalkers (both in-game and lore-exclusive) are humans despite there being no mention at all about humans being special in any given way (other than the
* Even after Palpatine and Vader's deaths, the Empire and its successor state the First Order keep on fighting the New Republic for decades. While the Sith did not create the First Order
* Even after Po becomes a master, he's still a slapstick comedy protagonist. Near the beginning of
* Even after seventy years, Toph still gets a kick out of training (and beating up) the Avatar.
* Even after some point, Niles and Maris begin to fit this trope, when after the divorce and his marriage to
* ; even after spending years with Diana as a friend, Lois Lane is still surprised when Superman reveals that Diana's gods genuinely exist, to the extent that Persephone just visited the Watchtower to try and wake Diana up.
* Even after the big final battle, one is dropped in the winding-down finale:
* Even after the Constitution was implemented, states realized that although they couldn't issue paper money, they could issue charters to banks and allow
* Even after the emancipation of the serfs in 1861, the punishment continued until the early 20th century. By that time it was being used against workers and miners in cities too, particularly those who were involved in the civil unrest that evolved into the Revolutions of 1917. On the other hand, there were relatively few punishments (a handful of cases per year) and it may have decreased in severity.

* even after the last place team arrived and threatened to pass them, eventually quitting the task to come in last place.
* Even after the lyrics break out of the loop, the notes for "a broken record" repeat one more time for good measure.
* Even after the meteor business solidified the fact that the story was taking itself more seriously than its predecessors, it's still fairly light material. Then
* Even after the New Coke debacle of 1985, Coca-Cola was still intent on keeping that product alive, with both the new and original formulas remaining on the market simultaneously. As a result, two advertising campaigns were created. The original formula, now called "Coca-Cola Classic," went for ads reflecting the unabashed American patriotism associated with the soft drink, while New Coke went for the youth market that rival Pepsi succeeded in winning over. Enter
* Even after the Petrov incident, there were still tensions. Two weeks before the Able Archer exercise began, a Marine base in Beirut was hit by a suicide bomber, killing over 200 US Marines. All US bases around the world were put on alert after that, stoking Soviet paranoia. This was followed by considerable encrypted communications traffic between the White House and Downing Street concerning British objections to the U.S. invasion of Grenada (a Commonwealth Realm). Unable to decrypt that traffic, the Soviets assumed it concerned plans for a NATO attack. Then, Able Archer '83 entered its crescendo phase — the simulation of Soviet chemical attacks on Western Europe, and NATO commanders making the decision to launch retaliatory strikes on Eastern Europe. These messages were picked up by Soviet wiretaps, and sent Andropov and the Kremlin into a frothing panic. Soviet and Warsaw Pact troops were sent to their wartime mobilization positions, and nuclear bombers were put in the air as a precaution. It was only tamped down once a East German agent named TOPAZ
* Even after the show's cancellation, the identity of "Future Guy" remained muddled. Rick Berman claimed that they had never established his identity, while Manny Coto and Brannon Braga said he was probably a Romulan, only for Braga to later go back on that, claiming he had always intended him to be Archer, which still leaves unresolved
* even after the United States dropped an atomic bomb on the city because he wanted the glory of capturing the city that sparked the Confederacy.
* Even after the war ended (1453), relations between France and England were far from peachy. Both countries would remain at odds for the next four hundred years over matters such as religion or colonial ambition. In fact, it wasn't until the Crimean War (1853) that either of them actually managed to agree on anything.
* Even after they accept her, they don't like Dean, with opinions varying between dismissing him as a civilian and viewing him as an unstable threat. After he pummeled Oliver and killed Darhk, this has only increased.
* Even after this, it was unclear which end was the head: it was commonly assumed that a dark blot on one end was the creature's head, until 2014, when a closer examination revealed a pair of eyes on the
* even after trying to use a Love Potion bans love from the Dark Forest and imprisons the Sugar Plum Fairy, making sure that the Love Potion is never made again.
* even after Twilight tried to rob her because Pinkie Pie sincerely entertained her with the "One Small Thing" number.
* Even after watching him try to turn the Council of Acorn into his brainwashed servants,
* Even among Ashkenazi Jews there are numerous differences in religious rite and practice. The Eastern Ashkenazi rite is the most common and familiar among traditional Ashkenazi Jews; many don't even know that there is a Western Ashkenazi rite, and it can be found only in one synagogue in the world, in New York City.
* Even amongst a whole cast of characters looking and behaving very unlike themselves, Tiny Tiger in
* Even among the human crew members those actually native to Earth were a minority.
* Even among the Orks, however, the Looted Wagon is notoriously unreliable, since

any given Wagon has likely been with the Orks too long to have received proper maintenance for the stress being driven by an
* Even a Monkey Can Draw Manga: A manga about how to write cliché-filled manga.
* Even a Monkey Can Draw Manga uses this both for innate humor and to parody the stereotypical art styles of every major genre of manga.
* even and has nothing to do with feeding the Changelings. Not only did the main characters need rescuing from the Queen, but her own subjects did too.
* Even animals can give the Death Glare, as indicated by this famous quote by Robert Ruark on the Cape Buffalo.
* Even animals sometimes get in on this act, as in the velociraptor's crash through the laboratory window in
* Even an ordinary person's mind is deeply disturbing at times: Leitha herself states that most humans are much closer to animals than they would ever like to admit, and given that she's a rather beautiful woman, from men she tends to get
* Even anti-romantic Barney gets into it later. He refuses to leave a diner for a really long time until his love interest of the season, Nora, agrees to go out with him again.
* Even a Pikachu Short had this: Meloetta did this when it flew up into the sky.
* Even appears to be occurring to Phase, who is resisting with all his might the other two. However, it's not certain that it will end up like this, as Phase is still looking through 'outs'.
* even Arceus. Some would say that he is more recognized by divine forces that watch over Pokémon than humans.
* Even archeologists are not sure what the Egyptian god Set is supposed to be. There is an
* Even a relatively benign alien invasion will likely cause a huge existential crisis and much loss of life due to clashing ideologies, and this is supported by a game mechanic. Materialist Empire versus Spiritualist natives? Your agents prove that the "miracles" the superstitious natives believed in are easily provable as mundane, causing them to either fall into a deep state of depression or, worse, actively persecute religious pops and force them to renounce their beliefs or face imprisonment, banishment or even death. Spiritualist Empire versus Materialist natives? Your agents appear as godlike beings and their society's most brilliant minds just cannot find a way to disprove their "divinity" or prove their miracles are anything but, leading the population to
* even Ariel is like this to her own daughter, Melody. She doesn't even let her go in the water, probably to keep her safe from Morgana and to hope she doesn't do a repeat of the mistakes she made concerning Ursula.
* Even arthropods get involved in the action! One researcher studying cockroach reproductive habits noted that her research subjects eventually learned to recognize their handlers, and act differently around them than other humans.
* Even As... admits to screwing with ponies for his own amusement, saying that at least he doesn't act high and mighty about it, unlike Celestia, who manipulates them for the greater good.
* Even as a gangly teenager, Steve Rogers had a bit of this going on. As Marvel's foremost
* Even as an adult, Nelliel had her moments of hyperactivity, particularly when she mood-swung from calm and melancholic after blowing up Nnoitra, to ecstatic and girly before
* Even as a newly-minted Ensign, Miles Vorkosigan has a tendency to treat his superiors as "cattle to be driven", and those above him constantly complain about his "excessive initiative" or curse him by wishing he one day commands someone "just like him". In
* Even as clean it is when it comes to portraying martial arts and street fighting,
* Even as early as the first "Slapsgiving" episode, several months after the breakup, it was revealed they'd been more or less faking being
* Even a seven-minute cartoon can manage two acts. The first part of

* Even as far back as the second game, Brad Vickers survives the first
* even as he's being blown into a dozen bloody pieces by a rocket. though, this is more comical than morbid.
* Even Ash gets this treatment in "Alola Kanto!" when he gets ran over by his herd of Tauros.
* Even as late as the 1970s, many cars (and pretty much everything with a three-speed transmission) lacked synchronizers on first gear on the assumption that one would only use first to start out from a dead stop. It can come as a surprise for the unwary modern driver taking a classic for a spin.
* Even as of the current game, you're still required to pay double price just to play
* Even a sport itself can evolve beyond the abilities of former players. Take any Super Bowl-winning football team from the 20th Century and they'd be completely outclassed and dominated by the championship teams of today. This applies to virtually all sports. When Mark Spitz attempted an Olympic comeback, his times were actually
* Even at a species level, truly unified government seems rare: the Turian Hierarchy is fairly centralized, but the Systems Alliance is a multinational organization that provides interstellar defense and diplomatic representation to Earth's actual nation states, the Salarian Union is a semi-feudal collection of independent matrilinear clans, and the Asari Republics barely qualify as a government at all (their council member is the
* Even at the highest levels of classification this is rampant. Prokarya (monera) are basically all cellular organisms which aren't eukarya (hence including both true bacteria and archaea, which turned out to be in several ways as different to each other as they are to the eukarya). Amongst the eukarya, the protista are basically defined as any eukaryote which isn't a plant, animal or fungus.
* even at their slobbiest, to mock him. Instead, she stares open-mouthed and suggests that they have "angry sex" later.
* Even at the time it was more illusion than anything. It's hard to call the latter Industrial Revolution and the dawn of the 20th century "static" even if it might have seemed that way.
* Even at the time of publication, other parts of his work were easily discredited due to his lack of understanding of many of the subjects. For example, he often describes a "unique" rifle that can fire many shots. However, at the time repeater rifles such as the Winchester were already in use.
* Even at what would be a rather advanced age, he curb stomps a platoon of special forces operatives sent to capture him. "Is it my imagination, or are the new kids not as good as we used to be?" The fleet admiral he says this to, realizing that the new kids are just as good as Mantis has ever been, merely grunts "You've been practicing."
* Even back in the first game, during the Geth Incursion mission, you find a monitor with video of a quarian singing a "mournful a capella of worlds and innocence lost" to a hushed crowd, which the heretic geth are sending to geth worlds beyond the Veil.
* Even back in the One Year War, it's shown that the idea of women serving on the front lines isn't unheard of.
* Even Bad Men Love Their Mamas: A villain is sympathetic because of their care for their parents (usually his mother).
* Even Bad Men Love Their Mamas: Especially if that someone is your mother.
* Even Bad Men Love Their Mamas: Mothers are important to everybody, even villains.
* Even Bad Men Love Their Mamas: Sons with evil fathers are more likely to turn evil themselves than their female counterparts and any goodness they, or male villains in general, do have will come from their mother.
* Even Bad Men Love Their Mamas: Villains care about their mothers especially.
* Even Bagheera is noticeably less formidable in the movie. In the book, he's one of the jungle's most feared and respected inhabitants — not so much in the movie, where he's more of a
* Even Bart gets in on it is a voice spray that temporarily makes him sound like

Jerry Lewis when he takes it.
* Even basic training instructors are veterans, as indicated by them having the rank to do so (being career soldiers with
* Even Batman gets a watered down version of this when speaking to Vale about the Joker:
* Even before Bleeproducts are discovered: Intelligence Agent Architeuthis,
* Even before Christie, American writer Mary Roberts Rinehart (who's also believed to have coined the phrase "
* Even before first contact, the UNSC was already ahead in AI and computer technology, again because of the Covenant religion. The AIs themselves are a big part of the reason for humanity's surprising pace of advancement; in
* Even before getting burned to a crisp, Anakin Skywalker had a scar over one eye.
* . Even beforehand, Setsuna proved to be a dangerous opponent due to having centuries of combat experience and training.
* Even before he got the Intersect 2.0, however, Chuck had already picked up some serious marksmanship ability
* even before it's revealed she is the Spring Maiden. She also has the haughty demeanor, even if it's in service to a very selfish and amoral belief system.
* even before joining a criminal conspiracy to exploit the Mental World
* Even before Moffat became showrunner, episodes he contributed for the RTD era could fall into this. "The Girl in the Fireplace," his series 2 contribution, gets criticism from fans who ship the Tenth Doctor with Rose for having the Doctor act out of character, and willing to abandon Rose and Mickey on a spaceship in the 51st century to snog a courtesan in 18th century France, one episode after "School Reunion" where he told Rose that he would never leave her behind.
* Even before New Amsterdam, New York was called "New Angouleme", after the birthplace of the French king who'd bankrolled the expedition
* Even before she was Exalted, her mother evidently encouraged her in this direction. When we meet her Lunar mentor Racer, who's in many ways the masculine version of her (and at the time was traveling with a couple dozen women), it all makes sense.
* Even BEFORE St. Paul, the Gospel is according to his apostles or even Apostle's disciples.
* Even before that, during the Korlus mission, you tap into the Blue Suns' radio early on, letting you listen to their increasing panic as you slaughter your way through their base.
* Even before that, Goku looked too young to be the father of his professor Son Gohan (also keeping in mind that Gohan's own kid brother, Goten, is a teenager) but this is because Saiyans remain in their prime longer than humans. Neither Bulma nor Chi-Chi are thrilled, and you can guess how the latter reacts to her husband's further de-aging.
* Even before that Gul'dan created a demon-tainted volcano in Shadowmoon Valley which transformed the verdant region in a volcanic wasteland.
* Even before that, in the episode "Applebuck Season," Pinkie Pie refers to Applejack diverting a stampede of cows from Ponyville as "Appletastic."
* Even before that, one of Calvin's alternate personas, Spaceman Spiff, came to be as one of Watterson's earlier comic strip ideas, where he would go on galactic adventures in a space zeppelin with a dimwitted alien assistant named Fargle. The idea was rejected by the syndicates but he figured out he could reuse the idea through Calvin's imagination.
* Even before that, on the first bridge you cross in "AotCR", you can hug the cliff all the way down to the bottom. The rest of the enemies will not spawn so you skip about 95% of all the fighting in the level.
* Even before that point, when referring to Amsterdam's father, he says,
* Even before that, she tried it in a much more literal sense with Tavros.
* Even before that, the execution of Gol D. Roger became this, as the execution was supposed to serve as an example and suppressant to piracy in the world; instead, Roger's final words spurred a frenzied search for his lost treasure and a new generation of up-and-coming pirates.

* Even before that, the first two issues of Action Comics in which Superman appeared involved him stopping a war in South America that was started by munitions companies to boost sales.
* Even before that, their early arcade games received conversions of varying quality to many 8-bit computers like the ZX Spectrum and Commodore 64 a few months after release (albeit outsourced to porting houses) since the 80s. They even had
* Even before that, there is the infamous red straw hat that Madoka gives Kasuga in the very first episode.
* Even before that, the show is littered with examples of dangerous locations. The series premiere had the characters go into a forest that utterly terrified them, where they encountered two mythical monsters and a collapsing cliff. We later get to see a hydra and dragons on two seperate occasions, which the ponies just run from, a house-sized
* Even before that, Zoro did a non-verbal one on her to see if Nami is truly as cold-blooded as Arlong claims by throwing himself into the pool while tied up. Nami leaps after him without hesitation.
* Even before the '90s revamp, "Engine of Love", the first song ever written for the show, was replaced with "Call Me Rusty" when
* Even before the age of precision munitions, savvy warship designers were concerned about the possibility of a bomb or artillery shell going down a ship's smokestack
* Even before the Civil War, Osborn managed to pull this off when he publicly returned to life after faking his death following the discovery that his powers as the Goblin included an increased healing factor. Presenting fake evidence that he had never been the Goblin, Osborn was able to take control of the
* Even before their relationship becomes official, Asuka is very protective of Shinji. As
* Even before the Krogan Rebellions, their architecture was built with this in mind. In the second game it's mentioned that the hospitals are constructed like bunkers because injured krogan have a tendency to succumb to Blood Rage and destroy everything in their path.
* Even before the Night Elves were the trolls who, while being less advanced than most other races, built gigantic cities and temples that were abandoned after the Night Elf takeover. Modern trolls live in these ruins today, worshipping their ancientry, but unable to achieve their greatness — the ancient trolls are their own race's Precursors.
* Even before then, it's played with a bit in that even though Rick's Cafe Americain is a good place to go for a good time, it's also a place where the black market, espionage and various other schemers go to make contacts, arrange deals and such; even though the party's good, no one's entirely forgotten that there's a war on.
* Even before then, when Coraline first meets the Other Mother. She's kind, kinda witty, and
* Even before the reveal, its lampshaded that a preganglionic fiber and a postganglionic nerve are nothing alike and a student of his caliber couldn't have mistaken them, suggesting some motive or psychology for throwing the test.
* Even before the time skip, Zero Two said to Hiro that she would like to show him
* Even before the war the situation was really bad. US government cared little about where nuclear waste was dumped and what consequences it would have, for example they removed Grand Canyon's status as a national park and allowed careless Uranium mining which turned the entire canyon into a radioactive wasteland. Most of those barrels of nuclear waste you see in really weird and dangerous places have been sitting there since before the war.
* Even before this Captain Cold's Cold Gun was shown to be especially effective on the Flash, as coldness is based on atoms being still (IE, not moving), so his gun's icing effect is really just a side-effect of its actual purpose: Stopping movement. Ergo, it's often shown that a blast from the cold gun is enough to render a speedster drained of their speed (often only for a few seconds, but for a man as smart as Leonard Snart, that's all he needs). Strangely, unlike most

* Even before this, eldest daughter Liesl feels she has to sneak around to be with her boyfriend, and can only see him when he happens to be in the area. It's not entirely clear what the basis for the secrecy is, but it's safe to say that she didn't expect her father to react well.
* Even before this episode it is made clear that health care and medication are far better in the 31st century than in the present, resulting in a massive increase in the average life spans for humans. Living past the age of 160 is very common (which is why the Near Death Star was built), and flashbacks about professor Farnsworth's life show that even a man in his eighties can still look like a man in his late thirties - early forties in the world of Futurama. Also, injuries that would be permanently crippling to us (like having your hands bitten off by a T-Rex) are mere annoyances.
* Even before this is possible, using the Lancer's rockets or the tank to knock down walls to make shortcuts is also a common way to reach targets quickly.
* Even before, when Playstation Vita was in circulation, there existed the same thing but with Vita's layout.
* Even Beggars Won't Choose It: Not even vagabonds would be desperate enough for that kind of handout.
* Even better, after Clara begins fawning over the tiny TARDIS, something inside the console room can be seen letting off steam. Given that the TARDIS is a
* Even better, after their bullets prove utterly ineffective, a couple of agents try hitting her with expandable batons.
* Even better are his actual last words after being mortally wounded, causing the gods to remove the paladin's powers for committing an evil act.
* Even better, a run a few years back smashing that to pieces with a Nightmare run in
* Even better, at least one of the commercials showed the scary looking man lurking around the house and glaring menacingly through the windows before breaking in, making it abundantly clear that he knew there was someone in the house, but wasn't concerned because it was "just a woman."
* Even better, at one point Nemes uses his phase-shift ability to nearly stop time and the Shrike
* Even better, because the PC can respond, (Presumably equally deadpan), "Is it the first offence?" after receiving the reply, "Let's assume, no." The response becomes "Around 500."
* Even better, chicken stock is also sometimes translated as "cock juice".
* Even better considering he can do this to his clones making LITERAL Opposite Sex Clones.
* Even better, ephedra is a common ingredient in the production of meth. Will the
* Even better, "Fitz" in those days indicated that you were the acknowledged but not legitimate son of someone. That's right: his name literally means
* Even better from "Simon Seville, Superstar", Simon is asked if he considers himself a sex symbol (Bonus, Alvin does a more-or-less simultaneous and very loud gasp with the word "sex", just to confirm this trope). Simon demurs cutely and says "No... Only if glasses are sexy". When told that they
* Even better, he gets it in full view of a little girl in a blue dress and carrying a football (possibly Lucy van Pelt).
* Even better in another Fry and Laurie sketch when a father (Laurie) brings his son to the headmaster (Fry) complaining about the "vulgar lies" his son had been taught in his biology class: "Sexual intercourse sometimes leads to pregnancy in the adult female." Apparently the man believed that children came out of nowhere after a man and woman had gotten married and bought a house. This makes the headmaster realize that his son actually was
* Even better, in "A Scandal in Belgravia", after having his sexuality questioned yet again, John explodes with "Who the hell knows about Sherlock Holmes but for the record, if anyone out there still cares, I'm not actually gay." Irene Adler insists that they are a couple, even though John denies it.
* Even better: in one instance, his partner for that operation is the very attractive Sgt. Angua, a werewolf. Nobby can't imagine

* Even better: inserting a virtual version of yourself as part of your favorite team's roster and going to town on the hated rival team.
* Even better is his continuation of the "take someone's wallet" logic. If you
* Even better is how, on the second day of shopping, the contestant almost never considers that the hosts are watching, despite the fact that they do this every episode. Some even go as far as to willfully disregard the "rules" laid out earlier in the show for their shopping experience, buying things that fit into their old lifestyle instead of the new look. In fact, once, when a contestant managed to obey the rules on the first day to the letter, she was rewarded with the ability to spend that $5,000 on non-clothing items (she bought a computer). Who doesn't love free money?
* Even better is that the father is dressed like a working-class man, living in a working-class house, and the son is wearing a suit and tie...because that's the only thing he has to wear apart from his overalls.
* Even better is when they added this to the commercial for "The Cube," when the car never actually moves.
* even better margin than he did in 2016. Furthermore, Debbie Mucarsel-Powell and Donna Shalala, two Democratic congresswomen who represent Cuban-heavy districts in the area, were booted fron Congress after one term. While Mucarsel-Powell was expected to face a tough challenge from popular Miami-Dade Carlos Gimenez (albeit one she was still expected to win), very few people in either party saw Shalala's loss coming.
* Even better, Monk and Sharona begin visiting the dead woman's relatives, which include her comatose brother, her killer, staying in a hospital. Monk accidentally makes a mess and then unplugs the killer's life support to clean it up with a vacuum. When they visit the other brother the next day, Monk and Sharona learn this jolt was just enough to bring the brother out of his coma; this interview also coincides with the other brother getting his mail bomb, which Monk is able to prevent from detonating, and which ultimately leads to the comatose brother being identified as the killer.
* Even better: "Orks is made for fightin' an' winnin'. So if dey lose, den
* Even Better Sequel: The sequel is considered an improvement over the original.
* Even Better Sequel: When a sequel is widely considered superior to the original, or at least to the immediately preceding installment(s) which themselves were already beloved and considered good.
* Even better since the NCR (who controls Camp McCarran) prides itself for actually having a system of law and punishment - one of the first factions you interact with are escaped NCR prisoners. Although this is lampshaded in a loading screen, too – the NCR is apparently very unhappy about being forced into the position of the Mojave's police force and, as such, have made most crimes punishable by instant execution.
* Even better, Smithers thought Burns drowned and screamed: "Why do the good die so young?"
* Even better teams may sometimes have an incentive to not go all-out to win:
* Even better than that, while Travis does display open contempt for the Smiths at points, he shows it by being the most honest and trustworthy character in the game. When he says he'll talk "straight up," he's usually getting ready to tell you something you'd really rather not know.
* Even better, the characters use puns and neologisms specific to themselves as well. "Frankie Stein", being a
* Even better, the coin DOES hit the ground, but it is several minutes later (while Chandler is busy retrieving the knife). Now, if you include the time it took for the sound to actually reach him and use that to calculate the exact distance.....
* Even better, the Dragonborn can weaponize this weakness with the "Dragonrend" shout, composed of the words Joor, Zah, and Frul, meaning "mortal", "temporary", and "finite", respectively. Mechanically, all it really does is
* Even better, the entire 'mining for gold' thing is linked with their usual career of thievery by Isaac claiming that they're stealing from the Earth itself.

* Even better, the hard rock playing during one of the chase scenes is coming from Slater's tape deck — and he changes the tape mid-chase!
* Even better, the player can do exactly that during Flashpoint: Directive 7 as the
* Even better, these "improvements" often move commonly purchased items "conveniently" to the back of the store to force customers to see other mechandise.
* Even better, the silhouette of her Ganmen from behind stylistically resembles the
* Even better, the soldier they shot was an army medic, who proceeded to treat one of the insurgents for bullet wounds after the squad hunted them down.
* Even better, the vocalist generally acts on stage as if their sex was based on that of their singing voice. So not only will he sing like a girl but also sway his hips.
* Even better, two seasons later he and the others engage in one long
* Even better was the contemporaneous wars in Ireland. It was already complicated — with Catholic Irish (who wanted to be ruled by the Pope), Less Catholic Irish (who wanted the king to treat them better), Nationalist Irish (who wanted independence) and English and Scottish settlers (who trusted each other as little as they trusted the natives). When the civil war broke out in Britain most factions then split along King or Parliament lines as well.
* Even better was the time he did his evil monologue in pop-up book form, which again ends with him explaining the plan to Perry.
* Even better when Clamp authorizes the "Final Broadcast" where a peaceful female voice over images of nature scenes and wildlife says, "Due to the end of civilization as we know it the Clamp Cable Network is now ceasing transmission." This is a parody of an
* Even better, you can see Mike Chioda, WWE's longest tenured referee and one of the few around when Jake was still an active wrestler, totally marking out.
* Even beyond that, White Wolf used to use the Black Dog imprint as a way to mark their extreme products (Clanbook: Giovanni for instance). They were the ones that pulled out the stops and could not be presented maturely to anyone under the age of twenty five. They didn't often have call for it, but it does mean that actual books with the Black Dog label exist, aiding the basic verisimilitude of the old World of Darkness setting. (The imprint had fallen into disuse by the time the
* Even beyond the Yasminkov guns, PSO has an odd fixation on kinetic weapons being leagues better than their energy equivalents. Sword or spear, gun or rocket launcher, one of the signs you've found a really,
* Even big companies have begun using the massive userbase of Facebook to try to scrape a little cash.
* Even bigger (10'2) in size, which would make it the tallest Bug-type (though Scolipede, a 2.5 meter (8'2) centipede Pokémon, is considered the true bearer of the title, as Totem Araquanid is merely an alternate form).
* Even bigger than the giant Asian hornet is the giant scarab-hunting wasp of Sumatra and Java. It's three inches long, and has a wingspan of more than four inches. Fortunately for the wasp-phobic among us, it's solitary and doesn't live in colonies. It preys on the larvae of the Atlas beetle, which also qualifies for this trope by being one of the world's largest beetles.
* Even BJ Blaskowicz himself fits this. He has his fair share of one-liners and dark witticisms, but he's also deeply traumatised by his abusive childhood, the deaths of almost everyone he's ever known, and the crushing responsibilities that he has taken on as a soldier.
* Even bloodier sports are practiced in Aztlan, including modern-day Aztec Court Ball matches and deadly last-man-standing game shows like
* Even Boba Fett is a case of this. He is not named when introduced in
* even breaks the laws of physics. They have no need for logistics, supply lines, energy supply, or maintenance, which even has the codex notes how impossible this should be. They create foot soldiers using the bodies of their dead enemies, create an effective shock trooper and psychological breaker. They can indoctrinate anyone who is close to them for a long enough period of time, creating the perfect sleeper

agents. Along with this, they have unbelievable firepower that is nearly 12 times more powerful than the firepower of the most powerful non-Reaper ship and near-impenetrable defenses. And while the smaller destroyers are not as powerful as the capital ships, they are nearly indestructible to ground attacks. And there are at least thousands of both the destroyers and capital ships.
* Even Brian has sadistic tendencies. He frequently kills and terrorizes squirrels for pure sadism.
* Even British secretary of state Lord Chesterfield decried these in the
* Even by comic book standards, the source of Marvel's Golden Age superhero The Whizzer's powers was pretty ludicrous: an injection of mongoose blood gave him the power to go really fast just like a mongoose does when it's killing a cobra.
* Even by independent circuit standards Emi Sakura's Ice Ribbon stood out in this regard as it didn't even have a ring. Shows consisted of children straight from its "dojo" wrestling on mats. With that said, the company has grown immensely from its humble origins to become one of the more recognizable women's feds since the fall of
* even by neighboring groups with similar cultures and religious systems.
* Even by the high standards of Westeros' top schemers, Tywin is regarded as
* Even by those who don't look particularly human. But she has categorically rejected every romantic encounter so far.
* Even cable networks are required to follow this law for sports games. During
* Even campaigns have two Game Masters, won't avoid the trope, since they're still playing everyone in the world, except the
* Even Caroline Forbes's is a pretty straight example. She was even more capable of putting her brute strength and compelling abilities in use without hesitation, especially when she forced Stefan to turn his humanity off to save his niece.
* Even characters who are explicitly stated to have no combat experience manage to find something to yell.
* Even characters who aren't normally warriors can pick up this habit. As Jay and Silent Bob leap in to save Bethany from the Stygian Triplets in
* Even characters who don't get as much screen time have them. Laguna has a limp that manifests itself only when nervous (usually around the object of his affections) and rubs the back of his head a lot, Kiros, a cool, reserved guy will cross his arms over his chest and Ward will wave his hand in front of his face to indicate something it's a bad idea, a character trait he shares with Raijin. His partner, Fujin, only speaks in one-word sentences, despite showing on occasion that she's capable of speaking normally. She'll also throw her hand to the side a lot.
* Even Cheery Littlebottom (despite disliking shouting at people) is made a Sergeant because she's good at thinking. Detritus the troll (despite, as he puts it, "them two short planks bein' as fick as Detritus") becomes one because he's good at shouting.
* Even children's shows have gotten away with implied male on male prison rape, as
* Even cisgender women with large breasts will sometimes wear garments that make their breasts look smaller ("minimizer" bras are a thing in larger cup sizes), often to keep them more contained, to make certain clothing fit better, and/or to avoid the
* even closer relatives, so all of the relationships are incestuous on one level or another.
* Even closer to the trope, Jade's powers first manifested to save her from being possibly beaten to death by her abusive father. Die or fly indeed.
* Even colors of uniforms were not standardized as late as the 19th century. The British had troops wearing green (most famously the Green Dragoons and the Rifle regiments) and blue; almost all nations' Zouave uniforms looked alike, in more or less French colors; in the American Civil War, the First Battle of Bull Run saw an incident where a Union unit in gray uniforms got almost on top of the Confederates before either side realized what was going on. (Or was it a Confederate unit in blue?)
* Even common Pokémon can be subject to this. Magcargo is a decent Fire/Rock type. According to the Pokédex, its body temperature is 18,000

degress Fahrenheit. The surface of the Sun is about 10,000 degrees Fahrenheit. Just one of these things should kill everything that comes anywhere near it.
* Even Conservative commentators have remarked that her treatment of the miners and their union, after the long bitter Strike ended, was needlessly vindictive, and provoked deep, bitter, and lasting resentment, which adds to the undeniable fact that vast swathes of
* Even contemporary/rock artists who identify as Christian, and who produce explicitly Christian music, are not immune to accusations of espousing Satanism. The folks at
* Even core spells can be used in this manner. For example, the spell "Mordenkainen's Magnificent Mansion" specifies that the extradimensional mansion comes staffed with 100 near-transparent, completely obedient servants that can perform any action a human servant can perform, with the exception of attacking or harming others. Furthermore, the caster decides the appearance and attire of said servants - if the caster (for example) decides they look like big-breasted
* Even Count Olaf isn't exactly competent by himself, it's just that he has a lot of resources to work with and usually only has to fool incompetent people. This becomes most apparent in the final book where
* Even Covenant dropships frequently rain down their troops from above when they don't have a proper space to land on.
* Even Cow's toys Manure the Bear, Piles the Beaver and Crabs the Warthog got an episode for themselves, entitled, well, "Cow's Toys". The story featured them escaping Cow and Chicken's home in search of their original owner, Maiden Hong Kong.
* Even creator Mort Walker stated that he had more characters in Beetle than any other comic strip that is running.
* Even creepier for the fact that that strain of flu probably originated from a bird flu.
* Even criminals know him as incorruptible, and consider him to be so even if he's not the sharpest knife in the drawer. Vimes privately suspects himself of being a spoon.
* Even Cruella di Vil isn't all that evil in the grand scheme of things because there's an entire industry that raises animals just for their fur.
* Even Daniel Jackson could be considered that, at least in his own field. This is
* Even Death May Die! qualifies, as a seemingly-impossible, armoured zeppelin.
* even differences in idiom can make purportedly identical languages untranslatable to those who don't know the idiom).
* Even different models in the same brand of laptop/computer will inevitably have changes that range from slightly to drastically different (size is often the biggest factor, as well as keyboard sensitivity). Buying a new laptop after the old one broke will spark quite a bit of readjustment.
* Even Digital Satellite TV (e.g. DirecTV, Dish Network) is delayed about 4 seconds relative to the cable feed the shows come from. This delay is mostly due to the processing time necessary to compress the data on-the-fly, however; the actual signal-propagation delay to and from the satellite is only a quarter of a second.
* Even discounting the above, the setting gives aspiring writers a very large timespan and region - even if they just stick to the titular 41st Millenium, that still gives them a thousand years and millions of worlds to work with.
* Even Disney content creators are not safe too. Traci Hines calls her Patreon supporters "The Mer-Crew", Sarah Ingle coins hers the "Queendom", among others.
* Even disregarding the above, you'd think the court would be a little more lax with the
* Even done with Lisa's brain a few times, like this exchange from "Trash of the Titans":
* Even doors, windows, small boxes and garbage bags will go up in a satisfying cloud of dust if struck with your knife. ** This is true of many games in the Battlefield series, where a vehicle that's been critically damaged - even if not by exposive weaponry - will spontaneously explode not once, but twice, both instances of which will damage or even kill anyone too close to the wreckage. This also

happens to vehicles that are abandoned, leading to hilarity ensuing when someone runs for awesome helicopter or plane that's been sitting around for too long only for it to blow up in his face and kill him.
* Even Doug gets his turn in the advertisement for the third DVD, playing with a knife while shirtless and torturing a guy he's kidnapped.
* Even during season 3, it was already starting to change. The focus was taken off the seemingly-supernatural mysteries and placed on the more earthly struggle against the apparently very-human Others. It's just that the bigger genre switching takes place in season 4 and 5 with time travel and visions of the future. Though 5 also has some strange genre of its own going on, what with it focusing on the Dharma Initiative. Then the final season has the fantasy/mythical/supernatural kitchen sink with human gods, earth mana, supernatural powers, and theological themes.
* Even during the aftermath of a deadly plane crash, Jack and Kate on
* Even during the "Battle of the Bastards" this is reflected. All the Bolton soldiers wear a black leather armor with a red flayed man on their chests and black helmets with the same thing on it. Ramsay is dressed all-in-black while his second-in-command, Smalljon Umber, all-in-dark red.
* Even during the first game focus on this, with many characters the party met asking them what are their purpose for fighting the
* Even during the time of the Republic, officials of Rome had his Lictors as a personal bodyguard. While they were less armed than normal examples of this trope, they carried an executioner's axe outside of the city, and lictors assigned to a dictator were the only people allowed to have any weapon within the city of Rome proper (inside the pomerium).
* Even earlier, both Mata Nui and Makuta tried to exploit this at the same time. Mata Nui determined which Matoran would become the Toa Metru, and a prophecy of their identities leaked out. The prophecy was quickly suppressed, but not before Makuta learned of it. He then tricked Toa Lhikan into deciding that the prophecized Matoran were not the ones truly destined to be Toa and caused Lhikan to pick six others who Lhikan thought would do the job. These six were, in fact, chosen by Makuta as six who would never be able to work together and therefor fail (and even if by some miracle they did succeed, he could at least have the satisfaction of knowing he screwed Mata Nui over). These six became the Toa and Makuta seemingly won (at least for a little while). Future averted, right?
* even earlier, by Pliny the Elder. It was his attempt to compile all the worldly knowledge of his day into a single work. Unfortunately, the world of his day knew little about volcanoes, and Pliny died amidst the eruption of Mount Vesuvius in AD 79, before the book's final revision.
* Even earlier: during his first Orange League gym battle, Ash has to compete with the leader in a Pokémon surfing race, with his Lapras. Lapras wins, but the sudden stop when he reaches ashore causes Ash to be sent flying and slam face first against a palm tree.
* Even earlier, he became strong enough to go toe-on-toe with Cell in
* Even earlier in Nickelodeon's catalog, the first Nanny from the pilot episode of the Romeo! Show. While the other three were intentionally obnoxious for their own reasons, she was almost too polite... were it not for the fact that she'd shamelessly, loudly fart every time she was onscreen.
* Even earlier, in "The Beast Below", Amy leaves a video recording for herself
* Even earlier, Matt faked the death of Mike, an identity he created (
* Even earlier on in the series - more specifically, the first episode - Soul and Maka go through this after realizing that Blair's soul didnt turn Soul into a Death Scythe.
* Even earlier, Ozy implies that cutting tags off mattresses is a worse crime than music piracy.
* Even earlier, Ranma was trying to grab the Phoenix Pill medicine which hung from
* Even earlier, Sam to Micheala. "Twenty years from now, when you look back on your life, don't you want to be able to say you had the courage to get in the car?"
* Even earlier than that, because a snippet of one of their songs makes watching

* Even earlier than that: the "agitators" (also known as "adjutators", apparently
* Even earlier that season, they were planning to sneak off during the day with no fanfare and just get married, but they stop by Michael's party first and realize they both actually
* Even earlier, The Cluster is essentially one as well, built by Homeworld (via experiments into fusion, which Homeworld only sees as viable for military purposes, to hammer home the parallels further) specifically for the purpose
* Even earlier, the episode "Elephant's Memory" focused on a boy taking his bullies hostage and shooting them, then heading into town to attack other people.
* Even earlier, this is how Adam's initially evil twin Stuart was introduced, having been locked away by Adam to keep him from harming himself or anyone else.
* Even earlier, when Whitebeard realized who Luffy is and why he's here, he says the younger captain won't live through this battle. Luffy promptly tells "
* Even economics' dull younger sibling accounting does this occasionally. One accountancy textbook used for TAFE courses in Australia contains a chapter in which nearly all the examples are
* Even Eldar Craftworlds are such. They are not planet sized spaceships, but rather entire fleets that gathered together for mutual protection, linked by gates and warps that are tangental to the Webway as a whole. Any given door doesn't open onto whatever's on the other side, but rather to wherever you are wanting to go in the Craftworld itself. On top of this, the physical linkages joining the Craftworld is made from, effectively, psychic powers turned into a solid, called Wraithbone — and acting as a conduit for the souls of every Eldar whose Soulstone was recovered. And at the core of each Craftworld is an area called the Dome of the Crystal Seers. The apparent statues in here aren't — they're the solidified bodies of the greatest farseers of the craftworld, converted into solid wraithbone.
* Even Elya faces this choice, sort of. In the old country, the girl he pursued was richer than he was but dumb as a brick. The one he ended up marrying in America, was a smart and capable farm girl.
* Even Envy helped Ed out at one point, though he states that the reason behind this was for Envy's own good, not Ed's.
* Even Eros/Cupid was himself not immune to this, as when he met his future wife Psyche he accidentally pranged himself on his own arrow and the rest is history. Well, mythology.
* even escaping and turning himself back in so he could clear his name legally's song "Wheat Kings" references Milgaard's story, and a TV movie was also made about his life.
* Even Evil Can Be Loved: A villain is humanized by the fact good characters still care about them and thus is more likely to have sympathetic qualities and/or be redeemable.
* Even Evil Can Be Loved: A villain who is humanized by the attachment a virtuous character feels for them.
* Even Evil Can Be Loved: Just because the villain's evil doesn't mean there are no people who care about him.
* Even Evil Can Be Loved: Someone decides to see the villain for who he is and not for how evil he is, and thus decide to love him even when other people think it's a bad idea.
* Even Evil Can Be Loved: Villains are humanized by being loved, especially from a heroic character.
* Even Evil Can Be Loved: Villains have people who care about them, making them seem more human.
* Even Evil Has Loved Ones: A villain is sympathetic for their care for their family, friends, etc.
* Even Evil Has Loved Ones: A villain who cares deeply about their family and friends.
* Even Evil Has Loved Ones: Bad guys love someone, romantically or not.
* Even Evil Has Loved Ones: Even the villains have people they love and care about.
* Even Evil Has Loved Ones: Heroes aren't the only ones who have people they care about.

* Even Evil Has Loved Ones: If they are nice to the people they love, fans forgive them for their evil acts towards everyone else.
* Even Evil Has Loved Ones: I may be a villain, but that doesn't mean that I don't have any love for anyone but myself.
* Even Evil Has Standards acknowledges how he is so unfathomably evil and twisted that the most hardened and depraved killers were themselves horrified at glimpsing his true nature.
* Even Evil Has Standards: An evildoer rejects some bad deed as too evil for them to be involved with.
* Even Evil Has Standards: A villain has certain moral lines they won't cross.
* Even Evil Has Standards: A villain isn't considered purely, irredeemably evil because he is against a Moral Event Horizon even if he crossed another one.
* Even Evil Has Standards: A villain is unwilling to go too far by committing certain misdeeds that even they find disgusting.
* Even Evil Has Standards: A villain who will not cross certain ethical and moral boundaries, and is outright disgusted or appalled by others who do so or even mention them.
* Even Evil Has Standards, but it is OOC if that character previously didn't appear to have standards)
* Even Evil Has Standards: Certain things are so immoral even an immoral person won't do them.
* Even Evil Has Standards: Come on! I may be a villain, but there are lines I wouldn't dare cross!
* Even Evil Has Standards: Malicious people have limits as to how far they're willing to go.
* Even Evil Has Standards, sociopathic monster he may be, is quick to call out Sector Seven's motives for releasing him. It's difficult to disagree with him.
* Even Evil Has Standards: There are certain acts of evil that even villains won't commit.
* Even Evil Has Standards: There are some misdeeds that even the bad guys refuse to do or are disgusted by.
* Even Evil Has Standards: They are evil, but there are lines they wouldn't dare to cross.
* Even Evil Has Standards when it comes to Freemium games. As the lord of temptation, he explains to Stan the nature of how the whole temptation thing works. He's pretty PO'd when he discovers the Canadian Devil has making Freemium games. After all, temptation has to be over something worthwhile and people making a conscious decision. Freemium games were just blatant Skinner box manipulation. Satan says it lacks nuance though he also shows disdain at the exploitation of mental issues rather than free will.
* Even Evil Has Standards: While this trope is not necessarily about hypocrisy, it can end up becoming an example of such if a villainous character expresses disgust at some sort of evil misdeeds that they have already committed in some other form.
* Even excluding one-shots and background cameos, the lack of a single main character/team (along with the
* Even ex-girlfriends aren't safe. Case in point: Jenny Shepard, possibly Lara Macy (their interactions in the
* Even fairly large animals can subsist on fecal matter, provided it's rich enough in undigested material. Barbels, African river fish that feed on hippos' dung as well as cleaning the huge herbivores' skin, can grow to a meter long, mainly on the half-digested grass fragments that disperse into the water when the hippos defecate.
* Even fairly mundane things like public transport follow this trope. The transport manufacturer Bombardier is particularly fond.
* Even fan remakes of the Pokemon are not safe. Someone will come along and hack into it, because of course
* Even fellow American Girls Samantha Parkington and Felicity Merriman were no exception to the parodies, with the latter being turned from a caring Revolutionary War-era girl into a merciless

* Even fewer people are aware that the book is partially based on real history - there really was a student-inspired republican rebellion in France in 1832, sparked by the death of General Lamarque.
* Even fewer people will realize that their only #1 on the Mainstream Rock songs chart was "Never Never" in 2013,
* Even fewer will get their only #1 on mainstream rock right: 2021's "Nowhere Generation", long after their prime.
* Even films made outside Hollywood follow this trope. In Norwegian disaster film
* Even food has had merchandise made out of it. A major example of this is Cup Noodle, which has spin-off products ranging from blankets to makeup made in its' image. Most of it comes from
* Even For Eternia: Moon Dust is a substance that can be used to make magic water for restoring MP. Unfortunately, it is also highly addictive and drives people insane, which is why most countries banned its use for purposes other than magic water. One sidequest involves stopping a group of Moon Dust smugglers.
* Even for feminine words that look like they could be original, it turned out that they actually derived from masculine words. This is the story behind words such as German
* Even for guns which apparently don't have fully enclosed turrets, there are no visible crewmen in
* Even for seasons that deviate the most from the source, it's still rare for a season to not have at least one episode that just straight up reshoots the Japanese episode.
* Even for the command staff, a shipment of real eggs is seen as an amazing luxury. Steak is similarly rare, though at one point the doctor fudges some paperwork to have a couple brought in after losing a bet with Garibaldi. An alien meat-based product called "spoo" is available, though it is extremely expensive and, to a human palate, not particularly good.
* even for the Goa'uld far beyond any regular Goa'uld. Furthermore, he made a lot of Goa'uld (including System Lords) work for him, and crushed the rest of them, including most of Yu's fleet.
* Even for the informed public and many governments, the byzantine internal politics of the USSR made it extremely hard for outside observers of the Soviet system and its policies to judge what they were thinking. This wasn't helped by the way policies by different government departments tended to clash - something of a holdover from the Imperial Russian system, these clashes were the inevitable product of the epic three-way struggle between the Party, the Military, and the KGB.
* Even for those who accept it's parody, the argument goes that those who take it for real might try and do that to actual kittens.
* Even from the first edition, there was one mecha in the game: a wondrous artifact that could be found was the "Apparatus of Kwalish", a crab-like
* Even from the first series, this show defies this trope. The original starship
* even from their own army and government. of delay and the Army asking the Navy why the operations weren't proceeding as planned that they found out the truth. Then they joined with the Navy in keeping it a secret from the government for even longer. Prime Minister Tojo, who had thought the war was proceeding according to plan and that the Americans were being decimated, didn't find out the truth until months after the Army did. Witnesses say that he basically suffered a BSOD when he realized how completely fucked Japan was at that point.
* Even fruit and produce that could be grown in the region was like this in winter. If it was something that didn't last long without refrigeration, like most green vegetables, it was generally only available when it was in season, or in canned or (later on) frozen form during the times of the year when it wasn't in season.
* Even functioning males such as Moist von Lipwig benefit: Adora Belle Dearheart wins a fight for him in the Mended Drum, sending a bully away whimpering by driving her high heel's point into the man's foot - clearly telling him how easy it would be to push it all the way

* Even funnier is that Apu actually already knew more about America than Homer did. The flag Homer showed him had 47 stars, which Apu deduced must have been made during that brief period in 1912 after New Mexico became a state but before Arizona did.
* Even funnier is that it is possible this mission takes place not long after Franklin was in a massive shootout at that same construction site.
* Even funnier is the end, where the enemy flagship goes down to both
* Even funnier, the second time she does this is to a woman who doesn't look even remotely masculine. Despite the fact that they had literally just met only seconds before, Miaka gropes her breasts purely on the basis that Hotohori and Nuriko have already fooled her before, and she "figures I have to check these days."
* Even funnier, they will sometimes, while on fire, go down to get some (highly explosive) booze. No prizes for guessing what happens next.
* Even funnier when repeated later in the same show, as part of a whole iteration of his routine in French: "Je dois partir maintenant, parce-que ma grand-mère est flambée..."
* even further by metaphorically throwing cows at the audience's and players faces at the end.
* even further" He pops up to fulfill his role in life as the guy who occasionally interrupts the plot to smile cutely and be smiled at in return... and there's no one who needs him for that, leaving him to give the same sad look. It's actually earned him a bit of sympathy from those who'd hated him, and Derpy being the one to pat him on the shoulder in those scenes has given him someone to be shipped with as well.
* Even further into the series, a slightly different iteration is used by divine beings and those worshiped as such. Rather than using magic to use telekinesis, they can use sheer might of will to subdue or kill other beings.
* even further. It also doubles down on the idea of there being infinite timelines. The explanation of why a player can have multiple versions of the same character, not just as different alts of the character, but multiples of the same unit, is because each unit is summoned from an alternate universe.
* Even further subverted when you look at Shinobu and see that he has blonde hair
* Even further: when Ranma used the Parlay du Fois Gras technique on
* Even Galcian himself plays the Heavy to the Valuan Empire and Empress Teodora
* Even games that don't actually use karts are subject to this, such as
* Even Gaz gets this to a degree. While she's officially one of the show's four main characters, she shows up fewer times than the other three and many of her appearances are short cameos. Still plenty popular with the fans, though.
* Even God could be harsh in granting wishes when the wishers were being too whiny. In response to the Israelites complaining about all manna and no meat, he gave them meat for a month "until it come out at your nostrils, and it be loathsome unto you" (KJV).
* "Even Gods Cry" games from Kratos' point of view. It seems rather out of place on an album mostly populated with grunge-metal tributes, although it's clear from the lyrics that it's at least somewhat parodic.
* even going as far as to deny them a goal in the second quarter. Richmond would win again in 2019 and 2020 against Greater Western Sydney and Geelong, respectively, and Adelaide got the wooden spoon in 2020.
* Even Gollum is shown still having a good side which can be coaxed out despite the extremely long time the Ring was in his possession.
* Even Grand Theft Auto III was originally supposed to be closer to that goal than it ultimately was; but due to when it was released and, the
* Even Granny Weatherwax's hard outer shell softens around the kitten she named You. She places
* even greater, an eldritch horror from Babylonian times that spawned nightmarish creatures and demons upon the Earth and it's implied that vampires are actually originated from it. The Vassals of the Morning Sun is said to have been actually founded to fight and destroy the Beast rather than to hunt vampires, but the VMS have focused their efforts exclusively on them ever since the Beast slumbered.

* Even greater is the Anomoly team which are composed entire of nanomachines... and ended up becoming living breathing organisms that function just like real ones. Even complete with a robot penis.
* Even grosser is Kryb, the Sinestro Corps member who compulsively abducts infants and keeps them in her exposed ribcage.
* even harder substances. The first of which, cubic boron nitride, was synthesized in 1957.
* Even Hargon gets a bit of this, despite being seemingly dead thanks to the events of
* Even Harry gets this on occasion. Though he is shown many times to be an advanced duelist for his age, he is completely unable to land a single hit against Lord Voldemort or Severus Snape. He doesn't do much better during his duel with Bellatrix and only survived his first two encounters with Dolohov because the latter got distracted.
* Even Harry's friend group, repeatedly indicated to include a number of proto Young Avengers, not only has Carol Danvers
* even has another song set to the tune of "Miracle Cure" called (what else?) "Extra Extra".
* EVEN HE COULDN'T BECOME A TRUE SAGE IN THE END JUST LIKE ME! My power in the sage mode...If you're Dr.Snakes, I hope you keep that in your mind... I'm no longer a snake... The perfect force of sage helped me shed my snake skin...AND I'M A DRAGON NOW!!
* Even Henry Avery, the pirate sometimes credited with kickstarting the golden age and the
* Even her attempts to seduce Zii away from Erik involve her shrewdly pointing out that Zii doesn't seem to find that relationship totally satisfying — which, given her usual level of smarts, could also qualify as a case of
* Even heroes with medical doctorates have been known to use their skills to incapacitate people as Dr. Mid-Nite from
* Even her signature song "Umbrella" falls into this, not so much in sound as it is in subject matter. Many, many of her songs are about love, and often,
* even he's wearing, you may not end up enjoying it as much as you would have.
* Even his ally/friend Trafalgar Law is not immune to Luffy's nicknames being called "Traffy" or "Torao", Though it seems likely that this is due to Luffy's inability to pronounce his surname. somewhat averted due to Luffy knowing but not calling him Law
* Even his complete non-sequitur reference to Pee-wee Herman is followed by her impassioned cry of "I love Pee-wee Herman/ but I doooooonnnn't love yooooooooouuuuu!"
* Even his recruitment, done by talking to him (when he's still an enemy unit) with Natasha, hinges on a bet.
* Even his singles have a tendency to wander into this trope, with both the "Tristan" and "Wind In The Wires"
* Even his tidbits that don't involve comparisons aren't immune. Dogasu jokingly made fun of Keldeo's dub voice in the trailer for
* Even Hogan used it at least once - he was about to make a total guess at how to disable a bomb (a wrong guess would detonate it) and had already told his men to get back, but they weren't going to leave him.
* Even Homer became this in "Strong Arms of the Ma". Marge is taking steroids because she got mugged, is going out of control, and actually
* Even Homer's attempted suicide in "Homer's Odyssey", which is otherwise played darkly and tragically straight, isn't completely immune to this. He ties a boulder to himself and drags it all the way across town to a bridge... only for there to be an identical boulder sitting right there that he could have used to save himself the effort.
* Even humans do it! It's most obvious with babies and toddlers, who can understand complex language well before they can reproduce it — if you underestimate them because they can't talk yet, they'll outsmart you and make you feel

* Even humans fit to some extent. There are a variety of methods to allow humans greatly extended lives, from
* Even hunting around for new playing cards to add to your deck and prove addicting.
* Even if aliens did theoretically exist, in settings where the population is confined to a single star system (or handful) and there is no (or very slow) FTL, neither humanity nor the aliens would be in any position to encounter the other.
* Even if all it did was make him look pathetic against the final boss...
* Even if an esper and a human have the exact same physique, the esper can still be markedly stronger than they are, because espers have a higher stat cap. Naturally, this goes double for somakinetics, since their powers come from gravity manipulation. Additionally, because not everyone has a body type that will bulk up with exercise, they can be relatively small and super-humanly strong.
* Even if communications are working, calling for help might not do anything.
* Even if D-Class manage to survive whatever the Foundation puts them through with their humanity intact, they are still put through regular psychiatric evaluations each month to determine whether they should be administered an amnestic or terminated.
* Even if he could have all of Big Boss' recessive genes, there is nothing about this that would make him inferior. Really, one learns in
* even if he has). For that matter, a lot of other robots seem to be designed for a specific purpose and appear overqualified for it.
* Even if he's a complete fool who doesn't know what he's doing, even if he is
* even if he's male. Best expressed by Noire in her supports with a female Avatar.
* "Even If It Breaks Your Heart" by the Eli Young Band is a cover of Will Hoge.
* Even if it existed, it was unwieldy. It was worse in the U.S. than elsewhere — the British, with their famous
* Even If It Was Just Once, I Regret It,, but then Kozuka's smartphone rings, and she learns that she didn't actually get a job offer. After hearing the news, the landlady abandons her attempt to confess.
* Even If It Was Just Once, I Regret It, Chiyo Kozuka, who quit her job at a game company after getting reassigned to general affairs, ends up taking a part-time job at a deli where she worked in high school. It's played with in that while this is not the job Chiyo wants, she's regained enough of her energy and confidence to work again, so the fact that she can do so is a sign of her recovery, rather than of desperation.
* Even if money still has a use in the outside world, its importance has dropped significantly and having that much money is dead weight at best.
* Even if most of the cast aren't specifically gangsters, many of them are either employees or patrons of the title speakeasy, and it takes place during Prohibition. In other words: still criminals. The author even jokingly suggests that the little old lady who innocently tried to dispose of some bad sardines down her sink drain is a criminal based on sanitary disposal laws at the time.
* Even if not needed for propulsion there would still be the need for power, lights, artificial gravity, etc.
* Even if one were to make use of the Spacetime/Reset Beam (which involves enabling the Plasma Beam and Spazer together using a boot upgrade), there is no animation for said beam; it earned its name by resetting all upgrades and bosses, with no visible projectile.
* Even if some arcs kind of dragged out, none were able to reach the level of hair-tearing stalemate of the World War Arc - which took nearly three years to tell the story of a day and a half, where two of those years were spent telling the story of a single battle which was presumably a few hours long. The first part is problematic enough, but the real nugget is that last battle, and particularly its pacing. The entirety of it is a tug-of-war marathon, with each side countering the other side with increasingly effective techniques that have very few lasting consequences. The villain takes forever to finally go through all their gambits, absolute defenses,
* even if the act is legal in the jurisdiction it occurred in. From the legal

standpoint of the Spanish courts, what Pinochet did or ordered done to Chileans was immaterial - but woe be him if he touched a single Spaniard. Interestingly, most subsequent dictators have not fully wised up to this.
* Even if the Big Rip doesn't happen, it's expected that star formation will someday end. The universe will grow dark. However, this won't happen for trillions of years, as new stars are being made all the time.
* "Even If the End Is Near" by Evan Greer, a bittersweet song about love in a time of climate change and ecological collapse, contains this verse, out of the blue:
* Even if the frame was damaged, there were ways available to straighten them out and return the car to the road.
* Even IF the heroes do manage by some miracle of fate to save the day, are they driven irreversibly mad by their experiences, or did they have to make one hell of a
* even if their conscious mind thinks they're telling the truth technology sometimes seen in the series.
* Even if their mutual distrust and loathing would have prevented Harry from talking to Snape, there was a forgotten
* Even if the morphs are instantaneous, they still go through a choreographed routine prior to activating their morphers, while yelling their morphing call.
* even if there is vast size differences between the two. The offspring will always be of the female's species, but with some of the male's moves.
* Even if the relative lack of new content made it feel a bit like a
* Even if the tactic failed its main goal, it still led to panic and confusion.
* Even if the taxonomy is in a state of constant flux and their status as a species fluctuates, fossil evidence points towards several different lineages of human cohabiting as recently as 50,000 years ago. Although their degree of sapience would vary quite a bit, all members of the genus
* Even if they aren't necessarily the villains, some of the Marines show this behaviour too, as the doctrine of "Absolute Justice" implies that any evil should be eradicated at any cost. This is shown during the Buster Call in Enies Lobby, when one warship was destroyed (along with one thousand marines) by the others in order to kill only one criminal; one of the captains even shot a marine who hesitated in following the order. Taken
* Even if they're given a bunch of chew toys, a lot of dogs will prefer to chew on discarded packaging like boxes or plastic bottles if given the opportunity. They might also go after their owner's shoes or socks if they leave them on the floor.
* Even if you believe that Cobb retires from crime by the end of the movie, what will other dream-thieves do once word gets out that inception (read:
* Even if you can drive stick, it’s recommended you hire an automatic when visiting a country such as the UK where they drive on the left as the shifter will be on the wrong side as the driving and passenger sides are reversed on cars over there.
* Even if you can mostly handle driving on the other side of the road, the issue comes with resolving how to get somewhere. You might think "if I make a left turn here, I can just pull in!" only to remember the place you're going is on the right side of the road and you're still on the left.
* Even if you cure the werewolves and end the curse, the cycle threatens to perpetuate itself with Dalish elves who now want revenge on the former werewolves for killing members of their clan. Hawke can encounter the daughter of a Dalish hunter-turned werewolf in
* Even if you go all the way back to UFC 1 and call Royce Gracie the first heavyweight champion, even by taking several different paths (depending on how you count his loss by default in UFC 3), or going by the first official HW champion crowned by the orginization, the linear title still leads to the last Pride HW champion Fedor Emelianenko, who was beaten finally by Fabricio Werdum after a decade of being undefeated. Werdum = Alistair Overreem = Bigfoot Silva = Current HW champ Cain Velsquez.
* even if you had your head chopped off) and arrests are canon for the rest of the game (unless you reset to the last save point obviously) and are counted up on your

stats screen. It should be noted though that it doesn't effect the gameplay at all.
* Even if you have bad or strange dreams no more often than usual, sleeping poorly thanks to indigestion could make you more likely to remember them.
* Even if you have nothing to hide, the question of whether or not to cooperate is still a somewhat murky one. On one hand, if you don't actually feel like you're in legal jeopardy, you really do have nothing to hide, and you
* Even if you haven't heard of Christina Dodd's medieval romance novel
* Even if you recruit him, he maintains that he was not trying to get Cailan killed but simply could not save him from his own foolishness. Buuut then again, other actions immediately before the battle hint that he was plotting something anyway, since Cailan was about to callously divorce his Hot Consort
* Even if you're not a Grass Type, Groudon starts so many squares away that if you have Iron Thorns or Silver Spikes, you can toss so many at him that he'll go down in a round or two of hits when he finally gets to you.
* Even if you steal another man's love interest, wreck his material possessions, try to kill him, or light him on fire, the only proper retribution is to get the offender
* Even if you weren't evil in life, becoming a ghost tends to make one somewhat amoral, with a tendency to scare living people at best and murder then at worst, including people who haven't done anything to deserve it. As Larry from
* Even ignoring the biological impossibility of a fox being born with two tails, there is no way, anatomically speaking, that Tails should be able to spin his tails like a propeller to lift himself into the air the way that he does - spinning both tails in the opposite direction, which would just result in them getting twisted together. And even if he did spin them in the same direction, it's very unlikely he'd be able to spin them fast enough to actually provide enough lift to get his body off the ground.
* Even Imperial Governors are not immune to this, those who send particularly sub-par tithes in either manpower or materials often receive a visit from the
* Even in 1977, "Who wants to see some dumb movie rated G for kids?" The film itself is rated PG, with a lone use of the word "shit" used to bump up the rating.
* Even in 2015 when downloadable demos are commonplace, Square-Enix still sold
* Even in a normal ending, Joker helps out by standing at the ship's outer door with an assault rifle and covering Shepard and co. as they run back to the Normandy. For most players, it's probably the
* Even In Arcadia has Master Odai, an old Fae who has secluded himself off in the forest. He's a retired Emerged, the most powerful type of known mage.
* Even In Arcadia that the Gaians are trading with them in drugs much like the British did before the Opium Wars.
* Even in a show of humongous mechas, some of them were EXTREMELY humongous. There was Sky Lynx and Omega Supreme, who were overshadowed by the fortress-bots Metroplex and Trypticon, who were in turn dinky compared to the city-bots Fortress Maximus and Scorponok. To say nothing of the Chaos Bringer, Unicron, or the Transformers' creator god, Primus, who are
* Even in cases of extreme Central Nervous System trauma (brain injury, severed spinal cord, etc) the heart can continue to beat with a detectable rhythm for up to 30 minutes after brain death. In 1887 a sphygmograph (a crude early heart monitor that drew a pulse pattern onto carbon paper)
* Even in cases where the new is near universally considered better, sometimes there are a few advantages that the older technology possessed. For example, digital TV is runs circles around analog tv in most regards. Digital is more compact, has an order of magnitude better resolution
* Even in developed countries like Japan, the prices for a Mac are insanely expensive compared to Windows-based computers. While Macs are ubiquitous in Western film and TV production, in Japanese anime and manga studios, as well as other media development in the rest of the world, the staff are happily using Windows PCs there. If you visit an Apple Store in Japan, the staff will be overwhelmingly American, since tourists from the US are their primary demographic.
* even in footage of a driver driving normally while obeying all relevant traffic

laws and not performing any stunts.
* Even in games that have not experienced this trope yet, individual weapons, characters, equipment, etc. within the game can be the victims of this. If something gets too popular, a good portion of the community will start to label whatever it is as overused. This often happens for competitive multiplayer games.
* Evening at the Improv once started his act this way (before moving on to a more earnest performance):
* Evening at the Improv one of the waitstaff doing a few jokes onstage to an empty house, presumably working on their craft after the club closed for the night.
* Evening Glory (Libris Mortis) is a lesser goddess of love, beauty and immortality through undeath.
* Evening Gown Match this kind of thing to happen), though it was billed as a "street fight." In the process of stripping each other, Jacqueline's right breast came out and she actually wrestled part of the match that way. Amazingly, she still managed to win.
* Evening Standard stand traders still do this though no extras. If you ever find yourself at Waterloo in London you might be interested to know that ["Reehaallbouddit"] translates as "Read all about it" and "Hetyorhevenstndaarhhd!" is "Get your Evening Standard". Manchester has similar ranters. If you're ever in the city centre and wondering why a bloke behind a yellow cart is yelling "Final!" every twenty seconds, it's because he's selling the third (and last) edition of the day's Manchester Evening News. Also frequently heard is "Evenin' News".
* "Evening Star"/"Midsummer Nights" from the same album was sent to country radio as a double A-side.
* even in harmless amounts. On what planet does this have no chemicals?
* Even in her normal Jennifer Walters form she's listed as 1,79 m (5'10").
* Even in his path where he takes Mina to a safe place and nurses her back to health after she saves him, he makes it quite clear to her that he's keeping her alive as a "hostage" to deter the White Order from killing him and mocks her for believing that he would thank her for saving him. When he seems to be developing genuine feelings for her after becoming frantic when she's severely injured and having a heartfelt conversation with her about their similar situations, he immediately begins plotting to use Mina's power to kill people more effectively the moment he learns about it and comes close to crossing the
* Even in his regular stand-up act, much of Norm's comedy gets its punch from this. His stand-up routines regularly
* Even in Homer, though, while Achilles is the greater fighter, Patroclus is the one who trains him to be a warrior before the Trojan War kicks off. Later Greeks reversed the ages of the two; Aeschylus'
* Even in less extreme situations, Mix and Match Critters are fairly common, at least in appearance, in One Piece. i.e., the Panshark (shark with panda markings), and bananawani (a large crocodile with a banana shaped growth on the head). It even becomes a
* even in other media interpretations frequently hire an older, established actor to play Mamoru with a more noticeable degree of ad-lib in his shorter appearances, especially if he doubles as another minor character.
* Even in real life, most people don't actually like hearing people complain, but they may listen anyway out of sympathy. With fiction, they expect to be entertained.
* Even in real life. When Wesley aced his second entrance exam for the Academy, Roddenberry commemorated it by presenting Wil with the second lieutenant bars Gene earned in the Air Corps. Present at the ceremony was General Colin Powell(!).
* Even in ships at sea, where you don't have civilians to outsource the potato peeling to, it's not used as a punishment detail anymore; everybody (below a certain rank) just gets to take a turn.
* Even in situations where everyone understands that no intoxicating substances are being taken by
* Even interpreting it the other way, it can still be viewed as a tragedy. Even with the ultimate villain (Light) finally dying in the end, he still ultimately

succeeded in killing almost all the heroes and protagonists and manipulating and using so many people before it happened.
* Even in the 19th century, it was viewed as all but impossible, Abraham Lincoln, before the Civil War, had a quote that sums it up:
* Even in the book, Gandalf later on claims to have been falling forever, but in the movie version of
* Even In The Deepest Heart Of Chaos A Glimmer Of Order Can Be Found is a variant: The author takes random photos from Flickr, then writes captions that tell a story which links the photos.
* Even in the early episodes before the characters became very exaggerated Bart showed signs of having concentration issues. In "
* Even in their case, its not a clear cut thing. With the yahg possessing ocular setups with more in common with Jumping Spiders than anything else, they are capable of easily picking up on the tiniest details. Like body-language - the sort that might indicate lying. What the diplomats actually told them is unknown, but it's clear that little ability was not something they appreciated.
* Even in the later rounds some contestants will fail to check if their meat is wholly cooked before serving it. Serving Ramsay raw meat is unforgivable on the show.
* Even in the main series, only the Brotherhood of Nod uses nukes; GDI has an
* Even in the modern day, Buddhism and Buddhist states have been very resistant to other religions.
* Even in the mostly democratic United States, a few agencies have at least approached this status:
* Even in the movies, where he is allowed to cut loose, there's a surprising lack of blood. Perhaps most notable is an instance in the first movie where he accidentally stabs Rogue in the chest. From her back, you can see the exit wounds, but when you see her from the front next, the front of her shirt is still entirely intact, and there isn't so much as a blood stain on her or the shirt.
* Even in the opening to the second game, Max is wracked with guilt for not having been punished for all the killings he committed in the first game... though that's less Survivor Guilt and more Killing-Lots-Of-People Guilt.
* Even in the original, common skeletons cease to be a serious threat after level 3 or so. But near the end, the game starts throwing the much nastier skeleton warriors at you, and one of the bonus bosses in the expansion is a death knight.
* Even in the original film Leia's claims of immunity are rather dubious, seeing that her ship was shown firing on the Imperial Star Destroyer, something that can be considered a rather serious diplomatic faux pas.
* Even in the Prime universe, Kaminar - the Kelpien home planet - has two sapient species, the Kelpien and the Ba'ul. Kelpien are the prey (or more accurately, livestock) and the Ba'ul are the predators / farmers.
* Even in the rare instances where he uses his words to solve problems more than violence, he will still be said be extraordinarily capable in fight. Often, the entire reason he uses his negotiation first is that he's
* Even in the Seven Kingdoms where people do respect lineage and rank, Jaime Lannister fears what will happen to his authority if people realize he can barely fight after losing his sword hand.
* Even in the Solar System, diamonds are far from rare; while there's no means of getting to them with our technology at this current time, it is thought that it
* Even in the trilogy, narrator Georgia Mason deserves special mention. She
* Even in this alternate universe, Minato and Itachi are still considered leagues above everyone else. Minato achieved Nirvana as a teenager using Seals, and even half dead and blind Itachi is considered a Paragon of ninja skill.
* Even into the 1970s, former French and Belgian colonies in Africa saw
* Even in unimportant five card hands with regular players, nobody ever has less than two pair. If the players ever
* Even in US arenas, you can often see Canadian flags hanging from the ceiling next to the American flag. NHL rules mandate that both countries' national anthems be played if an American team is playing a Canadian team. The Buffalo Sabres play

both national anthems before every game regardless of opponent as a tribute to the team's sizable Canadian fanbase (Buffalo itself is directly on the border; the KeyBank Center where the Sabres play is about 3.5 miles/5.6 kilometers
* Even invisibility is nearly useless as a power. It's done in a very realistic manner, by bending the light around the mage, but this means that the mage has no light to see by, and is stuck in pitch darkness the entire time he's invisible. And, of course, he can still be
* Even is appalled, and lets Olly know in no uncertain terms that he's crossed the line.
* even isocahedrons" she's treating the most common shape as though it were unexpected.
* Even Jake the Dog can be like this; he's generally good at heart, but very irresponsible and lazy. He'll sit out entire episodes if he doesn't feel like helping, usually when
* Even Jerome's packmates were willing to be torn up by Kaibutsu to keep Ohu safe. They clung onto the arteries in a wound on his flank and keep daring him to tear them off of him.
* Even Joseph's son Josuke and grandson Jotaro do this occasionally, once again to strategize against
* Even Joseph tries to uphold the family tradition: when Jacob, now Israel, starts to give his right-hand (i.e. primary) blessing to Joseph's younger son Ephraim over the older, Manessah, Joseph tries to stop him. Israel doesn't listen; apparently, YHWH is still favoring one kid over the others.
* Even Joyce assumes Buffy is a juvenile delinquent, when she's actually trying to do the right thing.
* Even just within England, referring to "London" can lead to some terminological confusion... it can depend whether you mean the actual City of London (also called "the Square Mile" or simply "The City"), the county of (Greater) London, or the metropolis/metropolitan area of London (which comprises mainly the county as well as some parts of Middlesex, Essex, Surrey, Kent, and Hertfordshire that border it). And trying to specify by referring to the city of London doesn't really help as much as you might think either, as you may be referring to "the city of London", or "The City of London"...
* Even kangaroos, which again, are a normally quiet species of animal, can be guttural if provoked into
* Even Kl'rt the Super-Skrull, the most iconic of Skrull villains is more willing to team up and work together with humans after he and Skrulls as whole were forced to pull on an
* Even Krill names fit (though Ed and Gordon couldn't have known it at the time). Examples: Teleya (female), Haros, Sazeron, Arnak (male). They likely have multiple names as the Krill delegate's signature "K.T.Z." suggests.
* Even Kuwabara and Yukina's relationship is that because ice maidens live for centuries and Kuwabara's just a human.
* Even Lambs Have Teeth features a Pacific-Northwest version. Two girls going to spend a month working on an organic farm are kidnapped by a gang of rednecks running a sexual slavery ring.
* Even Lambs Have Teeth, Katie and Sloan escape and hacking a bloody swath of revenge through those who abused them.
* Even Lambs Have Teeth, Katie and Sloan kill Boris by ramming a branch wrapped in barbed wire and nails up his ass.
* Even Lambs Have Teeth, Katie and Sloan soak the Pastor of gasoline and leave a trail leading away from him. They toss a lit match into the trail so he can see his fiery doom approaching him.
* Even Lambs Have Teeth: Katie squeals when she enters the farmhouse and comes face to face with a stuffed fox head mounted on the wall.
* Even Lambs Have Teeth, Sheriff Andrews is part of the sex trafficking ring.
* Even Lambs Have Teeth, Sloan and Katie are drugged and imprisoned in shipping containers and used as sex slaves.
* Even Lambs Have Teeth. Sloan and Katie light up a pastor using a normal gas can

and a lighter.
* Even Lambs Have Teeth, Sloan changes Katie's ringtone to an orgasmic giggle, much to Katie's embarrassment. Later, Jason attempts to call Katie and hears that ringtone go off in the sheriff's office, meaning that Sheriff Andrews was lying about not having seen her.
* Even Lambs Have Teeth, the Pastor visits the sex slave ring and rapes the girls while wearing a really creepy pig mask.
* Even La Muerte and Xibalba have one after they reconcile in form of a Kissing Discretion Shot
* Even larger amount believes that he had been dead for a long time and reports about it were postponed for a better time, politics-wise. Both opinions probably take fuel in same...details in reports. One could say that his corpse has been just hiding, for these people.
* Even later, after a ceremonial flight and patrol leads to fighting off a large wave of enemies, another wingman, Chopper, gets hit,
* Even later, in Episode 9 of Volume 3, the entire world learns the truth,
* Even later on, when we see Richard in a flashback his wrists are a bloody, infected mess from being in handcuffs for several months.
* Even later, when the Doctor does gain better control, it is often difficult to wind up exactly where he wants to go. It doesn't help that the TARDIS is, essentially,
* Even legally, there are limitations to "freedom of speech". The most commonly cited exception is "yelling 'Fire!' in a crowded theatre",
* Even less arguably C.J. Lamb is the token queer character. She describes herself as "flexible".
* Even less known is that the Mesoamerican natives also painted their pyramids in bright colors (the Aztecs mainly in white, while the Mayas favored red). This is probably where the penchant for bright colored buildings in modern day Mexico and Central America comes from.
* Even less welcome are Kuno's glompings of Akane and the Pigtailed Girl, sometimes simultaneously. He invariably receives a
* Even lions run for it when African honeybees get riled up, having no means of defense against their highly-aggressive swarms.
* Even locations seem to have alternate versions as the two Crystal Towers of
* Even locations within Springfield have signs of oddness. The neighborhood around Moe's Tavern, for instance, never seems to have the same buildings.
* Even locking one's self in the garage with the engine running has fallen prey to this trope. CO emissions are now so well-scrubbed in modern gasoline cars, people attempting suicide by this method have fallen asleep and woken back up with the engine still running.
* Even London becomes one when the Styx unleash the Armagi on the Topsoilers.
* Even low-level spells can be a pain in the DM's butt. Take "Knock", which undoes any mundane lock (and some magical locks too), instantly and 100% reliably.
* Even Luffy's home island has this; the Goa Kingdom seems like a perfect and beautiful place...but only because the kingdoms rulers throw
* Even Majin Buu suffers from this midway through his own saga, as his attempts to go good are immediately followed by the evil parts of his heart besting him in combat and absorbing him. After he frees himself, he's mostly used to distract Kid Buu so that he can't interrupt Goku's charging of the Spirit Bomb, and in
* Even male wrestlers have a tendency to have their names shortened down further and further. In recent years,
* even Maniac call her out on this insane plan, then take off to shoot him down. They both feel pretty crappy about it afterwards.
* Even Mario himself isn't immune to being this, as he was originally the main star of the show before Bowser Junior became an
* Even Maurice, Belle's father, initially thinks that Gaston is a decent enough guy only
* Even Max finds the dummy creepy. Max is also an abomination against reality.
* Even Megatron gets in on this at times; if his character notes are to be

believed, he enjoys
* Even merchandise isn't immune to this trope. For example, a plush toy of the Hunter from
* Even Meredith (the show's titular character) isn't above this; she is only heard in a voiceover in season 13's "You Can Look (But You'd Better Not Touch)" (which is set away from Seattle, and only features Arizona, Bailey, and Jo) and she is absent altogether from the same season's "Who Is He (And What Is He to You)?" the first episode which doesn't feature Meredith in anyway.
* Even Michael Cole joined in on the chant, possibly to get the crowd to stop booing R-Truth.
* Even minor religions like the Druze are still around and their forces are still influenced by their religion.
* Even Mooks Have Loved Ones: Evil henchmen aren't evil to their families.
* Even Mooks Have Loved Ones: The villain's minions have people they care about, which may affect their loyalty.
* Even more absurd in World War Hulk. New York is mostly leveled and a huge number of people remain despite evacuation orders. Despite this, it is specifically noted that no one was killed.
* Even more amazing is old lady Kokoro introduced in the Water 7 arc. She is never seen without a bottle of booze in hand, so one can only assume she constantly drinks and therefore is constantly drunk. But despite this she somehow retains the ability to drive a freakin' speeding out-of-control train.
* Even more amusingly (from the things the judge says), it seems that there's actually a treaty between the Vree government and the Earth Alliance that governs exactly such cases, meaning that these cases must happen
* Even more amusingly, the entire complex metagame has basically been thrown out the door and replaced by a new one, as the coming new expansion pack caused players to fight over certain resources. This triggered
* Even more amusing when the civilian you had just rescued on the street enters the same building you were about to enter to clear it of bad guys.
* Even more annoying than the audience laughing at a bad joke: the audience bursting in laughter too soon, obviously mistaking a mere set-up line for the punch-line. It's the exact opposite of
* Even more are introduced in seasons three and four. Tracy has the ice power, which Sylar had stolen from guy offscreen. Flint has the power of fire like Meridith, though his flames are blue. Matt's father has the same power as his son. Season four had another time traveler, even though he was crippled, and it had a speedster like Daphne.
* Even more averted at the end, when Dredd tosses her off a building and we see in close-up and slow motion the effect of her landing face-first on the ground two hundred storeys below.
* Even More Baby Songs, which then comes to life and begins playing with her.
* Even more baffling is the sequence where the player has to destroy a train while chasing it with a machine gun equipped motorcycle... and at least TWICE the motorcycle explodes for
* Even more bizarre is the paradox contained in the sequence in the first game in the series, in which Bonds had to go on patrol in a squad car. If you followed proper procedure and inspected each wheel of the vehicle by walking around it before driving off, there would be nothing wrong with it. If you failed to do so, one wheel
* Even more bizarre when you consider author of the book Ayn Rand's long extramarital affair with Nathaniel Branden, which actually started around the same year the book came out (although they kept it secret from everyone
* Even more blatant in the UK where his only number one came with 1994's "The Most Beautiful Girl in the World". Needless to say it's far less remembered than classics like "When Doves Cry" and "Let's Go Crazy".
* Even more blatant one is that all the Star Fury pilots from Babylon 5 have helmets with transparent visors, but when a pilot attacks civilian targets under an order from

* Even more, Cap couldn't lead them because it would tip the warlord off - he had
* Even more clever — the infrared sensor on the right joycon is used to measure the player's heart rate after a workout.
* even more complicated during the Russian Civil War. In addition to the Red (Bolshevik) Army and the White (Monarchist, Reactionary) Army, there was also the Green (anti-Bolshevik socialist) Army, the Black (Anarchist) Army, and various Ukranian nationalists as well.
* Even more complicated. The Mongols who conquered the Russian lands, the Golden Horde, converted to Islam and went to war against their Ilkhanate cousins in Persia.
* even more complicated with the Neville-Percy feud. The war between the two Plantagenet branches provided a neat way to resolve matters with cold steel by Nevilles and Percys on both sides.
* Even more confusing is that the TV version of the character, who is British, also uses the Constan-TEEN pronunciation.
* Even more confusing, Retro Studies has implied at least once that THEIR Cranky Kong
* , even more, convinced now that the two of them are absolutely smitten with each other.
* Even more dangerous is Centrepoint Station, which brought the planets into the system in the first place using a "hyperspace repulsor" engine, and can make stars go supernova from light-years away via the same process. It's also indicated (though never demonstrated) that if somebody had Centerpoint
* Even more despair-inducing than the engagement ring is one of those "insert-your-child's-name-here"
* Even more disturbing as the first thing the pizza says upon popping into existence is, "Howdy-doo! I love you!" His glee soon turns to screaming horror as Terrence begins to eat him.
* Even more disturbing, the brothers used to be triplets. Their extreme rivalry is the reason they're twins.
* Even more downplayed for the rest of the Scrub Clubbers, who can only turn into one thing (Taki always turns into a clock, Hot Shot and Chill always turn into faucets, etc).
* Even more egregiously, it was also revealed after the story's cancellation that even that false-Tuyet, and just about every other character that died in the Matoran Universe has been alive all these years — they are simply trapped on the Red Star. The writer could effectively bring back anybody he wants, if he ever found time to continue writing.
* Even more epic is the Horn-call of Buckland, as delivered by Meriadoc. Like Boromir's horn, Merry's horn is said to always bring aid when blown: the mostly peaceful hobbits, who have no military, jump up and organize in the middle of the night under the guidance of the returned hobbits, to defeat an army of Saruman's men in the Battle of Bywater, which is the turning point of the occupation of the Shire.
* even more evidence, with Nuts/Komachi as the Beta and Coco/Nozomi as the Alpha.
* Even more examples abound thanks to the post-Lucas films. As of this writing both
* Even more heartbreaking is Lennier with regards to Delenn. They both think the world of each other, but Lennier gets
* Even more hilarious, because that phrase is similar to 'Mistststück' ('bitch', literally 'piece of manure')!
* Even more hilarious when they try to weasel out of the mistake by claiming that one of them goes by when they first had sex, and the other goes by when they first kissed, causing an
* Even more hilarity essues when different anecdotal archetypes meet together.
* Even more humorously, the next time Commander Shepard confronts the Citadel Council, Shepard also uses the phrase "with all due respect" in what may very well be an intentional callback to Ashley's previous remark (or a bit of a
* Even more implied with Flounder. How the heck was he even able to get a giant

statue of a Prince into Ariel's Grotto. (Assuming the only people who knew about the Grotto were Ariel, Flounder, and Sebastian.)
* Even more importantly, certain locations may have laws about inactive accounts, stating that after a certain amount of time without any activity the account may be considered abandoned property and collected from the bank by an appropriate government agency. The accounts will then be held until someone with proper ID claims it.
* Even more impressive is that he did this without the manual, and actually did a better job than the people who developed the program Tim used. When
* Even more impressive is the Lunatic Pandora, a massive, mountain-sized craft that was buried in the ocean for the better part of two decades but remained fully functional when it was recovered. Those Estharian engineers
* Even more interesting is the smith's puppeting the hero's body to forge the
* Even more interesting, it was the same Sabine, shapeshifted as a blacksmith, the one who sent the party to search the aforementioned
* Even more interesting: While Kennedy was the president who brought the US military into
* Even more ironically, Black would go on to win what most fans consider a far more prestigious World title at
* Even more ironically, Dick Dastardly almost won a race through legitimate means (shouting as he did so, "I'm going to win this race fair and square even if I have to cheat to do it!") but stopped short of the finish line because Muttley wanted his autograph. The debut episode had him stop to pose when the narrator exclaimed the race would end in a photo finish.
* Even more ironically for the McCarthyism interpretations of the original is the main character, played by actor Kevin McCarthy.
* Even more ironically, the Gundam series' continued survival and success is largely down to the fact that Bandai chose to sponsor the series and sell plastic models. The original series' cancellation was in part due to poor merchandising.
* Even more ironic as the best-known of these depicted a boy pushing a bicycle up a steep hill in Shaftesbury, Dorset.
* Even more justified as some scholars suggest that kung fu was invented by people who had learned Pankration from
* even more. Khorne's followers in general qualify. The Blood God (aka the Lord of Skulls) has no interest in churches, altars or prayers. All he wants from his followers is to fight, kill, spill blood and collect skulls or die trying.
* Even more later on, Skyler nearly confesses to Marie that Walt is a drug dealer, only for Marie to pick up Walt's early conversation that Skyler is depressed due to Ted's accident. Skyler just goes along with that.
* Even more limiting, the courts would have a physician examine the recipient to estimate how many strokes he could survive - often meaning they weren't even prescribed the full 39. And he would be reexamined after every three strokes to make sure he could survive the next three. Accidentally killing someone who didn't deserve it was
* Even more magically, an ad had the wearer be a little bespectacled
* Even more meaningful is the exchange between Mustang and Hawkeye after the service, both standing before Hughes' grave. Up to this point Mustang has been played as the flippant, arrogant man who seems incapable of doing anything wrong. The transmutation he speaks of could at worst kill him, and is a known sin.
* Even more noteworthy in that the large majority of his career was spent arresting criminals, rather than killing them. In fact, if the stories are to be believed, until the series of events that eventually led to the showdown at the OK Corral,
* Even more noteworthy is Julius Caesar's use of this trope, because he isn't acting like a snivelling coward and it isn't played for laughs. Au contraire, he often appears at the end of a story, granting amnesty to Asterix and Obelix and even doing a few favours... because they have already fought through tooth and nail and the only way to save face and avoid a humiliating defeat, is acting in acceptance. Asterix usually plays along because it would complicate matters a

little otherwise.
* Even more obscure Charlton Horror Hosts include Mr. Bones, Colonel Whiteshroud, the Old Witch, Mr. Dee Munn, and Mortimer Tishin.
* Even more on this: when a group of retired engineers, technicians, etc. heard about this and other similar missions, they stepped forward to volunteer in place of the younger men.
* Even more powerful with Japanese cultural connotation, as he is doing a bow known as
* Even more pronounced in the Season Eight comics, where the Slayers are, suffice it to say,
* Even more reversed in the PSP and iPhone remake, where Warriors get Barbarian Swords...which is ALWAYS even MORE powerful then the Ultima Weapon, while the best the Black Mage gets is...a shiny new dagger. However, the lack of new effective offense spells makes Mages incredibly useless as anything besides support, especially since endgame Red Mages can do anything the Black Mage can, and more.
* even more screwed-up than the Candy Kingdom, and may be almost as big.
* Even more so, Chrollo. Being a nihilist that is not afraid to die, his heartbeat wouldn't change even in the slightest when kidnapped
* Even moreso for the Blades. One Blade can consider a dozen opponents an insult, and in the old days the Blades served as Aegon the Conqueror's personal elite guard after their much smaller force beat back his army and killed one of his dragons.
* Even moreso if the Player decides to go completely independent, commanding the
* Even more so in 3 when taking over a field causes the mooks in that field to explode in a chain reaction upon the slightest hit.
* Even more so in Season two, and after Demi Lovato's rehab stint for self-harm and bulimia.
* Even more so in the episode "Shindig". Mal is basically under house arrest pending his big swordfight with Atherton Wing; back on
* Even more-so in the fan-made expansion "Forgotten Enemies", ask a pilot of a Hadean Atlas to pick you up and he responds in an annoying "I could not."
* Even more so, PDF. Justified by the fact that stories about PDF doing their job and annihilating the invader by themselves are barely exciting, despite being rather frequent in-universe.
* Even more so Rich from pottery class, who has a load of mother issues after his brother died. On the outside, he comes over as the allegedly most charismatic and cool character on the show.
* Even more so, some broadcast companies will stream train journeys - from one hour to several long, with just ambient sound.
* Even more so, the Lich King in the Halls of Reflection, who easily kills anyone who gets too close, and the only way you survive is via a
* Even more so, the season finales are well-known for being some of the biggest drama bombs in television history:
* Even more so the two opposing sentient purposes that drive events throughout the books. And they are actually split personalities formed from the original purpose of the universe which is, oddly enough, as old as the universe itself. The gods fall somewhere in between.
* Even more so when he saves her from death by volcano by jumping into the lava without any sort of protective equipment.
* Even more so with Justin, who even says in "Taxi Dance" that while Alex sometimes gets
* Even more so with Norn Queens. Apparently, poisoning one can make entire tendril with multiple Hive Ships defenseless, at least for a while.
* Even more so with the "hellish rebuke" warlock power, an attack that takes the character's angry shouting (with a seemingly expected performance by the player), turns it into fire and hurls it at an opponent.
* Even more so with Winston Payne, who is hardly remembered by Phoenix and completely ignored by fellow prosecutor Edgeworth.
* Even-More-Space Metal, founded as a sort of side project by Piet Sielck (who used to be in Helloween) with Kai Hansen. Continues in the "Space Metal" oeuvre, with

the main focus of several of the albums being the story of a sentient spacecraft (the titular Iron Savior), which is somehow related to the lost city of Atlantis. Only the first three album from Iron Savior are concepts linked to the titular Space Fortress (from the lyrics it sounds more of a Death Star than a spaceship), the fourth one contained some songs mentioning a new Iron Savior story but also unrelated material, by the fifth album Iron Savior the songs and meaning have got much more subtle and seem like just another power metal band with a penchant for futuristic lyrics. But it doesn't make them any less awesome!
* Even more squicky is Drizzt's relationship with his sister (though they are actual siblings). She seemed taken with him from the time he was an
* even more stupid material, but she operated in such an obvious way, that every member sees it, and when brought into the Earth Science Club's room, she pretty much mentioned her intentions without any prodding.
* Even more tank would count even if most of them don't work. They make the list based on sheer principle.
* Even more than that, it's Crichton's (and humanity's) persistence in the face of the toughest odds that set them apart from other species. It is viewed as a flaw by many, that humans are so ignorant they don't know when they're beat, but that characteristic is what kept Crichton and his shipmates alive for so long.
* Even more than the 1975 World Series (though that one had a suspect call go against them in Game 3), the 1986 World Series stands out as an example of the Red Sox fizzling when it mattered most. With the Red Sox up three games to 2 and leading 5-3 with two out and nobody on in the bottom of the tenth inning of Game 6, Red Sox pitcher Calvin Schiraldi allowed three straight hits and was replaced with Bob Stanley. Stanley then threw a wild pitch that allowed the tying run to score and the winning run to go to second and then failed to cover first base when speedy Mookie Wilson hit a grounder to aging first baseman Bill Buckner, a lapse that probably
* Even more, the reason that worst cop was aiding the Riddler? He felt SORRY for Edward Nygma, whose mental state has clearly unraveled over the course of the series, and eventually, his questline in this game ends up with him occasionally having a Freudian slip about his father while fighting Batman. It's a far cry from the cops in
* Even more to the point, in reference to late-night Cinemax: "There was one on last night where the girl had a butt face but her breasts was immaculate."
* Even more tragically, later examinations showed a strong possibility that the towers should have stayed standing. The only reasons they came down was that the anti-fire foam surrounding the central cores was blasted off by the impact. If they had stayed on, it is possible the towers could have been salvaged, or at least survived long enough to put out the fire and rescue the people still stranded above the impact zones. Also, the towers were specially designed to withstand airplane impacts, but it was assumed such collisions would be accidental involving aircraft approaching New York's airports and thus low on fuel.
* Even more traumatically, Om later encounters the nigh-powerless remnant of an
* Even more true for countries outside the US. For example, Sweden suffering a gene-modded super plague apocalypse and Israel being annihilated by a
* Even more true in series 4 in that she A. warns the Doctor of the impending end of the universe B. sends Donna to the main dimension and C. kicks some Dalek can with her
* Even more weird, Secretary of the Navy Ray Mabus in late 2009 made an appearance on NCIS while not playing himself.
* Even more, whatever wasn't filmed in Pittsburgh or Los Angeles was filmed in New York City due to Mayor Michael Bloomberg being a fan of the series (not to mention a subtle tribute to the fact that Gotham, is, in fact, one of the DC Universe's homages to New York along with Metropolis; the Nolanverse even has such things as the police cars using a livery inspired by the one used by the NYPD in the 1990s). Notably, Bane's attack on the Gotham Stock Exchange had exterior filming on the same street as the New York Stock Exchange; and the final battle that takes up most of the film's final act has locations such as Saks Fifth Avenue clearly visible

during car chases
* even more, where Vita gains a new weapon called Warhammer. It's huge and looks like it has a fusion reactor in the middle.
* Even most metalheads might not know Finnish prog band Vanishing Point, but most everyone in the
* Even most of the cast don't even know what's going on with the show or what scene they are shooting as they were shot out of order. For example,
* Even Mr. Boynton take part. "Clay City English Teacher" sees him try to imitate Sam Spade in an effort to lure Miss Brooks away from the eponymous teacher.
* Even Mr. Mxyzptlk got a moment like this in his first episode. At the end he's permanently defeated by Superman and is stuck in his own dimension, but apparently has given up his obsession with trying to beat the Man of Stee—- oh no wait, no he hasn't.
* Even Mulder's informants can be seen as this, as they simultaneously offer Mulder information, withold it, and feed him incorrect information.
* Even Naegi himself comes close to death by getting hypnotized into suicide, but he came out okay too.
* Even Nani has a point, while arguing with her little sister isn't very productive, asking her angrily if she actually wants to be taken away after the disastrous visit with the social worker she does genuinely seem to wonder if that's what Lilo actually wants. Nani is trying her best while Lilo flat out implies that her sister hits her with bricks in a pillowcase, and also refuses to communicate to Nani when the woman is trying to get her to talk about why she behaved like that, just screaming no over and over again. Nani clearly made an effort to coax Lilo on how to get through these visits so they can stay together while the little girl in her own grief seems to be intentionally making everything harder. While she isn't actually doing it with that goal in mind, it's no wonder her sister is beginning to think that and lashes out in her own grief because Lilo refuses to let her older sister try to help her.
* Even nature gets in on the act. Drab colors are used to blend in with the environment, whereas bright colors (red especially) are used to warn predators of poison (or are used by nonpoisonous creatures to bluff). Unless it's a fruit, in which case red indicates ripeness.
* Even Nerds Have Standards: Someone's a nerd, but not a big enough nerd for this thing.
* Even Nerds Have Standards: There are things so geeky no self-respecting nerd would get involved with it.
* Even neutral parties can have powerful armies. It's best not to invoke the fury of
* Even Nina Heyn, Disney’s Executive Director of International Publicity, admitted (quoted from
* Even now, can sealers are tricky, finicky machines requiring constant minute adjustments and the whole set of high-tech gizmos to ensure the consistent quality of the seals, up to
* Even now, the Black Stone is a point of reverence for nearly every pilgrim that comes to the Ka'abah. However, no power nor miracles are ascribed to it by most Muslims. A famous saying by Umar, the Third Caliph, even goes so far as to claim that, were it not for the Prophet's habit of kissing it during pilgrimage or pointing at it, he would not have done so himself.
* Even now there's a notorious practice of using the best rendered cutscenes for
* Even nudity wouldn't necessarily bar a movie from a G rating in the early years. The 1973 version of
* Even occasionally slip through in narrations and voice-overs; for example "Forensic Detectives" had a dangerous crime scene being declared a "Big hazard" rather than "
* even older develops as Yukiko asserts herself as an asset to the team and wants Chikage to notice her, while Ayako gets jealous as Hell...
* Even older examples are Durthu, the oldest treeman, who is as old as Athel Loren, a forest the Old Ones seeded when they first arrived on the planet over

10,000 years ago.
* Even older film example: the gymnasium of Bedford Falls High School memorably transforms into a swimming pool in
* Even older incarnations of Link aren't immune. When Link revives Scrapper in
* Even older than Capek, the Victorian writer Samuel Butler addressed in some of his writings the idea of machines experiencing Darwinian evolution and rebelling against humans. The "Butlerian Jihad" of
* Even Older Than Dirt: There is a painting of a comet on a cliff wall in central Australia that is estimated to have been created some 9000 to 10,000 years ago. It is surrounded by painted figures of animals, and some paleoanthropologists believe that the comet was taken as an omen for lucky hunting.
* Even older than that, although not by much: the original birth of Christ in the Gospels took place against a backdrop of Roman occupation, mass infanticide, parents fleeing the country to save their baby...
* Even on a completely consistent week, he's only likely to get three pages up. And those pages might be a one-off gag or a Shirt Guy Dom day. The printed editions have all the story relevant pages up at the front, then have different section for SGD and one-off strips.
* Even on an an uneventful trip through the warp, timekeeping relative to the materium is a pain in the neck. Because all communication also uses the warp, the further a planet is from Terra the less certain they are of the actual date; the calendar the setting uses actually accounts for this.
* Even on a social level, many of the Covenant races are somewhat old-fashioned; the Elites live in a feudal society complete with serfdom, the Brutes and Grunts still organize themselves by clans and tribes, and the Jackals have no real governments of their own outside of the Covenant High Council, though it's worth noting that both the Jackals and Elites still managed to independently develop space colonization technologies not only back when humans were still using swords and bows, but
* Even once he becomes a good guy Woolsey, uniquely, remains a bureaucrat. In fact he gets a few CMOA out of his skills as a lawyer and underhanded politician.
* Even once the true nature of fossils was recognized, scientific assumptions about them could still be rather wide of the mark. Paleontologists of the early 19th century thought that the dinosaur genus
* Even one guy (Uzzah) who tried to prop it up when he noticed it was slipping out of the oxcart it was being transported in. For the record, he had it on an oxcart instead of having it carried by 4 priests like it was supposed to. If you're handling a holy artifact, you'd better damn well transport it in the prescribed fashion.
* Even one of Jon's mods, Ryan, has been on the receiving end of this. Most likely suspect is someone using the animated Mystery of the Ghost Fart to depict Ryan as Shantae (who maintains the half-genie's normal colors of red clothing and purple hair as Jontae has teal clothes and platinum-blonde hair, along with Ryan's Shantae look retaining her hoop earrings (Jontae wears star-shaped ones that appear to indicate a hint of Rosalina also being involved in the fusion)).
* Even one time when the twins themselves were feuding, Brie prevented
* Even one who was mostly one of the good ones, Karen Page, became addicted to drugs for a time and sold his secret identity to the Kingpin.
* Even on his spare-time this Badass directly challenges Italian mafiosos.
* Even on the inland seas...from the War of 1812, there were wooden-ship battles on the Great Lakes, and the Battle of Lake Erie provided a quote from Oliver Hazard Perry almost as famous as John Paul Jones's above:
* Even on their own, Squirtle and Ivysaur themselves qualify; it seems strange to add two more Generation I representatives that probably wouldn't be chosen as fighters without the Pokémon Trainer's gimmick, especially as the number of potential Pokémon keeps growing. But as mentioned before,
* Even on the nicest days, there's a literal dark cloud hovering over the Bundy house on
* Even on this Wiki there were quotes that, at a convention, one of the writers

said Amy and Tekno from
* Even on upright pianos, the soft pedal's implementation can vary, even though they follow the same principal of moving the hammers closer to the strings. On some pianos, depressing it causes the keys to fall slightly, thus shortening the key travel distance. On other pianos, the hammers move closer but
* Even ordinary young children can become this, because they don't always grasp the real-life ramifications of what they're talking about.
* Even Osamu Tezuka himself does it with seashells in his experimental film
* Even Oswald was fed up with his son, Edrick killed for the thrill of murder and lacked the sense of humor which made the Mad King popular as a spirit. Their relationship was tense and only made worse by Edrick's tendencies to commit pointless atrocities at the worst times. Edrick eventually tried to overthrow his father by slaughtering an entire village and laying the blame on Oswald, hoping to rally the peasants to his cause. Oswald found out and had his son sealed in a sarcophagus with the intention of releasing him once he'd learned his lesson, only for the mob riled up by Edrick to storm the castle. Oswald left Edrick sealed away and had all references to his name erased from the library as a final insult.
* Even other cats beside Hissy use this too, such as (so far) "Adopt-a-Palooza", "How ARF Got His Bark Back", "The Naptime Chronicles" and "Bingo and Rolly's Playcare Picnic Party".
* Even other minions of the Wyrm will destroy any Gray Mass infestation that shows up. Their corruption is so virulent and indiscriminate that they even jeopardize the other minions of the Wyrm and the Wyrm's greater plans.
* Even other personalities see this as immature. If you're not mature enough to
* Even our hero does it. While in his evil Angelus persona, he mentions using his superhearing to listen in on Fred and Gunn having sex and indulging in
* Even outside of Captain America and Nick Fury, several Marvel heroes had their backstories tied into wars. These examples were retconned in the series
* Even outside of ComStar, there are a number of major Megacorps, including Irian Technologies, Defiance Industries of Hesperus II (which is the defacto and dejure government of Hesperus II, though that's because the city-sized Defiance Industries factory is basically the only inhabited part of the planet), Interconnectdness Unlimited, the Ivory Trade of the Order of the Five Pillars (which morphed from an ivory cartel into a quasi-mystical order that is fanatically devoted to House Kurita and intimately connected with the ruling family), and the Ryan Iceship Cartel (which held a monopoly on the vital trade in ice to water-poor planets in the early days of colonization).
* Even outside of hero work, by the end of the series, members of the main cast gain great success in fashion, military and stunt work, teaching, etc. Still no outside of Ponyville seems to recognize them most of the time, while their hometown only ever holds them in high esteem within the context of their far more mundane day jobs, as they quickly came to see the occasional dangers that the group saves the town from as
* Even outside of M7Ms, triple-M is a really effective tactic since missiles are standardized, and the only limitation on how many you can carry is the size of your cargo bay.
* Even outside of melee, a dramatic revelation can easily wander into Distracting Disambiguation
* even overriding the damaged nerves in his severely burned hand so that he can play it effectively
* Even Paul the Delivery Guy, who had never before been seen in any episode before, gets his own episode, "Delivery of Destiny".
* Even people from technologically developed cultures who believe in curses often think that a photograph can be used in a manner similar to a
* Even people who can usually tolerate Cartman's bigotry and selfishness for being so over the top are quite disturbed by his behavior in Season 21, where his relationship with Heidi becomes emotionally abusive in a very realistic manner (Cartman threatening suicide if she breaks up with him and gaslighting her until she becomes just as miserable as he is).

* Even people who haven't seen the show are likely aware of the cultural phenomenon that is Mandy (aka "Naked Mandy"), the cold, ruthless
* Even perfectly ordinary rocks can fall under this trope if there's a sudden demand for them. White Jurassic limestone from Solnhofen, in Bavaria, was just a relatively mundane construction material for roofs and floors (it was used for some fine carving, but only locally) until 1796, when lithographic printing was invented and created an insatiable market for the stuff. When printing tech marched on, Solnhofen's limestone became more or less just another rock again (paleontologists know it for its good supply of Late Jurassic fossils, the most famous of which is
* Even planets that humans actively colonize aren't all Earthlike. Eden Prime, which you visit at the beginning of the game, is pretty close to Earth, except for its sixty-four hour days.
* even played by the same guy, who hasn't even changed his voice for the role. You've got them coming and going...
* Even Pokemon have this; Gardevoirs have "hair" that splits at the neck and goes over the shoulders like a pair of horns while the bangs rest on the face at a point and Gallades have their hair styled into a helmet-shape with a blue mohawk/crest with the same bangs as a Gardevoir.
* Even pornography is not immune to this trope. Larry Flynt, upon briefly becoming a born-again Christian in 1977, tried to redesign
* Even prior to the invasion, the Commissar Order was issued. It dictated that all captured Soviet commissars were to be shot immediately (in violation of international law, as they would be POWs) along with regular soldiers deemed thoroughly indoctrinated into Communist ideology. Exact numbers of those killed as a result are unknown, though it's estimated as in the thousands. All those issued the order enforced it, though many generals later claimed they hadn't to escape prosecution.
* Even pure oxygen can kill a human if it is breathed in for longer periods of time, especially if it is pressurized.
* Even putting the latest strip on the home page runs the risk of doing this. Woe betide any reader who just happens to arrive right after a major plot twist.
* Even Pyramid Head is this. In fact, Pyramid Head was designed visually to be this taken to the extreme: not only is he missing a face but his head isn't even
* even quirkier and dances after every successful mission (he's contractually obligated by King Cold to do the Dance of Joy, and by Cooler to do the Daddy's Little Princess Dance. He also has the Dance of Cheering You Up when Freeza gets upset, and the Dance of Solitude when he's alone).
* Even Ratchet's G1 incarnation, who's not really intended to represent any extreme of age the way Kup is, tends to get a lot of this trope. His canon appearances as a competent medic and go-to guy paved the way for his interpretation by the fans. Fandom is especially fond of causing him to bludgeon insubordinate/uncooperative patients with wrenches and other tools, go all
* Even RCTI have to cut out a scene (where Gian and Suneo watching wrestling with 3D glasses) from an
* Even reasonably competent cooks can do this by accident if they make substitutions in recipes without understanding how the ingredients combine. People making substitutions in online recipes and then
* Even repeat mothers looking for the true father(s) of their children are often seen acting hopeful and "110 percent" sure the alleged father is the real one, despite the same allegations not working multiple times before.
* even sample $20 plates to show how the serial numbers worked Some large proportion of $20s were said to be these indistinguishable "Superdollars", but supposedly changing things would have been too difficult until the redesign in 1998.
* Even Sandy Mitchell himself isn't sure if Cain just doesn't give himself enough credit.
* Even scholars on the subject were caught off-guard. History Professor Michael Hughes of University College of Wales, in the epilogue to his book
* Even scientists aren't exempt from this. A biology professor had David Suzuki

following him while he studied grizzly bears. At one point, the professor assisted with the filming of the bears at night with an IR camera. Suzuki, not liking how that looked on TV, replaced it with daytime footage, filtered so that it looked like night time. Needless to say, that was one very peeved biologist.
* Even Scrooge McDuck can't avoid this one. In one story, he rockets through space to claim a moon made entirely of
* Even setting incarnations aside, the Doctor can be loosely split up into decades:
* Even Shepard falls into this role. While by no means lacking in intelligence, they will often take the everyman seat and just let
* Even shorter was the Six-Day War in June 1967, though it contained many weeks of buildup and proved to be a very eventful six days (
* even shows up, when Mike finds out he's barely in the photo for his student ID.
* Even sillier as one of the girls is invisible until the end of the transformation sequence.
* Even similarly designed wireless systems have the limitation of their transmitter.
* Even small companies in barely-relevant regions get to have this, as Alaska's two locals, GCI (primarily the cable company) and ACS (the privatized version of formerly-public phone utility company ATU, merged with Internet Alaska, the first non-AOL ISP in the state) both regularly trash each other in various commercials - ACS largely on price (they resell Dish Network as well), while GCI goes on and on about DS Snail - while using one of the cast of
* Even small-scale popularity can have this happen. Some artists may be constantly bombarded with messages discussing commissions, people wanting to be their friends, or dealing with web-drama amongst their existing friends so getting a hold of them is
* "Even So Come" by Chris Tomlin, which is about waiting for the Lord's
* Even so, it should be noted that there have been a significant number of "suspension failures",
* Even Solution gets in on the act by getting jealous of the slime Ainz uses to degrime his skeleton and asking to be used instead.
* Even Soma gets into it, after doing a dramatic Takumi-esque rivalry speech to Akira, his attempt to leave is stopped by Jun throwing the door open and jabbing him in the stomach.
* Even some gaming oriented pre-builds are not immune. Despite being sold at large markups over the cost of parts and flashy looks, they tend to have brand name CPUs and GPUs and skimp on stuff like motherboards and power supplies. Moreover, the flashy cases tend to not be that great for airflow and general cooling capacity. There's a reason pre-builds are frowned upon by many enthusiasts who prefer to buy parts separately and build PCs themselves.
* Even some incredibly powerful forces of Good cannot be viewed safely by mortals. The
* Even some lower-rent places will helpfully tack the day's sports page up there.
* Even some loyalist Space Marine chapters fall prey to this, when quirks in their gene-seed cause initiates to develop unconventional traits. The Black Dragons for instance have a tendency to grow bony talons from their forearms,
* Even some male characters play along. Two villains — the Winter Soldier and the Grandmaster — wear the
* Even some Nazis found the Rape of Nanjing horrifying. John Rabe — a German businessman and Nazi party member — was one of the key figures in setting up the Nanjing Safety Zone at the height of the massacre and tried to save as many civilians as possible from rampaging soldiers. Rabe wrote to Hitler, expecting him to intervene if he knew, but the Gestapo intercepted the letter and arrested Rabe. They eventually released him but forbade him to mention the atrocities again.
* Even some of season 5's episodes had been released on DVD before their official airtime on DVD%20s such as "Friend or Foe?" ("The Original Fry Cook", "Night Light", "Fungus Among Us", and "Spy Buddies"), "Season 5 Volume 1" ("Fungus Among Us"), "Bikini Bottom Adventures" ("Boat Smarts", "Good Ol' Whatshisname", "New

Digs", "Krabs à la Mode", "Roller Cowards", "Bucket Sweet Bucket", and "Breath of Fresh Squidward"), "WhoBob WhatPants" ("Goo Goo Gas"), and "Season 5 Volume 2" ("Goo Goo Gas").
* Even some of the humanoid enemies are top heavy guys too, like the
* Even some of the retail servers allow game-masters and moderators to screw the rules of the game...whether this counts is a bit more debatable, as they're usually not used to
* Even something as simple as the color of a spell is caused by wizards expecting it to be that color.
* Even something we take as simple, like reading can be this. It allows one to hear the dead speak and anyone to communicate the most arcane knowledge. Non-literate societies were shocked to find people opening up dead leaves and producing voices and knowledge from them. Even in more "civilized" societies, like Ancient Rome, silent reading was a kind of magic, as recorded in Saint Augustine's confessions when he discusses Saint Ambrose, "When [Ambrose] read, his eyes scanned the page and his heart sought out the meaning, but his voice was silent and his tongue was still. Anyone could approach him freely and guests were not commonly announced, so that often, when we came to visit him, we found him reading like this in silence, for he never read aloud."
* Even some U.S. presidents were avid skinny dippers, with the most avid being
* Even so, the investigations are not renowned for their thoroughness or impartiality.
* Even so, they’re not above creating cyborgs to better protect their hatchlings. The half-skeletal Cyborg Midwives, fitted with laser weapons and created from ship’s nurses, are some of the most difficult and disturbing enemies in the game.
* Even Star's mother Queen Moon has the same kind of hair she does. She usually wears it in a large heart-shaped updo, but when dressed for battle, she wears it in a long braid. And as a teenager, Moon wore her hair loose just like Star does now (and in fact looked
* Even statues of humanoids can become animate and attack; living statues and golems are favorite guards in a wizard's abode.
* Even staying out of the Warp doesn't mean escaping this trope. Sometimes, a
* Even Stevens. A few of them involved trying to buy hot sneakers from a shady salesman, making the neighbor kid look like a genius so he could meet his favorite news anchor and rent out his house as a bed and breakfast while his parents were away in order to afford to go skiing for a weekend his best friend Alan Twitty was almost certainly expected to be involved.
* Even Stevens. After Ren ruins one school picture, she nearly sneezes during her retake photo, but this time the finger under the nose works.
* Even Stevens and more often than not causes trouble for the rest of the family, especially Ren.
* Even Stevens anyway during the dive. Nevertheless, his father is impressed with his son's actions and applauds him, which no one else joins in.
* Even Stevens did this twice, although not really in the fridge for both examples. One was some old food under Louis' bed which mutated badly enough to have to call in a hazmat crew. Another was an old sandwich in his locker which was alive and fierce enough to shred the tennis racket Louis tried to scoop it out with.
* Even Stevens episode "Secret World of Girls". After the girls realize the boys have been spying on their slumber party all night, they rush down to the basement to confront them. All of the frightened boys manage to scramble outside through the open window except for Louis; Ren grabs his ankle just as he's about to escape, and drags him back in as he screams.
* Even Stevens episode uses this at the end, when Ren is getting a retake of her school photo. She is about to sneeze, but Louis puts his finger under her nose to stop it and save her from being photographed mid-sneeze.
* Even Stevens features a subverted underwear-showing version of the trope, in which Louis gets wedgied by Beans with a fishing rod when he is crouching down next to his closet, exposing his underpants.

* Even Stevens has Louis help the school's baseball team's star pitcher, Twitty, improve his game. When Twitty strikes out the last hitter of an inning, Louis dumps a bucket of Gatorade on the coach, who angrily points out it's only the top of the sixth.
* Even Stevens has Ren and Louis Stevens sitting in front of the TV, each with a remote control trying to change channel to what they want to watch. When they can't agree, they turn their remote controls into lightsabers and begin to battle one another in a display of sibling rivalry.
* Even Stevens. He was essentially a parody of the Drop-In Character, since the Stevens family couldn't keep him out of their house no matter what they did. And not only were his parents never seen, but the only episode where anyone tries to track Beans back to his house led two of the main characters to conclude that Beans was in fact an alien.
* Even Stevens: In "Head Games", it is discovered that Twitty has incredibly aim when he is enraged at Louis. He joins the baseball team as a pitcher, with a photo of Louis on the catcher's mitt.
* Even Stevens: In one episode, Louis and Twitty play a game called "Sweaty Sock Ball", whose convoluted rules seem to change depending on the whim of the participants.
* Even Stevens: In "Ren-Gate", after Louis catches two bullies giving a kid a wedgie, he punishes them by giving them wedgies in return.
* Even Stevens pilot, the characters' voices never match their lips when they say "Stevens". The family's name was changed from Spivey to Stevens after filming and the new name was looped in before the episode aired.
* Even Stevens points it out too. Luckily, Twitch changes the subject before Louis embarrassed himself even more.
* Even Stevens Ren never hesitates to call Louis an idiot. However, after failing a band audition (big time) the guy judging it called Louis an idiot. Ren then told him that the only person allowed to call him an idiot is her.
* Even Stevens, Ren was excited to get her braces off on picture day. Unfortunately, some dental medication caused her cheeks to swell up enormously.
* Even Stevens. There's even an episode dedicated to how the Stevens would live if they didn't have Louis in their lives.
* Even Stevens they run away but Louis gets captured by his sister Ren and the other girls and forced into a makeover.
* Even Stevens) trips on a tree trunk and flies face-first into a mud puddle in the forest. He spends the rest of the episode caked in mud and attacked by girl scouts screaming "Mud Monster!"
* Even Stevens. When asked about the creative differences that led to the breaking up of the band with friend Twitty, Louis explains, "I'm creative, and he's different."
* Even Stevens which were TV-G in their original runs, TV-Y7 on ABC Kids, and TV-PG on Disney+, despite there being little to no inappropriate content.
* Even Stevens: While not actually dealing with death, this trope still applies: In one episode, the Stevens were going to move to Washington D.C. after Mrs. Stevens won the Senate seat, so the family tried to live out their last day in their hometown to do things (Ren Stevens having her friends paired up with a lookalike, Louis Stevens finally taping his feelings for his female friend, and Steve Stevens... well... telling off his boss.). Of course, once it turns out that they wouldn't be moving to Washington D.C. after all (Turns out they mixed up the ballots, which means it was actually her opponent who won the election.), they immediately attempt to rectify the situation. It's also subverted in the sense that Steve Stevens ended up refusing to rejoin his job in the end despite attempt to get it back, as well as Louis Stevens receiving a video from his crush explaining her feelings for him as well by mistake (he originally intended to get back his own tape). Played straight with Donny, though, as his coach ended up in Washington D.C. because he never got the memo.
* Even Stevens worked at a toast store and successfully lobbied for better working conditions.

* Even Steven, who is familiar with human culture, is prone to this due to his exuberant nature. When Garnet returns from a solo mission he asks if she brought him a present, he is handed a rock. He gleefully puts it in his mouth. This can also occur due to his unusual upbringing - he is also fascinated by Connie's description of a school, and a book series (which he doesn't know should be read in order, because the books he's used to don't have an order).
* Even still, Phyrexians in their newest form seem to move away from this trope. Ever since the Phyrexians took over Mirrodin, turning it into New Phyrexia, there have been five different factions corresponding to each of the five colors, and each being lead by a praetor, each with their own brand of pitch-black evil... Except the red praetor, Urabrask the Hidden, who, true to his red mana alignment, is a lot more individualistic and merciful than the other praetors, and therefore leads the only Phyrexian faction capable of free will and compassion. Probably due to this, he is the only Phyrexian leader who plots against the other praetors not simply to gain power but to actually work against Phyrexia as a whole. This is mainly because Phyrexia's primary goals strongly go against two of red's strongest points: freedom and emotion.
* Even stranger when one book specifically notes that a hard vacuum is a decently good insulator and that freezing to death isn't really a concern.
* Even Sun isn't exempt of this trope. When she realizes that Akeno is conducting a
* Even Susan gets in on the act, using her uncanny ability to rollerskate using improbable gadgets.
* Even sweeter? At first Gimli would ask for nothing, saying the hospitality he'd been shown was enough. Galadriel is so impressed with his humility that she has a command for all of Elfkind at that point.
* Even switching between Linux distributions can invoke this, as different distros have different commands/programs to fulfill the same purpose. The most notable of these are package managers: Debian-derived systems including Ubuntu use apt, Red Hat-based systems such as Fedora use dnf (which replaced yet another package manager yum), SUSE uses zypper, and Arch uses pacman.
* Even Sylar, after he steals Isaac's precognition power, does things like
* event and you have a very tedious, very annoying event from start to finish. Fortunately, if you know about the Bad Omen (it is visible in your inventory like other effects), it can be cured by drinking milk like any other effect.
* Event-Driven Clock: In-universe time and calendar is based around the hero's actions and progress rather than a real-time clock. Time of day can be very important to a scene, and technical difficulties can arise if the alternative is used, especially in pre-rendered cutscenes.
* Even Team Rocket has had cute Pokemon, especially Chimecho, Mime Jr., Cacnea, Wurmple, and Woobat and even Meowth.
* Even-tempered Joceyln Schitt is suffering from post-partum sleep deprivation and hints to Moira and others she is at her near breaking point. When she arranges for a babysitter (who is really a pet sitter but making an exception) so she can attend a Jazzagals rehearsal, Jocelyn arrives to discover that the rehearsal was moved up an hour to accommodate Twyla and Ronnie. She finally snaps and says her friends are acting like B-words.
* Event Flag: Something happens that triggers something else (not always related) to occur.
* eventful decided to stay home with his wife and children. Tragically, one bad day in the park gave him a new war to fight.
* Even that anti-religion line is pretty suspect in older editions, where they all
* Even that character is hardly cold. He does have the military history, but from the beginning, he's clear that he sought out SRU because he wanted to save lives instead of taking them. And he's just as devastated as the rest of the team when they have to kill someone, especially when it's his finger on the trigger.
* Even that depends on your definition of evil. If that happens to be malevolence, well the Borg do not hate any species and literally cannot wish harm against them. Their only desire is to advance the Collective, and they act exclusively on that

desire. It seems the more powerful they are in an area the less dangerous they - as a single isolated Borg will assimilate just to gain numbers on its side, but in the heart of Borg space they are happy to ignore individuals, ships or even the occasional (simplistic) species if they have nothing to specifically gain from assimilation. They are a major power in the Delta Quadrant, yet other species abound in space surrounding them. In the rare instances they respond to the idea others do not want to be assimilated they act confused, as if the assimilation is a kindness the rejection of which they cannot comprehend. And by all accounts, being part of the collective is quite the experience and apparently not an unhappy life - for a given definition of the word 'unhappy'.
* Even that might have been dealt with because of another safety measure designed in: the reactor power system had the capability of getting electricity from truck-mounted mobile generators, which were, in fact, on scene within a few hours. Only problem was that no one had verified that the generators and the power system they were supposed to supply emergency power for had compatible attachments for the power cables.
* Even that pales in comparison to Paratarsotomus macropalpis, the fastest animal in the world relative to its body size. It's a mite only 0.7 millimeters long, but it can move at 322 body lengths per second. That's the equivalent of a human running at
* Even the act of a baby tearing up a cake is too much: one segment had a competition to see what baby would make the biggest mess, with cakes provided by
* Even the Americans didn't avoid this trope entirely. Front-line US Navy units used biplanes such as the Grumman F3F and the Curtiss SBC Helldiver as late as 1941. Meanwhile, in the Philippine Islands, some of the American and Filipino defenders flew Boeing P-26 Peashooters, with their wire wing braces, fixed landing gear, and open cockpits, against the attacking Japanese forces. Despite their obsolescence, they achieved several victories against Japanese bombers and fighters in the first few weeks of the war.
* Even the Asgard (who are all clones) mention having political strife (although we never actually see much of it).
* Even the Bene Gesserit, an all-female group obsessed with breeding programs, will only use natural methods of impregnation, to the point of forcing the openly-gay Baron Harkonnen to have sex with one of them. This gets ludicrous when they're worried that bloodlines may die out when all they'd have to do is obtain sperm samples and keep those in nullentropy capsules to use in worst-case scenarios. These women claim to be entirely rational (they despise love because it clouds reasoning) but refuse to break irrational taboos. In fact, the only time this is broken is by one of them who does it
* Even the best endings in the "Time of Judgement" supplements for the
* Even the best episodes as bedside reading to allow him to run complex ships' systems and get into highly secure areas like Engineering, and to override the one security system the ship apparently had, knockout gas flooding all decks?
* Even the best, true ending is this. The entire plot of the game involves destroying alternate universes, and the game doesn't hide that everyone in those universes dies. While there are some scenes of party members feeling bad about it, they quickly get over it and the party just accepts this as a necessary evil. By the time of the ending, everyone is long done feeling bad about about destroying alternate realities, which means that not only does the ending involve killing trillions of people when all the remaining realities are destroyed, but nobody even cares.
* Even the Big Meg's judges aren't immune to this trope. The entirety of "The Pit" arc has Dredd assigned as sector 301's Sector Chief in order to weed out dirty judges on the take from the Frendz syndicate. It turns out that the dirtiest judge in the Pit is the sector's head of the
* Even the bright colours have practical basis. As darker colours absorb more heat, it make the material hotter and less comfortable as they're more likely to sweat under, whereas brighter colours would reflect more external light and heat away from them and be somewhat cooler. It also increases visibility, which unless

the hero is
* Even the Brotherhood of Steel and the Enclave can be argued to fall under the "low culture" part of this trope. The Brotherhood of Steel in
* Even the Capital Wasteland Mutants don't all follow the rule — it is
* Even the case for more recent shows. Everyone who was born before or during
* Even the cast and crew weren't averse to a bit of it among themselves. Roy Skelton, one of the Dalek voice actors during the classic series, says he and his colleagues would often compete with each other on set, to see who could be the most
* Even the Centers for Disease Control and Prevention (aka the CDC) is getting into it, with its
* Even the Chief did it, when on a mission so classified that he couldn't tell his agents about it. He pretended to be dating a much younger woman, and at one point they met on a park bench so she could give him a secret formula
* Even the Chozo, in Japanese: "choujin-zoku" means "birdman race". Chozo look like humanoid avians.
* Even the closest thing the setting has to "Good Guys" are pretty horrific. The Imperium is xenophobic Totalitarian Theocracy who feed 1000 souls to keep the
* Even the codex takes potshots at them, despite supposedly being from an objective in-universe source. The description for
* Even the combined might of the rest of the Eliatropes isn't enough to stop him. He is only foiled when a Dofus explodes right in his face, separating him from the Eliacube.
* Even the conventional "sylvan fey" of the Land of Mists can be nastier than elsewhere, due to the ambient influence of the Dark Powers throughout the setting.
* Even The Courier can run into this, as the Vault is filled with ammo, arms, armor, and gold ingots worth a fortune; but taking too much will slow you down so that you can barely move - while the timer on your explosive collar ticks down.
* Even the Dark Eldar have reserves, in a weird way (though not usually in tabletop terms). Almost all of the Dark Eldar race are clones quickly and cheaply, with live born children (called Trueborn) are considered special and are pampered and taken care of (and get their own unit). Oh and if you kill one of the leaders, so long as they get some of the corpse (not all, some) back to the
* Even the DCAU isn't immune. Harvey Bullock may have been more of a
* Even the dingo, an Australian icon, is one of these, brought to Australia by the first humans to settle there. Competition with dingos, as well as diseases transmitted from them, may have resulted in the extinction of the Thylacine (or Tasmanian tiger) on the Australian mainland, although it survived in Tasmania until 1936.
* Even the Dog Is Ashamed: Everybody is ashamed at someone, even their pet.
* Even the Dog Is Ashamed: Everybody is mad at somebody, even an animal.
* Even the Dog Is Ashamed is borderline; while the "Dog" in question does not have to be a Canine, it does have to be an animal, and it usually is a Canine.)
* Even the Dog Is Ashamed: The character has screwed up so badly that not even their loyal companion is willing to stick by them anymore.
* Even the DVD releases of Digimon for the US (Adventure, 02, Tamers and Frontier) also suffer from this. (This is from the same company that released the H2O example above.)
* Even the end of the Cold War didn't stop these close calls - a rocket carrying scientific equipment for studying the aurora borealis was
* Even the established torture-happy monsters like Gregor Clegane, who had people killed via terrified rats gnawing through their chests for the hell of it, don't hold a candle to just how utterly sadistic and cruel Ramsay can be with those who fall into his hands.
* Even the Evil Gods have their own loyalties and biases. Loki is still Evil and at odds with Thor, but willing to cooperate together and
* Even the fast-food industry has some of these. New hires at the local McDonald's will often be asked to go get "more steam for the bun steamer".
* Even the Federation uses it, having created Mother Brain-like super computers called Aurora Units and cybernetic war robots.

* Even the films referenced above don't play it exceptionally straight: while Threads makes mention of the fact that during the time the big nukes were flying, Western response times were slower than others, blame wasn't specifically placed on the USSR for shooting first. In The Day After, it's never made explicit who shot first strategically. (Though in both films, the events that lead to war are precipitated by Soviet armed forces expanding into regions like the Middle East, so...) This is partly excusable because there is/was a general public fear that any side could strike first contrary to stated policy (lookup Able Archer '83 for one nearly catastrophic example), and that one nuke's launch is enough to get the powder keg going.
* Even the fire breath is pretty harmless. Which is to say it doesn't have to be, but it's never been used in anger (an emotion Llewellyn seems incapable of feeling to begin with).
* Even the first game has Chinese-equivalent people in Xi'an and a Middle East region from Kalay (Turkey) to Lalivero (Egypt or Ethiopia), with appropriately-dressed NPCs.
* Even the floors are called "chambers" in a direct reference to the chambers in the revolver's cylinder, and the floor teleport tiles look exactly like a revolver's cylinder.
* Even the Freelancers, the results of an experimental and elite military program, are fairly lax about things, and are mostly left to do what they like how they like it. They still get orders (such as Wash's orders from Recovery Command), but they aren't really checked up on all that often, which shows very poor judgment on Command's part, considering the trouble they all get up to. Even in the group's glory days, as seen in
* Even the game developers endorse this. The late concept artist Adam Adamowicz comments on an "Elf Grinder" trap he devised for Skyrim:
* Even the gameplay mechanics have an amusing example, as every entry after
* Even the game's protagonists could qualify. It does, after all, begin with them blowing up a power plant that operates by
* Even the generic weapon shop might qualify for this if one of your party members is an
* Even the Ghost has one of these; an incredibly long-winded monologue about how terrifying everything is in Purgatory or whatever, and then adding that he's
* Even the Girls Want Her: A girl is so attractive that other girls love her.
* Even the Girls Want Her: A woman is so beautiful that even other women desire her.
* Even the Girls Want Her. Yumichika, who classifies beauty by his own unrelenting standards, is reduced to a mumbling wreck when he first meets her. By the time she's in her final year of school, she's the subject of wide-spread school gossip about how she's so beautiful and sneaking photos of her face. At one point, Shishigawara is sent flying backwards by her appearance alone, leaving him dazed, shaken and wondering if she's inhuman because nobody human could be that beautiful.
* Even the Global Occult Coalition is implied to not be as bad as the Foundation makes them out to be. It's sometimes heavily implied the whole "kill every SCP they come across" is just the Foundation's
* Even the Grey Wardens are less extreme in presentation but ultimately just as inclusive and binding. In theory, anyone can be conscripted — from blood-soaked psychopaths right out of the hangman's noose and the lowliest slaves to princes, kings, and lords — and in particular apostate mages (who'd otherwise be executed, lobotomized, or imprisoned) are free to fight right alongside everyone else. Their job is to stand between the darkspawn and the world, giving up everything (lives included) so the realm can exist in peace, and they are equally legendary and reviled for their heroism and absolute ruthlessness. In practice, the order's reputation has dwindled over the years and there are now far fewer high-status Wardens, leaving a fighting force of oddballs, criminals, and peasants sometimes unaware of the sacrifices Gray Warden are expected to make.
* Even the group of Insurrectionists the Freelancers were fighting would count (or at least the ones that aren't

* Even the Guys Want Him: A guy who's so attractive that other guys love him.
* Even the Guys Want Him: A man is so attractive that even other men desire him.
* Even the history plays are not immune to rapidly climbing death tolls.
* Even the illegitimate members get in on it; Vidar (illegitimate and much older half-brother of Thor, who dropped his claim in relief as soon as Thor was born, former God of Thunder, current spymaster and
* Even the Illusive Man, Human Supremacist Supreme, isn't exempt from this trope. Amongst the data the Shadow Broker keeps on him is a list of TIM's Sexual Liasons. There are a lot of human supermodels and an Asari Matriarch (twice). Averted in the case of his minion Kai Leng, who in the books finds
* Even the initial "reawakening" protocols and interment were flawed, causing many of the necrons to become quirky and insane before all this "resurrection" nonsense. Nemesor Zahndrekh is the most notable example, as he still thinks he's a creature of flesh and blood fighting against the other Necrontyr Dynasties rather than waging inter-galactic war against aliens. The Destroyer Cults are ones who were so thoroughly broken by their bio-transference that now they want to utterly annihilate everything (this madness extends to the aptly named Destroyer Lords, and the fluff indicates that this is also responsible for the entire earlier canon fluff; the first of the lords and warriors to awaken had their memories damaged so much that they thought they were still slaves to the C'tans, slavishly carrying out the wills of long-dead gods.
* Even the Internet falls victim to this. Because television shows are almost always licensed for viewing only in certain countries, online players will usually block users from foreign countries. Never mind asking
* Even their own mass production vehicles suffered this issue. German tanks are infamous for their inter-weaving wheels,
* Even the Ixians, whose entire planet is a giant underground machine factory (they are the ones who build the enormous Guild heighliners) use throngs of suboids, a specially-bred race of humans mostly incapable of independent thought. This is considering that factory machines like the ones we have don't need to have complex computer "brains", which is what they're really afraid of.
* Even the JSA gets into the mix. Stargirl went back in time to found Camelot as Merlin.
* Even the killer got trapped in the crime scene and then made it seem like he just arrived when the bridge was repaired and the police came, but you don't figure this out until late in the case.
* Even the Kingpin himself is shown to genuinely love his wife and son, and to be truly devastated when his life of crime costs him his family.
* Even the kings were occasionally punished for their wasteful wishes. When David fell in love with the married Bathsheba, he sent her husband Uriah to his death to have her for himself. God, furious, sent the prophet Nathan to tell David a story about two men, one rich and one poor. The rich man had many sheep, while the poor man had only one—but when the first man wanted to hold a banquet, he stole and slaughtered the second's sheep rather than serve one of his own. David, upset by this story, remarked that he wished the first man would be brutally punished for his selfishness and greed...whereupon Nathan told him that
* Even the Law of Knowledge is sometimes ignored, in cases where the person doesn't know he has magic powers uses them without meaning to. Like Harry Potter shrinking the horrible sweater, or teleporting away from the bullies, or freeing the snake.
* Even the literal word of God is shown to be wrong in season 13 when Gabriel is shown to be alive and well, having faked his death in season 5. Then a few episodes later, he's killed AGAIN. It seems to be the real deal this time, but given that he's already cheated death at least once, who knows if he's still out there?
* Even the longest of duels in GX were at most two full episodes, which is half the time of the average long duel in the original series. Most duels, even the important ones, begin in the latter third or quarter of an episode (where the first bit set up the scenario), end on a cliffhangers, then are finished in the first third or half of the next episode, using the remaining time to detail the aftermath

of the duel. Most duels that spent at least one full episode on a duel also had several cuts to other characters making progress on other parts of the story. Though the duel pacing is significantly increased, the amount of exposition is still sometimes painful.
* Even the "lots of Deaths" version is not always used for comedy purposes. In the
* Even the Loving Hero Has Hated Ones has at least one exception to their rule of loving others.
* Even the Loving Hero Has Hated Ones has people they dislike and consider unworthy of redemption.
* Even the Loving Hero Has Hated Ones hates someone, you know the hated character is really bad.
* Even the Loving Hero Has Hated Ones: I am very kind to everyone, except for this repulsive individual.
* Even the meanest, grumpiest male crocodile would soften up if you pair him with a female... unless one of them ate the other for dinner instead. In nature, male and female often only show interest in each other in that way at mating time; the rest of the time, it's just another rival/potential meal.
* Even the mention of the Targaryens can drive Robert into a frothing rage. While there are pragmatic reasons to send assassins after Daenerys, he does not care about them and just wants to see her family exterminated. This is presumably the reason why Ned Stark hid and protected his nephew Jon Snow, the son of Ned's sister Lyanna and Rhaegar Targaryen in Winterfell, passing him off as his illegitimate son.
* Even the merchandise was this. Disney based projections for toy sales based on initial sales of their previous princess films,
* Even the MMO game doesn't escape this fate in concern with the popularity and characterization of a few of its characters. Jaina Proudmore will be remembered (
* Even the mobile suits' non-beam-firing weapons aren't immune to this. In
* Even the more good-natured Chloe doesn't consider making such wishes, even though she does occasionally make world-benefitting wishes on a much smaller scale.
* Even the more obscure films out there subscribe to this notion. Superhero-in-training Rod Rescueman from
* Even the most "creative" (mis)uses of Ambrosia only make the game a little more convenient, generally during wars. The most infamous example is the use some people make of the feature which allows players to move a city to another island for 200 ambrosia (12,5 €, more or less), which is often used to move a city full of troops in an enemy island, attack and retreat immediately. There's possibly only one strategy to get the most out of Ambrosia, namely building all your cities on islands which have wine as their rare resource and using Ambrosia to convert it in other resources. It has many advantages, but even so, it's not a full
* Even the most staunch defenders of the franchise will find it difficult to deny that the very first
* Even the most venerable of children's shows can fall victim to this, as
* Even the naming conventions in the United States hint at a looser union than actually exists. The subdivisions of the US are called "states", a term that normally applies to an independent or quasi-independent entity. The name of the country, the "United States of America", is a phrase describing the political union rather than the name of a State per se. These are all a result of the original "United States" being thought of as a loose coalition of the former colonies with the states being the primary powers and the federal government being much less relevant.
* Even then his voice never wavers. He just looks utterly haunted as he continues to levelly answer Landa's questions.
* even the nicest Paragon Shepard Bonus points if Shepard is an Engineer, on top of all that.
* even then insisting that the landlord is bluffing. Moments later, it starts snowing, and only then does Ralph finally come to his senses and give in to the landlord. But even then, he stalls for a long time to come up with an acceptable reason for giving up:

* Even then, John Stanley worked on the Nancy comic book series, where he was given a last name, Haveall. Yes, his name is Rollo there and then on.
* Even then, NPH had left TV for stage work and had been doing mostly guest spots if anything for almost 10 years, Hannigan coming off of Buffy into a sitcom was hardly a lock... and Segal was just starting to attention, most of it still 'cultish' due to
* Even the normally unflappable NASA controller Gene Kranz cracks a little at guidance officer Steve Bales' exuberant 'Go!' on the roll call of controllers when the Apollo 11 lunar lander was lining up for descent, despite the fact that Bales's distinctive delivery was known across the controller team - so well known, in fact, that the
* even the Norscans and Kurgan think they are savage, stupid bastards. "Word of a Hung" is common slang for a worthless promise.
* Even then, reclaiming the North still needs to happen. Officially, the retaking of Last Hearth is considered the last battle of the War.
* Even then, regenerative medicines don't reduce drug effects; his editor Royce recalls the one time he found Spider in a bathtub bound with healing tape and desperately trying to find a vein because
* Even then, the game gives you a choice of character type between Heroes/Champions, with awesome stats, and White Hats/Investigators, with worse stats but more Drama Points to begin with plus a lower cost for more Drama Points. There is also a third option, Experienced Hero, which gives you better stats than the Hero and the Drama Point use of the White Hat. The Experienced Hero is designed for a whole party to use together, for balance, to reach the power level of a slightly more experienced canon character, although still not quite
* Even then, the Necrons are magnificently hammy even without speaking. Necron Lords in every medium, stomp, not walk,
* Even then, the process that clones the Grineer has its occasional hiccup, creating "defective" clones that lack the fanatical devotion to the Grineer Queens, albeit they prove much healthier compared to the normal Grineer.
* Even then, the Romans themselves had a rather significant problem with the surnames, as they, just like Welsh, had about a dozen surnames (called "nomen gentile") for
* Even then, the series has things like roll jumping (rolling off an edge, then jumping off of the thin air) and team throwing (throwing the current inactive kong up to a ledge, causing the active kong to appear there as well) as platforming tools, hilariously impossible things probably only put in to spit in reality's face.
* Even then, Third Edition still has some of the residual magical technology of the First Age sticking around. Mahalanka, the City of a Thousand Golden Delights, may be an autocratic police state ruled by a mad Lunar self-styled goddess, but at least they have air conditioning.
* Even then, this trope settles in: as most of the anime that tends to get exported are generally made for a teen to adult audience, it colors the perception that
* Even the Númenóreans are long-lived compared to other humans (most Númenóreans can live to 200—the royal line, which has Elvish blood, can live up to twice that). Dwarves have a similar lifespan—they live to about 250 on average. For that matter, so are Hobbits: a hobbit comes of age at thirty-three, and it's not uncommon for them to live well over a century.
* Even the official United States constitution can get like this, what with "no person who shall not have attained the age of [
* Even the original comic book, Penguin has gotten into the act a bit. In the 1990s, he stopped wearing his top hat (at least for a time) and made the transition to a
* Even the original sidescroller sometimes had elements of this, such as a section where you need to rapidly navigate three rooms filled with traps, tricky jumps, and spikes (which you'd probably navigated in the other direction over the course of several minutes) at a dead run in the space of about ten seconds, then leap down to

a door three screens below and dash through before it closes.
* Even the original St. Trinian films and the Ronald Searle cartoons were like this, 1950s style.
* Even the Orks get in on this trope: Your average boyz are a pack of gleefully raging
* Even the Orz, who are implied to be native to *below*, say that it's a terrible place where they were in constant *pain*. Hence why they like Realspace so much.
* Even the pacifistic religions sometimes to have this in their backstory. Several examples pop up in the early books of
* Even the people there know how to handle it. Nanny Ogg gives a handy list of how to handle being in vampire country:
* Even the professional parts of S.H.I.E.L.D. can get a bit lax at times. Maria Hill, the second highest-ranking agent in the organization, doodles a porcupine on Ward's evaluation
* Even the protagonist has the option to be this if the player chooses the wrong options while cooking. You have the option to
* Even the protagonist, Monkey D. Luffy, and his brother, Portgas D. Ace, were technically examples of this trope. At least with Luffy, it was revealed that his inhuman strength, stamina and outright
* Even the punches of any reasonably skilled martial artist (skill 4 or above) are enough to invoke this rule and kill you automatically on any hit to the head.
* Even the Rats Won't Touch It: A food is so gross, even vermin don't want it.
* Even the Rats Won't Touch It: Even vermin don't like the nasty food.
* Even the Rats Won't Touch It's food is so awful, it gets turned down by vermin.
* Even the Rats Won't Touch It: When a food is so gross or tough that even vermin aren't interested in it.
* Even the referees have access to "riot control" spells to break up player brawls.
* Even the "regular" humans encountered (which seems to include the Corpus) show great distinction from modern humans, like near-universal lack of hair in males,
* Even the regular stitchpunk versions of the characters get this treatment.
* Even there, it is questionable, since it was the Extremis armor, which allowed Iron Man to be unharmed from deep-space pressures, take hits from pissed off Thor who was not holding back, and while low on power, take blows from Spider-Man (who himself is far stronger than Cap) when Spidey was enhanced to twice his normal levels and even be unharmed from a point-blank nuclear explosion while low on power. So Cap's shield strikes > ground zero nuke explosion?
* Even the remake has something similar: first while driving to Hill House in her car, then in the garden while she looks at the statues of the woman and children, Eleanor is humming a wordless tune. This same tune is played later on as an
* Even there, Nog commented on how rapidly humanity progressed from mercantilism to a starfaring civilization. Apparently it took the Ferengi twice as long.
* Even the returning Solars sometimes divide along this line, between those that simply wish to return things to the way they were in the First Age and those who wish to forge an entirely new world of their own design.
* Even the revived Toonami on [adult swim] is still dishing out Colbert Bumps.
* Even the Romans would limit lashings to 39, as 40 was known to kill some men.
* Even the runes and upgrades rely on fours. There are four main rune shrines at the beginning of the game. There are four Great Fairies to upgrade armor and clothing up to four times. The Goddess Hylia statues's price for health or stamina is four spirit orbs.
* Even the second book put Simon and Merrin on a bus, for them to return in the fourth.
* Even the seemingly innocuous spell "Heat Metal" can cause this. Being forced to drop your white-hot weapon is... unpleasant. Use it against someone wearing plate armor and you can, in essence,
* Even the sequels got a share of it, complete with a prequel that had to be shot twice.
* Even the simpleminded but brutal and traitorous ruffian Jayne hides a soft spot

for his family, adores his momma, and "works" hard (at crime, violence, and selling out his comrades) to be a good son and send money home to support her and, apparently, his younger siblings.
* Even the slowest Servant speed rank is ten times better than what a human can ever achieve. Note that Nasuverse humans include the above Araya and both Shikis.
* even the smallest provocations (like telling her mom that Ed hit her when a newspaper lightly tapped her heels as it rolled to the ground).
* Even the small fighter craft are fully capable and willing to spew out several times their vehicular mass in missiles at the drop of a hat.
* Even the soft and fuzzy mammals of the Mesozoic have been abandoned for vicious and dangerous new ones such as the baskerville (glowing canine-like member of the possum-hounds), Digga-dumdums (large burrowing animals that can use their claws to rip up the face of even tyrannosaurs), the powerpus (large bulky platypus with fangs), Moby Duck (multi-ton marine platypus relative), the unrats (primitive mammals with venom so potent not even the hungriest gobbler would eat them), or the tree foxes (primates with sharp fangs and retractable-claws).
* Even the Spy hams it up sometimes, especially after dominating an opponent, or getting hit by
* Even the stoic and no-nonsense Grey Worm can't help but be roped into silly little contests with Daario. On a more poignant level, despite being a eunuch he is implied in "Two Swords" to have a crush on Missandei, which Daario good-naturedly taunts him over. He also makes jokes. Hilariously serious ones.
* Even the stories that aren't ostensibly about the Cold War will often find a way to work this in.
* Even the study of "world history" is still governed by a eurocentric bias.
* Even the Subtitler Is Stumped: The subtitles give up translating the character's dialogue after they apparently say something too bizarre to understand.
* Even the Subtitler Is Stumped: When subtitles show up to translate the dialogue of someone speaking a foreign language, there will eventually be subtitles left blank because it's become impossible to translate the current saying.
* Even the Subtitler Is Stumped: When the characters are speaking a foreign language and have subtitles translating their dialogue, eventually the translator just gives up.
* Even the Tainted Allure of Vice Umbra, which does make those who have it inhumanly attractive, specifies that this is a depraved attraction, such that just looking at a Darkened with this Umbra tempts you towards cruelty and depravity.
* Even the tame bear and television host Gentle Ben attacks his handler after hungrily going for the food table.
* Even the Tau have a breakaway faction led by a former military hero now bent on exterminating the orks, and while not currently actively hostile to the Tau Empire is an affront to their "Greater Good" philosophy and a deserter to boot.
* Even the Time-Life/K-Tel 'all the songs by the original artists' compilation album ads with loads of
* Even the title character frequently gets underestimated, though she also has almost as many problems with people OVERestimating her and reacting accordingly.
* Even the tongue-in-cheek approach can backfire. A Quiznos ad from autumn 2003 that took a potshot against Subway and — implicitly — its customers had two men sitting on a bench, one with a toasted Quiznos sub, and one with an untoasted sub that was obviously from Subway. The man with the Quiznos sub says "Untoasted? What, were you raised by wolves?" Cue the second guy (
* Even the traditionally-conservative country music industry was rocked hard by Hollywood's "progressive awakening". During the early 2010s, country music increasingly made inroads in "blue America" thanks to popular "countrypolitan"/pop crossover acts like Taylor Swift and Carrie Underwood, while the GOP's alleged embrace of sexist, anti-gay, and anti-immigrant politics led some of the genre's youngest (especially female) fans in "red states" to lean more like their "city cousins". The rise of Trump, the growing frequency of mass shootings (one of which was actually at a country music festival), the post-Parkland shooting student activism, the violent rally in Charlottesville, #MeToo, and the 2018 migrant crisis

contributed to the de-emphasizing of the "jingoistic, gun-toting, 'Dixie flag'-draped white male country singer" while the Dixie Chicks and the Guthries had their prestige restored after spending the 2000s in the "country blacklist" for their left-wing politics. Leading the charge for this trend tended to be alt-country acts and many of the women in the industry, with the conservative, more traditional acts becoming increasingly quiet about their political views (the exception being the artists who solely appealed to older audiences). This was largely cited as the reason as to why Swift was mostly silent on politics. Although she later endorsed a number of Democratic candidates in her home of Tennessee, which seemed to restore her reputation with liberal pop fans.
* Even the two men who planned to marry into the Hastings family, the equally creepy
* Even the Ultramarines' Primarch Roboute Guilliman, the closest thing to a
* Even the Ultramarines, which hold it as holy writ, are aware that it doesn't cover every situation, or that some unconventional solutions may be required, and that a commander has to use his best judgement in many situations.
* Even the United Kingdom gets in on the act with the Ed's Easy Diner chain, which seems to toe the line between being a nostalgia cafe based on a malt shop, and being an affectionate parody of one. It has the jukeboxes, art-deco motif and malt shakes, but they also have a menu of practically nothing but variations on hotdogs, chili and burgers, signs on the walls such as 'No dancing in the aisles', and the shakes themselves are enormous.
* Even the unmodded game can produce lesser Magitek - automatic potion factories, for instance.
* Even the use of the word to refer exclusively to a specific historical event (the Nazi genocide of the Jewish people and other minority groups) did not always refer to the specific incident we associate the term with today. Originally, the Historical event "The Holocaust" referred to was the Armenian Genocide, and became associated with the Nazi's genocide because it was so similar to the one committed by the Turks. The two events were originally "The Holocaust" (Turkey's crime) and "The Nazi Holocaust" until the scope of the horror of the latter started to eclipse the former. Now, when discussing the two events, it's "The Armenian Genocide" and "The Holocaust".
* Even the user interface isn't exempt from this trope, as there's a vocal minority who complain that Blizzard "hates mods" despite: directly supporting and advocating their use, deliberately keeping the core UI simple to encourage people to develop addons, and incorporating the best user-developed addon features into their own UI. Oh, and making sure that any addons that
* Even the video games have this. In the opening cutscene to the PC version of
* even the Vikings), because without a formation you would be cut to pieces.
* Even the villains of previous arcs get this treatment by Oda. Notable examples include
* Even the voice of Mario, Charles Martinet, is given to this at times, most notably when he claimed Mario's line when he throws Bowser a long distance in
* Even The Wizards Must Pay Their Due canon are on the hidden continent of Alfone, which cut itself off from the rest of the world when the inhabitants of the time got sick of the corruption in the rest of the world. Cavy thus uses the existent legend of Atlantis to neatly fill the plothole in any fanwork involving Amestris etc. existing in our world.
* even ''they'' couldn't help but laugh before they decided to go help him.)
* Even the Yeerks themselves are the targets of this. At one point, an Andalite black-ops team visits Earth hoping to infect the enemy with a similar quantum virus to the one that devastated the Hork-Bajir. Both the Andalite researchers and the Animorphs are appalled (and in the latter case very worried) about the near-certainty of the virus mutating to attack humans; none of them seem to consider whether the Yeerks really deserve it. (Possibly because, with the exception of Cassie and sometimes Tobias, they
* Even the Z-Fighters, or at least Piccolo, aren't innocent of this. When Cell managed to drain Piccolo's arm, Piccolo apparently seemed resigned to his fate of

being absorbed by Cell and instead asks that Cell at least explain to him what he is, what his plans are, and how he came to be. Turns out, this was a gambit thought up by Piccolo (or rather,
* even thinking they are elves born in human bodies. Surgery to get elven ears and angular features is common. Depending on how deeply involved the posers become, they can face anything from social penalties to actual transphobic violence, and are generally seen with disdain by elves and as race-traitors by human supremacists.
* Even this would not have been a problem had there not been a ventilation duct through the bulkhead. The bulkhead itself was strong enough to contain the explosion of the first torpedo (which itself had not had its welds tested since it was only a dud and thus had no warhead), but the vent was not, and thus allowed the blast to get through, and incapacitate everyone in the command room in the second compartment. The torpedo tube door itself should also have contained the blast, but it was a common issue that the doors often required several tries to properly close due to bad contacts. Finally the emergency buoy which should have automatically released in the event of a catastrophic failure was disabled after concerns during a previous mission in the Mediterranean that it would trigger accidentally and give away the submarine's position.
* Event Horizon. And at a certain point the creator of the Hyperdrive sees his dead wife.
* Event Horizon are armed with three turrets as well as several drones. Successfully conquering them earns you large amounts of loot, and conquered starbases offer services such as item manufacture and starship upgrade.
* Event Horizon. At any rate, there's certainly a lot of similarity to both.
* Event Horizon. At one point the inventor of the gravity warp drive (which turns out to be a pretty evil warp drive) proclaims: "Captain, there's no danger... It's contained behind three magnetic fields, it's perfectly safe!" Oh science, what are you like?
* Event Horizon cold very fast, just like a can of pressurized air for cleaning electronics does when you lower the pressure quickly.
* Event Horizon: Frontier the roles are reversed, as you are defending your own starbase.
* Event Horizon gets sucked into a Hell dimension along with the titular haunted spaceship as part of it is exploding.
* Event Horizon has Colossus, the capital ship of Zumbalari, disguised as a giant asteroid.
* Event Horizon has the Heavy Missile Launcher M2, which fires powerful long-range homing missiles that are almost impossible to dodge by slow ships. Normally it has a long cooldown, but becomes extremely effective when buffed and equipped on a ship with many missile slots, such as Megalodon.
* Event Horizon is the camera slowly exploring a space station, with such costly CGI that it reportedly took up a third of the film's budget.
* Event Horizon, Justin almost kills himself messily this way when the ship possesses him.
* Event Horizon. Miller doesn't buy the attempt to guilt-trip him for a minute though: "No. You're not Edward Corrick. I watched him die."
* Event Horizon, one of the characters, stranded outside the ship, uses the remaining air in his spacesuit as a rocket in order to get back to the air lock.
* Event Horizon rarely talks, and when he does, it's normally somewhat intimidating. There's a reason he's the one who's allowed to play with bone-saws.
* Event Horizon signs of life, but couldn't locate where any of them was from.
* Event Horizon). Somewhat justified since the direct translation of "event horizon" would've sounded completely bland and uninteresting to the target audience.
* Event Horizon: Storm of Magic, and they've introducing a lot of social and technological progress to these worlds as well.
* Event Horizon: Storm of Magic: Applies to the Company's colonies in relation to the lands they're located in. At one point, Fred boasts to the Small Council that

their little colony has a higher GDP and industrial output than the rest of the Seven Kingdoms combined.
* Event Horizon: Storm of Magic makes a killing (both figuratively and literally) selling weapons to medieval societies like Westeros and Middle-Earth.
* Event Horizon: Storm of Magic, the Lannisters definitely seem to take on characteristics of the Nazis as they modernize, complete with a "Lannister Salute", foot soldiers who dress up with spiked helmets, and Tywin Lannister openly discussing creating a "thousand year dynasty" and invading the Riverlands to obtain more "living space".
* Event Horizon's Warp that some tend to treat the movie as an unintentional prequel.
* Event Horizon was originally supposed to avert this trope as the creators wanted the entire movie to be done in zero gravity. However, doing so would have been too expensive and would have taken them over a decade, as stated in the making-of documentary, and the characters are only in zero gravity when they first enter the Event Horizon, before turning on the artificial gravity drive.
* Event Horizon. When the ship accelerates, any human not in a fluid-filled pod will be squished into fine red paste.
* Event Horizon. "Where we're going, we won't need eyes to see." Also a pretty badass line even with no context at all. And you can twist it to work for so many different scenarios.
* Event Horizon, who shows up bald, scarred-up and freaky for the final showdown in the gravity chamber.
* Event Horizon, with the door closing at the end... automatically, because no one's standing near it. Right?
* Even those collapse-of-civilization scenarios that harp upon mass famine, plague, and mayhem will seldom think to mention the grim prospects for people with chronic medical needs — cardiac patients, diabetics, transplant recipients — who'd be doomed to succumb to their ailments as their medication runs out.
* Even those plans are sometimes criticized by readers. The plan against Flash, for example, relies on him vibrating through a special bullet, instead of just, y'know, moving out of the way.
* Even those who know the source tale in and out can easily be confused by the film, unless they're aware of the dozens of different versions the story exists in, seeing as the movie borrows aspects from those as well.
* even though 2 of the other characters, Kratos and Zelos, can fly. The rest are only shards of the epilogue where Lloyd is tacked into someone else's ending, but in the previous dramatic cutscene only shows affection for Colette.
* Even though Al Bundy never wanted to have sex with his wife, sometimes Peg just wouldn't take no for an answer, and
* Even though almost all commercials, which he apparently loves, feature music.
* Even though Dylan sang "All Along the Watchtower" more often than any other song he wrote, plenty of people still think
* Even though English has long lost grammatical gender, generic pronouns such as
* Even though English has "queen", the word still suffers genericity, but in this case, for women, just like in other European languages. A "queen" can be either a female ruler (a "queen regnant") or a king's wife (a "queen consort"). On the other hand, a king is, without a doubt, a male ruler. A queen's husband would be called a "prince consort", such as Prince Philip, Queen Elizabeth II's husband.
* Even though few doubted who she'd wind up with, this is basically the plot of
* Even though friendlies are highlighted green and hostiles red, it's still easy in
* Even though Gensoukyou is cut off from the outside world, sometimes stuff from the outside world falls through holes in the barrier and some of the stuff includes scientific scriptures. This, it turns out, is like a plague in the setting. Yamabiko, the youkai race responsible for shouting your echo back at you, used to be common in Gensoukyou, but following a rumor that started to spread in the human village that echoes are actually just sound waves being reflected back at you from surfaces, the yamabiko are losing their purpose in life and essentially facing

extinction via
* Even though he died way back in 1973, Gram Parsons is the unquestionable patron saint of
* even though he doesn't need a guard, and the two slowly start coming together.
* Even though he finally gets the number one spot, he can't enjoy it because he knows he only got it by default due to All Might's retirement. He'll always be compared to All Might due to All Might's final battle, which will continue to inspire other heroes for decades to come. So no matter what he does now, he'll always feel that All Might has completely and utterly beat him. Worse still, for all the efforts he took to groom Shoto as his successor, there is a strong possibility that Shoto will eventually be surpassed by All Might's protege Izuku Midoriya. Shoto, Bakugo, and Izuku all apprentice at his agency, and he proves a good mentor to all three of them for different reasons.
* even though he himself has provoked them before). Does Q fear that the Borg will eventually become powerful enough to assimilate the Q Continuum, is he afraid of getting in trouble for causing the Borg to become angry and do damage to the other humanoids, or is it more the equivalent of saying, "Don't poke the neighbour's dog"?
* Even though he is heir to the throne, Prince Charles refused to take up his honorary Colonelcy of The Parachute regiment without passing first P company, the qualifying training to be a paratrooper. So the Warrior Prince heir to the throne is a
* even though he just told her he left Julie to be with her. She refuses to hear what the list was really about, and the episode ends with Ross and Rachel moping in their respective apartments. Yes, it's every bit as contrived as it sounds.
* Even though he's never tried to present himself as a tough man in his entire pro wrestling career,
* Even though he's no longer the world's strongest man, Master Roshi is still the most skilled martial artist in the world by far, to the point where even Goku still comes to him for fighting advice. The Tournament of Power arc showcases this nicely, as he beats several opponents far stronger than he is, and he displays insight that is so finely attuned that Beerus actually mistakes it for the god-like Ultra Instinct ability.
* Even though he's the leader of The Five, and actually knocks Mike on his ass in the cutscene where he's finally introduced, Dr. Victor Batrachian from
* Even though he was non-lethal, Roy Harper's attempts at vigilantism are repeatedly shot down early on, with Oliver even
* Even though he was only a one-shot character, the father of Jerry's
* even though he was the one that started each of their breakdowns due to their misanthropy.
* Even though he was working for several studios in California at the time,
* Even though his skin color is redder/less brown than Arthur himself (which, again, isn't saying much in this show), Allan/Brain is apparently black; one episode features a visit from his cousin from Africa, and in the Christmas special it's revealed that his family celebrates Kwanzaa.
* Even Though I'm a Former Noble and Single Mother openly refuses advancement past B-rank in the adventurer's guild because if she does advance, she'd be compelled, by law, to abandon her daughters and go off chasing whatever "emergency" the guild tells her to. The guild master has the gall to be shocked and confused at this, and yells at his secretary Yukina because the poor girl can't get Shirley to even consider it.
* Even Though I'm a Former Noble and Single Mother: Shirley is this to her daughters, as is the Demon King to his daughter. When they meet, they actually get into a fight over whose daughter(s) is the cutest.
* Even Though I'm a Former Noble and Single Mother wields two powerful swords, Igarima and Shul Shagana.
* Even though I may be little, I'm the answer to the Sphinx's riddle" - technically she's right as she is a human after all.
* even though impure sodium chloride doesn't have any genetic material.

* Even though interstellar travel is commonplace and it's known that there are colonies and settlements throughout the galaxy, the Earth is still treated as the whole world in
* Even though it involved two Communist countries with deep Buddhist heritages, it's worth mentioning that Vietnam sent about 150,000 troops in to invade Cambodia on Christmas Day 1978. It took the Vietnamese just two weeks to overthrow the Khmer Rouge government.
* Even though it is not necessarily a punch (at least most of the time), Team Rocket on the
* Even though it's a shonen series and thus we can expect liberties with everything, but the portrayal of
* even though it was Daenerys who saved her from execution. Mirri says that she had lost hope of living after seeing her fellow villagers die, and wanted to screw Drogo's loved ones as her last act of spite.
* Even though it wasn't a case of a truly major character, the death of Rousseau on is an example. Even though she was shot, her corpse was later found in a shallow grave,
* Even though it wasn't a stick figure comic to begin with, it's easy to see that
* Even though it was originally produced in English with the assistance of American animation, 2017 Chinese
* Even though Jonah wears nappies, he's so prone to these that Ben receives a plastic bag of soiled clothing at the end of every school day.
* Even though Jordan Belfort is a real person, there's no way you'll read
* Even though Ken Kirzinger was a stuntman when he played Jason Voorhees in
* Even though Lewis dies just barely off the edge of the screen, with the spire that tore through his torso and his torn clothes making it into the frame, and Arthur's arm is seen in Mystery's mouth directly after being torn off there is no blood seen in
* Even though Luka has feelings for Marinette and even confesses them to her, he is aware of her crush on Adrien and encourages her to talk to him, and he later tells her that he'll be happy for her if it works out for her.
* Even though Marius had planned to make Armand a vampire anyway, he didn't want to bring him over as early as he had to when Armand was about to die from a stab wound with a poisoned blade.
* Even though Momiji's father had promised to love him even more to compensate for his mother
* Even though most of the dialogue and cutscenes are the same with a male Shepard, Garrus and Femshep form a much more archetypal example. This is especially true in the
* Even though most of the staff consider Ullman an officious little prick, they admit that he's good at his job. Watson, the maintenance man, who HATES Ullman admits that Ullman is good at what he does and definitely earns his salary. Ullman is the first manager of the Overlook who's ever turned a profit for the place.
* Even though Naruto has no family and everyone around him hates him just for existing, he doesn't seem to have any angst at all, and further displays this trope in regards to being the jinchuriki of the Nine-Tailed Demon Fox, expressing little angst over the matter after he initially found out. Probably the most shocking instance is in an event where he is confronted with the villain that's the direct reason he grew up an orphan and had the fox sealed inside of him. Considering his reaction
* Even though Nights has happily tortured people in the past, Krauzer still takes this title in
* Even though nobody told Edna she's in a cartoon, she's aware that America voted for her and Ned to stay together.
* Even though Oasis herself came up with the idea, it's not at all clear she actually changes personalities between incarnations, as opposed to just as a reaction to different events and circumstances as part of her instability.
* Even though Sam does pretty much the exact same thing when Bartlet smacks down a conservative radio-show host. Awesome for Bartlet. For Sam... not so much.

* Even though she barely speaks to him throughout the movie (since her voice has been taken away), Ariel and Prince Eric from
* Even though she doesn't keep the formal rank long Jacky herself combines Plucky Middie with
* Even though she had every reason to be, since he didn't exactly work hard after she hired him.
* Even though she hates the idea of Romio and Juliet dating each other, Char from
* even though she knows absolutely nothing about designing clothes by acknowledging the hard work and talent demonstrated in creative projects.
* Even though she may not have made it obvious, Scourge (back then Tiny) believed his mother Quince liked Socks and Ruby more than him. Though it's hinted that she favors him over the others.
* even though she's not one of the best players; it's because she never goes under zero. Kirame doesn't reveal herself or get upset, though.
* Even though she's not stated outright to be this, Pinkie Pie works as a baker/candy maker and is pretty great at it.
* Even though she stays safe this time, her and Lelouch's roles are basically swapped because his
* Even though she's usually called a witch these days, Maleficent, of
* Even though she was probably joking, Kilo invokes this trope in the finale of
* Even though Shinji acts strangely and knows things he shouldn’t know, his guardian Misato doesn’t suspect that he’s a time-traveller.
* Even though some elements of this are present in the comic book, the
* Even though some of the Twelve Legendary Weapons are the best of their type, some, like the Excalibur, are outclassed by weapons like the Ragnarok. Then there's the Brave Blade and the Chicken Knife, whose power falls and rises respectively depending on how many times you fled battles. The Chicken Knife is the more popular option, though.
* Even though Stitch is canonically completely incapable of growing any taller or even aging, he has also been drawn with a humanoid body shape of either an athletic young adult or a bodybuilder, while still maintaining his overall alien genetic experiment looks (blue fur, claws, head, etc.). Some of
* Even though Talia Shire was perfectly willing to return as Adrian in
* Even though the Australian ratings board gave the final volume of the series (which includes the infamous too-hot-for-Japanese-TV "Going Too Far" episode) an M rating, Madman decided to bump this up to a MA15+ when they initially released it, perhaps to avoid parental complaints. When the series was rereleased in a complete collection set, Madman went back to the M rating.
* Even though the best way to kill Metroids at this point in the game is actually with charged-up Wave Beam shots and not even with missiles. The charged Wave Beam locks on and stuns the Metroid and keeps it from ever reaching you.
* Even though the boy comes into the family through adoption rather than marriage,
* Even though the characters are mostly mechanical cyborgs based on plastic toys, the first three
* Even though the focus of the story changes constantly and John is absent through most of the story (as the focus shifts to other characters or even his own companions), later events in the story have put him back in the spotlight, and characters will often refer to him as the de facto protagonist of the story even though he keeps getting put in the background of everyone else's plans and actions that drive the story.
* Even though the humans of Earth have access to tons of alien technology, modern-day weapons are still used for ground combat.
* Even though the Imperium as a whole is always at war, individual systems that don't border the territory of a hostile xenos race can often be at peace for decades or centuries at a time. However, since the leaders of said worlds spend the time between wars on political intrigue and enriching themselves rather than making sure their people will be ready for the next war, they invariably aren't, so each world individually slides slowly down the drain.
* Even though the manga began publication before the anime began airing, it was

made as a promotional tie-in for the anime series which was in production at the time, as with
* Even though the "murderer" in question is an animal and not a human, used frequently in
* Even though the NES's Japan-region counterpart, the Famicom, is known for being more durable and more developer-friendly than the NES, it does have one noticable design choice: the controllers are
* Even though the newer and heavier DeLorean would likely pancake Biff's convertible.
* Even though the pieces are lyricless, Gustav Holtz's "The Planets" seems to indicate that we are living in an entire Solar System of Ham.
* Even though the popular games explorer in Windows 8 was removed, it can still be accessed with the run command "%SystemRoot%\explorer.exe /E,::{ED228FDF-9EA8-4870-83b1-96b02CFE0D52}". Some programs for bringing back the start menu also use this. This still works in Windows 10 to a certain extent- the only issue is that the module to benchmark the performance of a machine has been removed from Windows 10 and thus the folder will permanently say that the performance of the machine has not yet been tested.
* Even though the reading of the will is not a legal requirement, some lawyers and executors will do it because it is expected, due to what people see on television and the movies.
* Even though there is little flow, there are ways to fake it, at least in the
* , even though the rest of the skeleton is buried. Fortunately for everyone, Titans are long extinct.
* Even though there were some innovative music videos before they came along, Russell Mulcahy and the directing team of Godley and Creme (former bandmates in 10cc) were the Trope Makers as far as creative, groundbreaking music videos go. Back when even Michael Jackson was just doing in-studio "performance" videos, Mulcahy was shooting filmic videos on location and Godley and Creme were using innovative visual effects and creating whole stories for their videos that put the focus away from straightforward performance videos.
* Even though the same thing happened in Spanish with the word "siniestra/o", there is an old idiom still somewhat in use:
* Even though the term was first coined in 1992, the term 'post-truth' has only recently (following the Brexit referendum and the election of
* Even though the terrorists' threats were widely diffused, the SWAT team safely defused their bomb.
* Even though the trope isn't played straight by any means, it's said in
* Even though the White House had just been destroyed by an alien death ray, the president laughs off Julius' belief in Roswell and Area 51, saying it's all a myth. As the President he probably assumed this is the kind of thing someone would have told him, only to find out he was left out to create
* Even though the writers had been so stupid about Maria's parents who had been written out and forgotten, that when Maria's husband Liam was murdered, and they turned up for his funeral, there was a heap of angsting about the fact that they'd never even met Liam, and Maria's mother was heaped with blame for the fact that she insisted she and her husband go on a cruise instead of attending Maria's wedding. (The current Coro writers don't like mothers.)
* Even though they are cubs and thus good the polar bears Muk and Luk spell this trope for their babysitter, "Uncle" Boris (who at one point says "I hate bears!"). Good thing that they apparently are stuck as cubs forever (if the time between the movie and sequels is of any indication).
* (even though they are), or that the staged fights aren't "realistic" enough. Hence, the custom of wrestlers slicing themselves on the sly for that good old "bloodbath" effect.
* Even though they are small and relatively obscure fandoms, a surprising amount of the
* Even though they both graduated at the top of their law school classes from prestigious schools, the first two women Supreme Court justices Sandra Day

O’Connor and Ruth Bader Ginsburg had trouble finding jobs post-graduation because they were both married. O’Connor took a job at a district attorney’s office and then later worked for the Army when her husband was drafted. She took a few years off while her kids were young before finding her way into various offices in Republican politics in the state of Arizona and then to the Supreme Court in 1981. Ginsburg ended up in academia where in her first job she was told she was being paid less because her husband had a good-paying job. In the 1970s, she ran the ACLU's women’s rights project while teaching full time. She was appointed to the federal bench in 1980 and then to the Supreme Court in 1993.
* Even though they broke off, Kaworu still blushed when he saw Saburo's naked body. Kaworu felt mortified about it because he wanted to put that relationship behind him.
* Even though they didn’t officially date in the series, Zoe loves Manny after he defeated her and would love to get his best friend Frida out of the way. She still torments him as Black Cuervo, probably because he gave her the boot so harshly after finding out she was manipulating him to hurt Frida.
* Even though they're all just randomizations of a couple of character models, the
* Even though they're both Evil, Nale can't stand his father, who he considers overly controlling. He spends his whole life trying to get out from under his wing and establish himself as a villain in his own right, doing things his own way. This leads to
* Even though they're brothers, Doug and Rob. They moved out of their parents' house and started living together, and proposed to their girlfriends on the same day.
* Even though they're cousins, and she's actually chronologically older than he is,
* Even though they're not romantic partners, Spike and Twilight Sparkle fit into this trope — Twilight's around twice his height.
* Even though they sell a wide variety of different gifts, collectibles, fandom merch, and novelties, for many, Spencer's will forever be known as "that store in the mall that sells sex toys".
* Even though they've been estranged for most of their lives, Sarek spends most of the film desperately trying to do right by Spock. Then, at the end, when the Vulcan priestess questions the logic of performing an all-but-forgotten procedure to reunite Spock's
* Even though they've only known each other for a couple of days, the oh-so-serious Erik Lehnsherr feels comfortable enough around the charming
* even though they were all actually guilty. Then, the club's butler murders all the members.
* Even though they were the intended pilots (for the most part), the
* Even though this is possibly the last trope in the world you'd expect to be
* Even though tired beyond measure by this ordeal, the galactic civilization
* even though Tsunade should have been right in her field of vision a legendary ninja; it's possible she can hide in plain sight.
* Even though Tywin has little patience for Joffrey's antics, he's shown suppressing a grin during Joffrey's "War of the Five Kings" reenactment-by-dwarf, which mocks his former rivals. Despite his aura of invincibility, he has never won a battle without overwhelming numerical superiority and once lost a battle to Edmure Tully, with greater numbers to boot.
* Even though using Dwight was a good strategy against the Saviors, Tara still wouldn't forgive him for killing her girlfriend. Because of that, she starts chasing him around the woods to kill him, resulting in
* even though US Marines don't wear berets. You may have noticed that urban and woodland patterns blend poorly with desert environments.
* even though we never get to see them behind the wheel, A5T3R-01D and Sir Robert Batrick also count.
* Even though WWE now features several prominent black wrestlers, traces of the hapless black hero of yore can still sometimes be seen, usually with
* Even throughout the 20th century, cavalry units were still used by major armies

all over the world. However, the final nail in the coffin for traditional horseback cavalry was no longer pikes nor rifle bayonets; the
* Even today fresh local meat, fish, and poultry is often less expensive than meat, fish, and poultry that's been tinned, salted, smoked, and/or cured so that it doesn't need refrigeration. High quality Smoked Salmon in vacuum sealed packaging which can be shipped by a post office without spoiling can cost over 40 times as much per pound as fresh beef and over 9 times as much per pound as fresh Salmon that's been flown halfway across a continent.
* Even today, it's very common to see kids starting to play the piano or stringed instruments at preschool age. This happens even if there are no expectations for stardom from the parents; it's just that since practically
* Even today, many doctors believe it is best to keep a woman from knowing if something is wrong with her unborn child — as stress
* Even today, mosquitoes cause more human deaths via spreading diseases than any other animal, even including other humans.
* Even today, the Japanese imperial family have no surname, a tradition that has been upheld since its creation. In Japan, calling emperors (and other royalty figures, but mostly the emperors) by their given name is considered disrespectful, so Naruhito (the current emperor) is simply called "His Imperial Majesty the Emperor"; his father Akihito, who abdicated in his son's favor in 2019, is
* Even today with modern rocketry, guidance, computers, and radar successfully intercepting an incoming ballistic missile with one of your own is an incredibly difficult and still not completely reliable task. For the early to mid-Cold War anti-ballistic missile designers tasked with protecting their cities from the enemy it was practically impossible to get their anti-missile missiles to hit incoming ICBMs with enough accuracy to stop them. So what did they do? Give up on the concept of a direct hit and arm their missiles with proximity fuses and
* Even to giants. Walls and various other constructions of the same type are cannot be destroyed by anything other than your own dwarves. Gets even sillier when you realise that fortifications (usually found on top of said walls) work as these too while allowing dorfs to fire things from behind them (if the fortifications are sufficiently submerged in water or lava, swimming creatures can pass them). Flying creatures can still bypass them.
* even to the point of being able to ignore many of the restrictions placed on other mages. Without her magic Vivienne would most likely have followed in her parents' footsteps as an impoverished merchant.
* Even to the Wulfenbach Jagers "uniform" seems to be wishful thinking. The Jagergenerals working for Klaus (perhaps "with Klaus" is a better way of putting it) have significantly divergent styles, with the only real uniformity being that they all seem to have a lot of red and gold in their costumes. The Jagers
* even trying to stab them transmits their Brown Note to you. As Lucan wrote, "What though the Moor the Basilisk hath slain, and pinned him lifeless to the sandy plain, up through the spear the subtle venom flies; the hand imbibes it, and the victor dies."
* Events back on Earth when Hanners, Marten and Marigold were in space.
* Events before 1999 are omitted since the only two sources on the Tirolian calendar give wildly different year lengths (~91 Earth days and 2066 Earth days).
* Events concerning the WAYWARD VAGABOND and other future scavengers are preceded with "YEARS IN THE FUTURE, BUT NOT MANY..." or some variation, like "Years in the future, but really not enough to write home about." They also match up with "present" events thanks to
* Events from subsequent sagas are added based on the official Harmony Gold timeline.
* Events from the Macross Saga are omitted where they duplicate events from the original
* Events in the real world conspired to produce a sort of unintentional Unreveal in the premiere episode of
* Events in Walter White's early life that may have triggered his Start of Darkness; his friendship-turned-subtle rivalry with Elliot Schwartz and former

romance with Gretchen, his initial involvement with Gray Matter Technologies and maybe how he met Skylar.
* Events like this happened so often in England when dueling was still legal that, until 1996 when it was finally abolished, one particularly interesting law was on the books, dubbed the '
* Events such as the 1991 Gulf War, the attacks of September 11th, 2001, the transit bombings in London, England on July 7th, 2005, the Sandy Hook shooting, the Paris attacks of November 13th 2015, or
* Events where players are expected to kill each other, whether they're purely PvP (Arigora Colosseum, Nation Wars, Territory Wars, Theater of Blood) or also feature PVE activity (Territory Resource Wars, Mayhem in Morai) suspend the "random PK" PvP rules that turn player-killers' names red and cause slain players to lose EXP, drop items, or have their gear shattered (or consume Guardian Scrolls in lieu of the above).
* " event, the Chthonic Snakes that the player encounters while exploring crumple to dust if the player binds their essence to the Ankh. Interestingly, they do not turn to dust if the player fights and defeats them in battle.
* eventual decline are chronicled in a bunch of audio-logs that are played on some of the levels.
* Eventual end result of the Soviets developing the atomic bomb first and dropping it on Berlin in the back story of
* eventual Face–Heel Turn. She was visibly snarling in the flashback sequence of her dueling Revan.
* Eventually, aberrations (the official term in-comic) become referred to as "vampires" frequently, even though none are as obviously vampiric as the one mentioned above. Instead, we get
* Eventually, a character finds a way to upgrade it, using a complicated lightning spell absorbed within his own body to move perform instant movement at about 150 kmps. However, it has the same weakness as the lesser version.
* eventually achieves his revenge by killing his mother. However she was only a vessel for a thousand years old witch and she continues to live on even after the end of the series
* eventually adds the "Hero", he does the most good in the first two books with cunning; his battle with Reacher Gilt features neither of them drawing a weapon, Moist isn't even in the room when it's won, and the whole thing is built on Moist's familiarity with swindling and con tricks.
* Eventually allows Morgana and the Protagonist to deduce Goro Akechi is the traitor.
* Eventually a recurring image of an eyeball X'ed out shows up. It refers to
* Eventually, Asbel adopts Sophie into his family — not as his sister, but as his daughter.
* Eventually averted. After Jessie, James, and Meowth wind up taking credit for the takedown of Team Galactic, Giovanni assigns them to be the Rocket Admins of Unova, at which point the massive confidence boost makes them incredibly effective at their job.
* Eventually, Baltar is put on trial for the Cylons' disastrous occupation of New Caprica. It really was his fault, but not for the reason they think. The witnesses have to resort to perjury to make the case against him, as none of the prosecutors know what he's actually guilty of, and he's ultimately acquitted.
* eventually becomes Seeing as she also is constantly in contact with the player, she feels just like this trope.
* eventually becomes the main conflict it was fought over and use it to reshape the universe to his liking.
* eventually be played by the same actress who played SORAS-ed Belle (Kirsten Storms).
* eventually, but by then, of course, Constantinople had long-since been raided by marauding crusaders and taken over by the Ottomans, under whom it continued to be rather well-kept relative to Europe until the 'Great Divergence'.
* Eventually Cas goes rogue from Heaven and begins to slowly Fall into a human,

firmly joining the Winchester group of
* Eventually ends with Xena sorting out all of the local problems—with the use of her trusty chakram—just in the nick of time, having spent several loops calculating the exact way to do so. The loop-breaker event that she had to intervene in happened just moments after she wakes up each time, so the final loop has her bolting awake and immediately letting fly with her chakram.
* eventually end up stealing from a member of the Order, and unwittingly giving a horcrux over to Dolores Umbridge.
* Eventually, even some demigods are able to come back from the dead without even realizing that they are. Freeing Thanatos puts a stop to that.
* Eventually, Flycatcher regained his memories, and was seen afterwards having something of a breakdown and lashing out at Santa Claus, who restored them.
* eventually gets them to something they wanted to see, but only after hours of wandering uselessly through the woods.
* Eventually, Goliath decides to hurl the Gate into the timestream by itself, effectively removing it from reality, as he's clearly sick of people who
* Eventually, he departs from NCIS himself after Ziva supposedly dies in the Season 13 finale to take care of their daughter, Tali.
* Eventually, he does block an attack, and ends up losing the fight because it bent his sword and ruined his technique.
* Eventually he had to write an entire science article both to sort this out
* Eventually, he has surgery to correct it, which involves hypnotic therapy, a computer chip, and a large drill.
* Eventually, Heine manages to convince Leonhard that he'll actually help him study and not hurt him, and Leonhard learns basic mathematics by being taught to visualise his favourite cake (for example, you have one slice. If you put another slice on your plate, how many do you have? Two slices). In a later chapter of the manga, Leonhard runs into one of his former tutors and
* Eventually he installed a device that automatically crushes his fridge and replaces it with an empty one every week.
* Eventually Hellbores were made part of a Bolo's secondary weapons to the point where a Bolo could have over a dozen Hellbores, granted the secondary Hellbores were smaller in size.
* Eventually, he's revealed to be extremely good under life-threatening pressure when he's the only one to keep his head enough to make everyone take advantage of Aizen and Gin confronting each other and flee before Aizen can turn on them. He was also able to put together something he'd seen hundreds of chapters ago which made him realise that a shinigami's weapon was the only thing that stood a chance against a being like Aizen, and he was prepared to use the weapon in a Heroic Sacrifice
* Eventually, he takes his records of the constant rain wherever he goes to some scientists who confirm it, but are baffled as to the cause. The man is able to retire on the income he receives
* Eventually he yells that he is his own person, not a cog in his schemes
* Eventually, however, the arguments and legal disputes were settled, masters were found, and Warner Brothers, which owns the copyright on the series, finally put the DVD boxset of the series out, first as a limited release through Time-Life Video in late 2007, and then under its own imprint the following year. It all ended happily; the boxset was received with delight by fans and, for the most part, highly positive reviews by critics.
* Eventually, in the 1980s, the development of Canary Wharf as a financial center, led to new proposals being floated for extending the Jubilee Line, including what was ultimately built: redirect the line to go from Green Park to Westminster, then following the route of the Waterloo and Greenwich Railway, continuing to Stratford via Canning Town alongside the North London Line. Even so, the approved route underwent some changes. A station was originally planned at Blackwall, but this was replaced by diverting the line between Canary Wharf and Stratford underneath the Thames to serve the Greenwich peninsula at North Greenwich station. Plans for the Millennium Dome did not yet exist, and this diversion was made to provide for a

planned housing development on the site of disused gasworks.
* Eventually inverted in both men's cases. Couture moved back to Light Heavyweight after losing Heavyweight title to
* Eventually it comes south for both as Misato has to start making hard choices that could mean putting her job above her personal feelings and Naoko has an emotional breakdown when she finds out Gendo doesn't really love her.
* Eventually, it's revealed that Patricia didn't actually die in the Tragedy, and in fact was one of the instigators of it. However, given what happened to her brother
* Eventually it was revealed that the reason for the hiatus was because Rei was working on
* Eventually Jaune (and the audience) learn that the people who trashed his cafe and beat him in
* eventually Laurence himself after his promotion to admiral in the final book and generally impresses everyone she meets. Technically, Temeraire himself also counts in book 5.
* eventually located, one in September 2014, the other two years later.
* Eventually made into a full blown game, with the exposition delivered as an aside facing the audience
* eventually made it back and saved them after 50 years in the future.
* Eventually parodied in a commercial when he was trying out nicknames for players — for Drew Bledsoe he tried "Drew bled so much he needed an infusion." Intended as a joke, it became
* Eventually played straight when the remaining nuclear reactors break down and produce the Primfaya death wave, turning nearly the entire surface into a desolate wasteland. The few survivors try to resettle in a valley that miraculously escaped serious harm, only to come into conflict with a returning group of criminal miners (in cryosleep since before the first apocalypse), and that haven ends up destroyed as well. They have no choice but to abandon Earth completely, taking the miners’ ship and going to a habitable planet in another system.
* eventually reaches the campground in the end, to everyone's astonishment.
* eventually realises what a terrible person she is when she decides to let Daenerys and Jon be slaughtered by the White Walkers after promising to help.
* Eventually revealed that the flat image of a person is just what it looks like when you're being
* eventually reveals that he is a war criminal out to kill other war criminals. So there's a good argument that he starts the game as a major bad guy, and indeed committed even more horrible acts before the game started than you can ever do in it.
* Eventually, Scourge was confirmed as having died somewhere during the
* Eventually, she chooses Masaomi over Izaya and the two leave town together.
* Eventually, she decides that she wants to stay in the Navy and is allowed to, taking the Navy punishment for her recent crime.
* Eventually, she fully abandoned this trope and embraced her growing "bad girl" image. While her 2010 album
* Eventually she was locked up and isolated. But even then, she refused conversion,
* Eventually "slag" morphed into "scrap" and occasionally "scrud" as the go-to Cybertronian curse words in more modern series such as
* Eventually, Sony began allowing slow spells to work on many bosses, but with limited effect. Casters would receive messages such as
* Eventually subverted as Vaarsuvius kills him anyway, just to avoid another side-plot.
* Eventually subverted. They become decidedly more openly relaxed with each other during the American half of the tournament, regularly spending time together, saving each other and even hints of affection when no one but Amidamaru was around (who of course respectfully looked away, blushing). Yoh seems less frightened of Anna, implying that she was particularly strict before to prepare him for the tournament, which is probably a huge reason for his survival.

* Eventually subverted when he begins attempting to pick off board members who stand up to him; the rest of the board finally says, effectively, "Screw your money, we're going home."
* Eventually subverted when Justine figures out she can have casual sex with other people
* Eventually Subverted with "Gagagigo The Risen" who's Gogiga Gagagigo after being redeemed.
* Eventually, Supergirl loses patience with Mary fawning all over Superman, so she decides to give her a taste of her own medicine by giving Mary's brother
* Eventually Tedd even gains the unique ability to alter his "base" form, and thus can decide to stay permanently as either gender.
* Eventually thanks to an Equestria were the natives are sapient robots that
* Eventually, the ENTIRE SHOW was pulled from air in the Middle East, North Africa, and Kenya.
* Eventually the French and the English made alliances against common foes despite not liking each other. The French monarchy became anglophiles and the latter monarchists at the onset of
* Eventually, the frogs burst from their mother's back. (WARNING: Not for the faint of heart.) Despite this, her body is evolved to allow this, and she's completely unharmed.
* Eventually, The Geezer does come up with a use for Old Faceful: He opens a car wash.
* Eventually, the landlord evicts the Kramdens from the premises, but
* Eventually, the locust take over Azura, likely kill most of the elitists there, and turn it into a science lab for captured human scientists. By the time COG arrives, only one doomed scientist is still alive. It's unknown if Azura is still structurally intact enough at the end of the game to become a cozy island base for the COG.
* Eventually, the medium reaches its developmental limit, forming its "climax community" (pun not intended, seriously). This is the point at which the new medium and its associated community will no longer develop because said medium's boundaries have been pushed as far as possible. As such, it can no longer support any more organisms than it already has (radio is at this stage).
* Eventually, the other characters get fed-up with the constant explosions and send him to rehab (apparently, there are a lot of people suffering from similar conditions, go figure)... the problem was that an
* Eventually, the perp drops the weapon and then comes out with his hands up.
* Eventually, the powers that be begin to realize both how good he is,
* Eventually, the seemingly random sentences (pulled from the aforementioned girlfriend’s post history) coalesce into something far more terrifying:
* Eventually, the significant other will be released, either by completion of mission or
* ...eventually. The strip ran for quite a while looking like leadership of the Toughs was going be by Kevyn, with a degree of awkward mentoring from Tagon's father. Technically, the time travel was mostly required to avert the death of
* Eventually, the team (those that decided to reform and be actual heroes) came under the leadership of
* Eventually, the tech leap that Equestria Prime makes results in a race of aliens called the Celestial Ponies making an organized
* Eventually, things move into the 2000's, so the fake ads include a
* Eventually, Timmain (who was one of the original aliens who landed 10,000 years ago, and was already old back then, and is the direct ancestor of the entire wolfrider tribe) ends up together with
* Eventually, Tony came out as Iron Man as part of a wave of secret identity refutations (Steve Rogers, a.k.a. Captain America, did the same thing around the same time).
* Eventually, when Norman Lovett, who played Holly, left, they just hired Hattie Hayridge, who played his Gender Flip Hilly and said that Holly got a sex change to look like Hilly.

* Eventually Zoe came to the realization that not only was Torg in love with her, but she also loved him back! Which directly resulted in Oasis using pyrokinetic powers and almost killing her. She spent some time on life support. She was completely restored, except for the memory of the day in which she realized that she and Torg were in love and ended up getting incinerated by Oasis.
* Even Two-Face has his moments. When saved from The Judge by Batman who ends up pinned under rubble from the act, rather than take the opportunity to kill or unmask the Dark Knight, Two-Face instead just gives him a swift kick to the face to stun him and runs.
* Even Ty Lee's chi blocking is based off of the idea that acupuncture can block chi, and that bending uses chi as well.
* Even un-Exalted mortals can learn to wield spiritual power through meditation and training, and learn incredible supernatural martial arts and thaumaturgy.
* Even United States Senators aren't immune to this trope. Patrick Leahy (D-VT) is a lifelong Batman fan, and has cameoed in
* Even units that can keep their own formation may invoke this trope on the rest of the army. All you need to know is the unit attribute is called "
* even updated the phone to drastically lower the performance, even stopping charging above 15%! On the other hand, Samsung's full-disclosure approach to the problem contrasted with multiple other companies' "deny everything" scandals at the time, allowing the Samsung Galaxy brand to survive the Note 7's failure.
* Even using her powers to go after them in the ocean, along with her family/crew following right behind her.
* even using his last moments in life to help save Cleveland from a Covenant attack.
* Even video games as a medium weren't immune to politics, as many video games such as
* Even villain Nrvnqsr Chaos gets a super-deformed cat version of himself, Neco-Arc Chaos, in the later
* Even viruses get this treatment. The illness that is sometimes known as "the stomach flu" or "the 24-hour flu" is not even remotely the same virus as the one you get immunized against every year. The stomach flu, or gastroenteritis, affects the stomach and digestive tract. The flu, or influenza, is an upper respiratory infection.
* Even Walky's actual sister Sal acknowledges this, telling Billie she's the "daughter [our parents] like" and smiling when Walky tells her he wants to be a good brother — to
* Even warships are depicted as fully sentient and no one really questions it. The only real confusion comes in the form of Avatars, sentient androids who have more or less the same AI as the ship but usually see things differently. On more than one occasion, the titular ship has had an argument with herself. Even Avatars are respected as sentient beings, though; one even becomes captain of another ship.
* even weirder-looking him to get in trouble (must be getting a head start on the "moody ungrateful teenager" phase). Then it cuts to the family of weirdos sitting at Steak & Shake, and this tagline comes up: "Broken Penguin + 4 Meals Under $4 = What Broken Penguin?".
* Even weirder; the two mecha were never parts of each other before they were forcibly combined. There's only scant circumstantial evidence that the Lagann could be a modular attachment to a larger machine, but the attempt to merge it with a cobbled together Gurren caused obvious structural damage that pierced the cockpit, and narrowly avoided opening Kamina's skull to the sky.
* Even when all lights have gone out in the Degenerate Era, it is expected that stellar collisions or even accretion by dead stars of the very little remaining interstellar gas will produce from new ones
* Even when benevolent deities like the Salish or the Asgard appear, it's made clear that they, too, are aliens rather than gods, and SG-1 will often either encourage them to tell their followers the truth, or explain it to their followers themselves.
* Even when downsized to a puppy, the inugami Byakuei from still manages to fit a

huge double-bladed sword in his tail. His real size is a lot bigger, though.
* Even when EDI does make jokes, she tends to be bad at conveying sarcasm, and often has to clarify "That is a joke." when people take her seriously.
* Even when Haru becomes superior, it is due to his very magical sword that was created by the most powerful magic in the series. Technically, still an inversion as a fighter with magical weapons are still fighters.
* Even when he arranges to assassinate Emperor Cartagia, he's doing it chiefly to protect the Centauri people from a bonafide lunatic
* Even when he finds out he's a ghost (of a sort) and will fade away once Sin is defeated, he faces his end with a jubilant attitude.
* Even when he is acting goofy, there is some level of this. His goofy demeanor and tendency to show-off means a lot of criminals, especially those who pride themselves on their cleverness, underestimate him only to get hoodwinked and caught.
* Even when he is finally "defeated", it's less because anyone harmed him and more because his purpose was complete, so he committed suicide.
* Even when he is out for money, he only really wants it to fund his sadistic plans. One of the first things he does in Brian Azzarello's
* Even when he lived in London, most of Handel's operas were composed for Italian libretti, and it could be said Handel stunted the development of English opera with the popularity of his Italian works. When London's taste for Italian opera waned, he switched to composing oratorios in English rather than opera.
* even when he refuses later to stay friends, she can't understand the pain she'd cause him. Not until her own crush suggests a purely platonic relationship.
* Even when he's old enough to go to college, Max has his young teenage voice from
* even when insulting people) while she's a country girl who's in love with life, freedom, and fun. Their different social classes cause difficulties; he fumbles his attempts to compliment her and she has a habit of misinterpreting his respect for her honour as evidence he thinks she'd never be good enough for him under normal circumstances.
* Even when Jade gets hit with a Fon Slot Seal, he doesn't lose any of his awesomeness. In fact, it's by traveling with the party that he can learn the
* even when other Jewish leaders were begging her to convert, but she was beheaded as an apostate. The Muslims themselves were also hesitant to kill her and gave her several chances too - the governor allegedly instructed the executor to strike her lightly first in hopes that seeing her own blood would frighten her into accepting conversion. She earned the nickname "The Righteous Sol".
* Even when saving the Earth has shown himself to be very ruthless and brutal in his methods, though he subverts the trope in that he actually has some altruistic qualities.
* Even when Seven is still fully Borg she has noticeable ...implants. Apparently
* Even when someone attempts to use it fairly, the case tends to find some other way to screw them over, usually by having someone interfere and get the match thrown out.
* even when Spike's hand bursts into flame, during his Heroic Sacrifice.
* Even when Stryker's men invade the school, Wolverine stabs about 10 dudes full in the chest with both blades, yet somehow spills
* Even when the Auxilary-Animorphs are created, gender does not matter in the selection of the original Animorphs.
* Even when the brain is whole, people are capable of awesome hand waves. When confronted with moral decisions, people make them almost instantly (unless they're really tough, like whether it's okay to sacrifice four people to save five others). Essentially, three things happen when we make a moral decision. One portion of the brain feels empathy for those involved (oh, wook at da baaybeees). Another portion of the brain seeks a much more utilitarian solution (kill the spares, collect all the food, live as a king). Depending on how strongly these two fire, we reach a decision, usually some kind of balance between the two. Then the final act happens: our prefrontal cortex (the part of the frontal lobe responsible for, among other things, logical thought) justifies the decision we've reached. In other words, all

those books you had to read in philosophy 101 about morality and the justification for various ethics? So much handwaving for decisions stuffy German men had already made. But very, very sophisticated handwaving.
* Even when the Classic show was set on Earth, it has would generally call upon the
* Even when the horses are well, the series also goes out of its way to depict horses as living creatures with wills of their own and distinct personalities; they don't always do exactly what the rider wants them to do all the time, and riders also have to adjust their approach for each horse based on that horse's characteristics rather than expecting them all to respond identically to the same techniques.
* even when the last group warns them that a refusal to start negotiations would mean facing the full power of a properly prepared Imperial Fleet, as the Empire still had to properly transition to war economy and, after the failure of the expedition, doesn't have the means to launch another before the Alliance recovers;
* Even when the Pak flee their homeworld ahead of the core explosion, the Pak fleet is in a constant state of war with itself, which often spills over on planetary systems on their path, which the Pak fight to plunder for supplies.
* Even when the signs are language-independent, many symbols are unique to particular countries or groups of countries. In Poland for example the symbol for the toilets are triangles and circles for men and women respectively, rather than the representative figures ubiquitous in Western Europe. Can be very confusing if you're not expecting it, assuming you can even find the toilets in the first place.
* Even when the team exploits this ability, by arranging a sting wherein he dines with a hitwoman, he manages to go above and beyond. Said hitwoman has planned for this contingency and has a bomb planted under the restaurant, guaranteeing her safe escape. Reid convinces her to stay in place and continue chatting while his team sniffs out her accomplice, and after she's lost her leverage again convinces her to peacefully turn herself in.
* Even when the worst foul-ups happen, the human characters don't swear, either. An example from "The Cakes," when Penny's mom discovers the three pets have ruined her cakes in a food fight:
* Even when they try to let Eddy get away, he will ultimately blow his chances. In "Truth or Ed", he publishes a bunch of tabloid lies about the kids under the name of "Bobby Blabby". Just as Eddy could sneak out with the money he has earned, Ed mispronounces Bobby Blabby. So Eddy blurts out the correct term and, yes,
* Even when they were promoting the first half of Series 7, they basically described the whole thing as five individual movies. In order, you had an action-adventure (
* Even when this was the "primary" form of air-to-air combat, the most successful aces were often those who did what they could to avoid becoming embroiled in dogfights. One method preferred by many aces (one being the infamous Red Baron himself) was to dive on the enemy from above, attack, and then use the speed built-up in the dive to get away before setting up to do it again. To become embroiled in a turn-fight meant giving up this speed and all of the advantages that came with it. Another example comes from the Pacific Theater of
* even when Wright becomes his lawyer in 1-4 and believes in his innocence the whole time.
* Even when you don't need to destroy the entire planet, the various factions aren't above shelling the battlefield from orbit.
* Even when you take helping elves out of the equation, those who've read
* Even when Zuko manages to embrace this fact, Azula gleefully embraces it.
* Even where their usual duties were complicated by a city-wide blackout in New York. No sooner had the issue come out, New York City suffered a massive blackout.
* even while they are in government. You see, Bavaria has a strong current of people who don't think too highly of the "Prussians" in the rest of Germany and many of them vote CSU...
* Even Winchester gets into it (if not intentionally so) during the heat-wave episode, when he is staying up all night reviewing the Winchester family finances,

because the family's accountant has been arrested for, among other things, "countless counts concerning accounts for which he cannot...account".
* Even with all of these, though, there are a couple of instances that play it straight; at the conclusion of Season 3's "Wrestling With Demons", a human recruited to be a demon and one step away from the point of no return manages to turn away from evil when the Charmed Ones remind of his love for his mother.
* Even with all the supernatural events she's personally exposed to, Madoka Hiroo from
* Even with a split, it is possible that the official timeline showcases the route the story has evolved rather than actual chronology.
* Even with Chloe spelling out her issues with both of them directly during her big blow-up, both Goh and her father still struggle with understanding what's eating her. Goh naively believes that they just need to find her to fix everything, while her father gradually backslides as he finds other things to blame her running away on.
* Even with Heaven's light and the Virgin Mary's intercession empowering him, Dante can't keep even a flawed memory of what God is like in his head, losing more memory of that event than memory had been lost of events from two thousand years before.
* Even with her mother's training, Amaya is not fully prepared for combat on Gemworld. In her first swordfight, she is horrified when she kills the attacking swordsman and couldn't think straight in the heat of battle.
* Even within the show, werewolves were different. One episode of the series featured another werewolf who transformed by way of a "Werewolf Secret Formula", and who was nothing like the
* Even within the US it varies wildly. In the conservative South "hell" and "damn" are quite serious swearing, and even "heck" and "darn" are pushing it; in the West Coast and Northeast, they're so mild people forget they're curses at all. "Fuck" and its infinite variants have the same issue, being either an extremely taboo term or a meaningless emotional intensifier depending on who's speaking.
* (even with it, he can't see the color red on a white background), then prosecute the subsequent murder case and, well... generally be Godot.
* Even without being able to access them directly, all of humanity possesses a sub-conscious version of this. It was Leto II's goal to teach humanity "a lesson their bones would remember", essentially that the need to expand and seek frontiers would be built in through latent genetic memory.
* Even without declared rivalries, your situation with other empires is likely to devolve into this. Typically, the galaxy will become split into two or three major ideologically guided coalitions that are constantly declaring war on each other or subverting each other, but not enough to radically change the status quo.
* Even without magic, if a spirit willingly enters a container like a bottle and is trapped inside, the person who trapped them will have power over them. When someone tries to fool him into doing it though, he notes that this is an ancient trick and only an incredibly stupid spirit would fall for it these days.
* Even without mods, a direct shotgun headshot on someone without a helmet qualifies. Plenty of salsa for the next party (quite
* Even without supernatural curses or compulsions, each of the four virtues has drawbacks if you have three or more dots (and exalts have to have at least one virtue of 3+): compassionate characters have trouble making harsh decisions; temperate characters have trouble lying, cheating or going back on their word, no matter how dishonest the antagonist; valorous characters don't know how to back down from confrontation; and as for conviction,
* Even without that clause he's still asking a lot. Since he was born on
* Even without the obligatory "curse" backstory, "The Hands Resist Him" (above) is pretty damn creepy.
* Even without the Time War and the Siege of Trenzalore, the Doctor has watched a lot of people die over the centuries, and has felt personally responsible for many of them.
* Even with pop music acts this can be the case. Most people are only familiar

with the pop music they grew up with during their childhood, teenage years, and perhaps college period. As they grow older and don't quite listen to much hit parade music anymore they may be aware of the newer pop stars, but more because of their coverage in the popular press. At this moment, for instance, people can be aware of
* Even with proper annotation you'll be hard pressed to identify most of the references to Victorian literature in
* Even with steps taken to hide the doubles' faces, the switches are still sometimes obvious.
* Even with that aside she was needlessly violent when taking down perps, abusive of her fellow Wards, and generally rebellious.
* Even with the Empire's military might, they were still unable to stamp out the seemingly thousands of crime syndicates that flourished in the galaxy; some space was even ruled by crime lords! And let's not forget how the Empire was unable to exterminate the Rebels or crack down on Rebel Sympathizers. After all, it is very difficult to track down offenders in the vast void of space.
* Even with the explanation in place, what's stopping Batman from just killing him? Locking him in an air-tight chamber, lethal injection, explosions, there are plenty of methods that could allow The Joker to be killed while negating the danger of a toxin. Even just
* Even with the loss, defeating the Undertaker at 'Mania was still considered to be a big deal. 'Taker continued to win two more times at the showcase of the immortals until Wrestlemania XXXIII when he lost to
* Even with the presence of hyperspace, it still takes a long time to get anywhere in the
* even with the self-destructive strategy of animating one's ice- or players can focus on protecting their pillars from enemy spells.
* Even with the shields, the target ship still gets pushed by the impact. This can either cause the ship to collide with another object (such as a planet) or be pushed in such a way that the shield no longer protects it (deflectors only protect from frontal assaults).
* Even with this, it is stated will take many years for the hexed city to recover—which has had to be evacuated of residents.
* even women who are evil have some measure of sex appeal, which men don't need at all.
* Even words formed in English from foreign roots (Greek, Latin, and French especially) can run afoul of this, due to both the linguistic phenomenon of false cognates (cross-lingual words that look like they're related but aren't) and the presence in English of many doublets (words formed from roots that have been borrowed more than once, independently, in entirely separate contexts). Thus, to take Greek as an example, "herpetophobia" is the fear of snakes, not the fear of getting herpes. "Rhinoplasty" refers to getting plastic surgery done on one's nose, and is only related to the large african mammal by the fact that Rhinoceros is derived from its Greek name
ρινόκερως,
* Even words such as "shit" aren't censored in any media anywhere (the German equivalent of "shitty" is even less offensive; for instance, it made
* Even worse, a "hyperlimit" is not a strictly-defined sphere as it is in most such examples. It can easily be farther in one area than in another. It's usually a good idea to translate into n-space a fair distance from the "hyperlimit", if your charts don't have the "hyperlimit" of this system mapped.
* Even worse, as the years go by, pro wrestling's role as fun escapist entertainment has been near-fatally undermined by what wrestlers call "the sickness" — the scores of performer deaths due to abuse of performance-enhancing and recreational drugs, with
* Even worse, Dalmatians are notorious for having hearing problems—up to
* Even worse during the early days of the Internet, where only the privileged (usually offices and upperclasses) ones could make use of it, one strategy book consists of

* Even Worse, each album has a "polka medley", which consists of many popular songs performed to a polka tune.
* Even worse for people with Cursed: "Any time the GM feels like hosing you, he can, and you have no complaint coming, because you are Cursed." One thread in the SJGames forums reveal that the disadvantage frightened players so much that it was
* Even worse however, is that Yukari doesn't just limit herself to people she finds amusing. But she also spirits away people that are easily missed or suicidal. More or less with the express purpose of having them become Youkai food.
* Even worse is a secret organisation called The Dawn, from a short-lived mid-
* Even worse is his delivery of the line, "Maybe, I don't know...", in
* Even worse is near the end of the final book when Roland has to pluck one of the magical roses of the Dark Tower's field, whose thorns are extremely sharp. By the time Roland gets one in his mangled right hand, the palm has been deeply cut and one finger is still attached by only a single tendon.
* Even worse is omnigel. Everything is made of omnigel, and you can smear this 'gel' on everything to open it up.
* Even worse is the fact that the doll's owner's wife (who hated the thing...like
* Even worse is the Goa'uld Sokar. He basically takes the personage of the devil and even goes so far as to turn an entire planet into a literal hell just to invoke this trope, complete with people screaming in agony and gleefully listening to it.
* Even worse is the mysterious "Golden Freddy", a discolored Freddy suit that sometimes shows up, which outright
* Even worse, it can leave such a bad impression that the Eight Deadly Words can carry directly over to its sequels. Case in point,
* Even worse, it's necessary that the card specify "the game" and the rules clarify what the term means, as (while this should never happen in a tournament setting) there are ways in which you can be forced into playing additional games against the same opponents and there are ways in which a card played by somebody who
* even worse monkey to the camera. So the picture in the yearbook isn't even Kim-as-a-monkey.
* Even worse, most characters (but especially Ranma) have a tendency to munch and swallow anything put in their mouth, even against their will, rather than spit it out. Ranma has been neutralized once by tea mixed with a paralytic that Sentarō just threw toward her mouth. Another time, she's fed a drugged rice cake by Kunō — and the worst part is that it was
* Even worse near the start, where every game or toy was turned into a game that resulted in someone breaking psychologically. One wasn't Yami's fault, even; in "The Evil Dragon Cards", wannabe Imori tries to use the Soul Jar and the Dragon Card game to get ahold of the Millennium Puzzle; the dragons of the deck slowly consume the soul that gets trapped in the jar after losing the game. Yugi loses the first game, and Yami takes over.
* Even worse, someone posted a remix of "U.N. Owen Was Her?" as John Stump's "Death Waltz", causing much confusion between both songs
* even worse tanks was soon lost, and the astronauts inside would have died in a few hours if they hadn't been carrying a healthy lunar module with its own oxygen supply.
* Even worse than Athas is the hellish realm of Maladomini in standard
* Even worse than that is when they claim that somebody who actually did retire is supposedly coming back.
* Even worse, the brag of "patent pending," meaning the meaningless process isn't even
* Even worse, the finger was twitching due to a trick involving magnets. He wasn't actually able to move himself at all at the time, making it even safer, and Dio's reaction is what allowed Jotaro to realize he could move during the frozen time.
* even worse the Outer Gods, that is. They don't even originate from Nasuverse's reality: Nyarlathotep compares the presence of the Outer Gods in the Nasuverse is similar to a "vacation".
* Even worse, the same thing happened to teenage super-heroine Stratogale. At

least she went in head first.
* Even worse was the 'Separate Ways' bonus chapters present in the PS2 and subsequent versions of the game, in which you get to play as Ada Wong. The girl with the Zelda-style hookshot that can attach to anything, even hundreds of yards away. Since the device was entirely governed by action commands, the game just dictated when you could zip over obstacles, and when you had to run off on a 16-room detour.
* Even worse when it comes to his abilities. The intro shows Shadow driving his motorcycle into a large alien and leaping off at the last second leaving it to crash and cause a huge explosion to defeat it. In game the jump button becomes break on a vehicle so attempting to do this will cause Shadow to come to a full stop at the foot of your target before politely getting off/out of your vehicle. The intro also displays using multiple quick and short Chaos Controls to fight multiple enemies at once which also can't be done.
* Even worse when you consider that the "lame-o Sci-Fantasy explanation" is EXACTLY what happens to her next boyfriend.
* Even worse when you throw the mask into the equation and never know what he looks like
* even worse, which (of course) made it into the final episode. It should go without saying that being nice to both Ramsay and the diners would be paramount while the cameras are running, but many still ignore this lesson.
* Even worse, Zouken Matou. He doesn't pretend to be a good/neutral guy or even bother masking the fact that he's a vicious and creepy old man.
* Even wrestling moves can have punny names. One such example is the Fisherman's Suplex, so named because it involves 'hooking' your opponent's leg. Wrestler's finishing moves sometimes have puns based on their ring name, such as "Air
* Even writers have noticed this, as there is an increasing amount of
* Even years after her death, Harry continues to visit and tend to the grave of
* Even Yoshi gets this treatment. Not helping is that in the games he's able to swallow most of Mario's enemies whole and has a seemingly infinite appetite, so it's not hard to turn him into a vicious predator that'll eat everything in sight, even Mario, often as revenge for the so-called "abuse" above.
* Even young Spanish-speakers find it amusing, as it means something like "auntie poopoo" in English.
* Even your female dwarves can be very manly. Maternity break? What's that? They can give birth in the middle of an enemy siege
* Even Zatsuza pales in comparison to the end of the boss rush mode (Death Label) from the PS2 port of Daioujou:
* Eve of Destruction: After getting into a car crash, EVE's internal nuclear device is activated and set to go off within 24 hours. Col. Jim McQuade is pissed that his superiors didn't inform him of this before sending him out to catch her. The race to disarm her gets even more dire when EVE's rogue moves take her into New York City in the climax, endangering millions of people.
* Eve of Destruction: Colonel Jim McQuade to a realistic degree. An army veteran, expert marksman and counter-terrorism expert, he's the guy the government calls in to take down a rogue killer android, but he does get pretty banged up over the course of the film.
* Eve of Destruction: EVE and her handler are out on a field mission when they get caught in the middle of a bank robbery. The robbers kill EVE's handler and damage EVE herself, causing her to go into permanent combat mode.
* Eve of Destruction, "My speciality is a spinach lasagna in a tomato-basil sauce."
* Eve of Destruction: When Dr. Simmons realizes the pattern behind EVE's movements because her own memories were implanted in the gynoid, McQuade has to get it straight.
* EVE Online 25,000 years before. Even newer races introduced such as the Sleepers are believed to be of human origin. The only non-human life are flora and fauna.
* EVE Online. All in excess of 15km, and all ridiculously costly to build.
* EVE Online and blasters. The Caldari have utilitarian, gunmetal grey/blue, angular ships with railguns and missiles. The Minmatar have rust-brown/red

heaps'o'junk which fly at unsafe speeds and the larger ships fire car-sized artillery shells. Some of the minor factions also have their own designs. Angel Cartel fly ships that resemble the Shivans mentioned above, the Sansha ships look like they have been designed by a sadomasochist, the rogue drones are basically mechanical insects and the Jove fly Gigeresque biomechanical ships.
* EVE Online: Any player can put up a bounty on a character's head, which is visible to other players if they view his or her profile.
* EVE Online, a player can train industrial ships and become one of these, hauling others' goods around. Red Frog Freight is a particularly well-known player corporation that specializes in this.
* EVE Online aptly called the Hawks who advocate this. They are one of the largest bloc among the Gallente population and support the Federation in its expansion and military development.
* EVE Online are controlled by humans brainwashed and cybernetically-altered for that purpose.
* EVE Online are their base ships with different color schemes. This is true of their pirate counterparts as well.
* EVE Online are the precursors. We used the EVE wormhole to travel to the Galaxy of New Eden, but when the wormhole collapsed, so to did civilization in New Eden, and as new civilizations formed, their origins faded into myth and legend.
* EVE Online: Because of the hands off approach of CCP regarding player interactions many stories of legendary cons, scams, and other debauchery are abound in EVE.
* EVE Online. Be wary though: any semi-decent pirate uses warp disruptors, barring a good escape.
* EVE Online: but only for some peculiar and seriously confusing values of criminal.
* EVE Online, but stationary ships pitch parallel to the ecliptic plane for no explained reason. Also, there's always a sense of where "up" and "down" are, because the camera can't vertically rotate past top and bottom positions. There is also a tactical view, which superimposes a set of horizontal circles around your ship, no matter what direction your ship is facing.
* EVE Online...but the uproar was large enough (and mirrored in canceled subscriptions) that CCP backpedaled furiously (and many other consequences too lengthy to detail here).
* EVE Online can have up to eight missile racks, all missiles launched from a ship originate from the same spot, causing simultaneously launched missiles to travel in a neat, glowing ball'o'death instead of a swarm.
* EVE Online CEO of NCDot hadn't really been interested in joining in this mess in the first place, and when the war turned against NCDot, the alliance's internal politics grew more and more toxic until finally the two sides split apart completely.
* EVE Online, complete with a theocratic government and widespread use of slavery.
* EVE Online CONCORD has since been upgraded (and continues to be upgraded every time anybody tries to tank them) and everyone involved was banned (if the players somehow figure out a way to subvert CONCORD, that is considered an exploit and a bannable offense), but the Yulai Incident lives on in legend.
* EVE Online, Concord, the space police, will punish attacks on innocent players by immediately appearing to destroy your ship, having first locked it down to prevent you moving, shooting, or even being able to target anything. In the past, it could occasionally be possible to escape from them by setting up some very unusual situations that allowed you to escape to low-security space. CCP, the developer, responded to this by updating the rules to say that escaping from Concord is officially considered an exploit no matter how you manage it, and your ship will be removed anyway. Concord always get their man, even if they have to work through the metagame to manage it.
* EVE Online. Depending on the current patches and balance changes, kinetic weapons may or may not be better than lasers.
* EVE Online device caused several distant stars in the galaxy to flare and space-

time to rupture; the kaboom from one of the star flares burnt the inhabited mining world of Seylin I to a cinder.
* EVE Online do not use clones, because they believe cloning damages the soul.
* EVE Online. Downplayed in that these fleets probably wouldn't win a battle against a large coalition fleet, and their formation, all ships on a 2D grid, would be awful to fight with.
* EVE Online embarrassing; one fan-created wiki tells the story of a fearsome pirate that chose his character's name poorly, and was stuck for eternity with the name "Buttpipe."
* EVE Online escape pods for the crew; however, escape pods deep within a ship can only separate as the ship falls apart.
* EVE Online, every system is at least binary system due to the unique gravity interactions needed to make a stable jump gate. The initial gate from Earth was named EVE and was due to the sudden appearance of a wormhole in the solar system.
* EVE Online. Factions also maintain their own navies, but those are at least escapable, if not survivable.
* EVE Online fighters, which are significantly more powerful than the unmanned drones and can maneuver freely whilst carriers sit far away from trouble.
* EVE Online flee the Amarr empire and into deep space in order to practice their religion in relative peace.
* EVE Online focus on armour and lasers. Minmattar use mainly shields and a mix of long and short-range projectile guns (although are somewhat less specialised and also use missiles, drones, and armour). They also each focus on different kinds of electronic warfare. There are also a variety of minor "pirate" factions that mostly mix up aspects of two of the main factions, but also including some that focus on unusual attacks such as draining energy.
* EVE Online gives us AURA, the universal AI that acts as the (feminine) voice for your ship. Or rather, every ship, regardless of who is flying it. It's a bit disconcerting to have any ship from a harmless shuttle to a fleet-destroying Titan talk to you in the same calm, female voice.
* EVE Online had varying lengths of free trial up until a 2016 update which allowed for indefinite trial accounts. Trial accounts under both systems are limited in which of the game's many ships they can fly.
* EVE Online has cloaking as an ability. Pretty much all ships can do it with the right equipment (although it cripples the combat abilities of everything but specialized Covert Ops and Recon Vessels). It is the subject of much controversy in the community, as it is widely used by pirates and carebears alike.
* EVE Online has entire websites dedicated to tracking exactly who killed who with what where. They are known as killboards.
* EVE Online has it that a beverage once in development by the Quafe company owed its addictive properties to human biomass.
* EVE Online has New Caldari. One wonders what happened to Old Caldari.
* EVE Online has several ships dedicated to either preventing targets from escaping or dragging them out of warp. Waiting next to a stargate and trying to kill anyone who jumps through is such a common tactic that it is unwise to ever allow your ship to fly long distances on autopilot.
* EVE Online has shiny Amarr ships versus "flying junkyard" Minmatar ships. Conversely, Gallente ships have shiny, smooth, almost organic curves while Caldari ships are angular and much more utilitarian.
* EVE Online has the Gallente Federation, Minmatar Republic, Caldari State, Amarr Empire, Khanid Kingdom, and Ammatar Mandate.
* EVE Online has these on all ships. The Caldari and some Minmatar ships, rely on shields as their primary means of defense (as opposed to the Gallente and Amarr, who rely chiefly on armor plating).
* EVE Online has this as an actual gameplay mechanic, where Player versus Player combat encourages players to prevent enemy ships from escaping. This is where the Interdictors and Heavy Interdictors come in - these vessels can deploy large warp scrambling bubbles that prevent all ships from warping, and capital ships from using their Jump Drives (averted with Strategic Cruisers equipped with the

Interdiction Nullifier subsystem, which makes them immune to this). If one needs a slightly more fixed solution, Mobile Warp Disruptor Fields can be manufactured/purchased from the market and anchored in space for the same effect. Players can also equip regular Warp Disruptors to prevent targetted ships from warping away.
* EVE Online have their distinct stargate designs to facilitate interstellar travel.
* EVE Online. If your corp isn't making a profit on a war, someone certainly is.
* EVE Online in Caille on Gallente Prime is a region near the nexus of the city where every structure, and even the ground itself, is made out of specially nanofabricated crystal. Its actual purpose? A nigh-invulnerable command bunker in case of orbital bombardment. The only way to disable the planetary government and military command would be to pulverise the entire city so thoroughly that it would constitute an unconscionable war crime and throw galactic opinion overwhelmingly against the attackers.
* EVE Online invokes this trope both as intentional uses and accidents.
* EVE Online is heading to this direction with the proliferation of Titans, ships so large that their gravitational pull can mess with the tides of the planet they're orbiting. The current count for Titans owned by players is measured in thousands, and the NPC empires are implied to have even more.
* EVE Online is justified in the game's lore. The sounds aren't actually real, but because the player's character is piloting the ship from within a sense-depriving goo-filled pod, the outer-space sounds are created by the ship's computers to give the pilot's mind something to focus on.
* EVE Online its the only type of battle there really is, except for corporate warfare. Notable in that is the current record holder for largest battle in an MMO ever, with thousands of players joining a single fight.
* EVE Online, just warping and jumping through stargates are mentally traumatic experiences, to the point where ship crews are either permanently juicing anti-psychotic medication to keep them sane, or else are kept sedated when they're not actually needed for anything. A capsuleer's control pod does grant them immunity to this phenomenon, but considering that it tends to drive the user insane anyway, this could be considered a mixed blessing.
* EVE Online: Large scale plasma cannons and plasma railguns are the favored weapon of the Gallente Civilization.
* EVE Online lasers are visible as solid beams, but do strike the target instantly.
* EVE Online: Manipulating one affects the other as well, no matter the distance between the two particles. This was used to create a galaxy-wide network (not unlike the Internet) where latency due to physical distance is not an issue. Carrying one half of a particle pair on a spaceship allows one to "phone home" from any part of the galaxy.
* EVE Online — While star gates make the massive eve universe traversable, there are limits to where they can be built and how far they can travel, which accounts borders and giant holes in the eve universe.
* EVE Online member) over cultural assimilation and poor security in their home region with nods to player-originated "Intaki Seperatist" movements.
* EVE Online player characters are based around this: Once you are about to die, your escape pod kills you and awakens a previously contracted copy of yourself somewhere else, that has a printed brainscan of your life's memories up until the very moment of death.
* EVE Online players as "the nerds who are to nerds what nerds are to normal people", with an appropriate series of illustrations.
* EVE Online, players fly their ships by being inside a pod full of goo with a neural interface which connects to the ship's systems and can easily be transferred between ships as well as ejected in the case of the ship's destruction (and if it is destroyed, a neural scan allows the player's mind to be transferred to a clone maintained at a station to cheat death). The interface allows a single person to control all of the ship's systems on any ship from a shuttle to a 20km long titan, with much faster reactions and better control than a human crew manually

controlling it could have (NPC ships are controlled by crews, and with the exception of CONCORD, are relatively weak).
* EVE Online plays with this a bit. Failing to slow down while approaching another ship will usually cause a collision. No damage is taken however.
* EVE Online. Poorly-equipped ship flown by a 'newbie' presents easy kill, enemies go for kill, react in surprise and alarm as six battleships jump in and snipe them to death. Heartwarming.
* EVE Online: Religion of Amarr Empire approve of slavery, conquest and racial superiority. The Blood Raiders. Since their "religion" invovles vivisection with no anesthesia... And to a lesser extent Sansa's Nation. They believe in turning people in to "true humans" by destroying the personality yet keeping intelligence and creativity intact.
* EVE Online resulted in the destruction of 75 Titans (the most powerful ship in the entire game). CCP, the developers of the game, dedicated a memorial called "Titanomachy" for the 75 Titans and 4200 other ships destroyed in the battle.
* EVE Online, ship insurance payouts was originally based on a static mineral cost for the ship. However, the player driven economy drove the market value of the ships below the insurance payouts. Players started committing massive in-game insurance fraud by creating a ship, getting insurance, then blowing the ship up as soon as possible for a hefty profit. Eventually, insurance payouts were patched to be tied to the market value of the ship to stop this nonsense.
* EVE Online, since it is most likely the barge ejecting the excess material from extracting the ore.
* EVE Online: starships designed by the Triglavian faction utilize naked singularities contained on the external hull as their vessel's primary power source.
* EVE Online status. Later on, the Amarr reversed their fortune in the Battle of Mekhios, where they wiped out an entire Minmatar fleet and send the remnants of their forces packing.
* EVE Online-style top-down gameplay from the mainframe era and created the 3D space sim.
* EVE Online Supercarriers and Titans (ginormous capital ships). There's also fighters, which are NPC controlled and launched from Carriers and Supercarriers, as well as various non-combat ships and specialist ship types (such as interceptor or electronic warfare).
* EVE Online supplied by CCP that the ship has a largely-full conventional crew (the player character, a "capsuleer", replaces all command and control crew, but maintenance, etc. is still needed, and on large ships, that's a lot of people). A ship being destroyed is an inconvenience for the player, who in the worst case scenario is transferred to a clone and can start again in a new ship. As for the the rest of his crew (who may number one or two in the smallest of the frigates all the way to tens of thousands in the city sized titans), it's better to just not think about. Then there are the NPC ships you can fight, most of which are not capsuleer-controlled, so even the smallest involve full crews being killed off for (virtual) real.
* EVE Online's vast and foreboding metagame. Trade alts, hauler alts, cap alts, logistics alts, forum alts, scam alts, the list goes on.
* EVE Online: Systems in 0.0 space have numeric names like B-VIP9. Some of the constellations and regions also have numeric names.
* EVE Online the Amarr Empire makes a wide use of slaves. Although they could easily replace most of their slaves with advanced technology, like the other nations have done, the Amarr believe that, by enslaving "lesser" peoples like the Minmatar, they are saving these people's souls. It's no surprise that the Amarr are quite far behind technologically when compared to the Gallente and especially the Caldari.
* EVE Online, the Amarr use "terrorist" to characterize Minmatar who liberate slaves by force, or even simply attack Amarr military forces. The former definition includes a large section of the Minmatar roleplaying community, particularly the Ushra'Khan alliance. The latter includes virtually any player allied to the

Republic, as well as the Republic Fleet itself. Needless to say, the Minmatar consider these same people to be freedom fighters, or simply soldiers.
* EVE Online, the Capsuleers are this to any faction that employs their services for Security Missions. By the time a Capsuleer reaches Level 4 missions, said missions involve one lone Capsuleer up against entire fleets of dozens of NPC ships with at least half a dozen battleships on average, the biggest ships in EVE Online barring capital ships. With the appropriate ship and fittings, one Capsuleer can solo these fleets on their own.
* EVE Online. The decription of the "Phantasm," a craft the player can pilot, specifically mentions that the weird geometries of the ship show preternatural understanding of physics and starship design.
* EVE Online, the energy conservation rule doesn't exist at all. The main example would be the logistics ships, that can use (since they have energy usage bonuses on certain modules) a module giving 324 GJ to an ally for the cost of only 108 GJ energy usage. There are probably more examples.
* EVE Online: the expansion pack - Apocrypha - caused numerous wormholes to open all over New Eden. They transport ships absurd distances instantly, either to elsewhere in New Eden (distances that would take an hour to travel via stargates) or to uncharted Sleeper space (which could conceivably be in an entire other galaxy). They are only open for a limited time, and will only allow a certain amount of mass through before collapsing.
* EVE Online, the explosion effects look pretty much correct according to what is described above. They are slowed down, however, so that the players can savor in the shiny afterglow of the ship they just helped blow up.
* EVE Online. The falling wreckage from the Minmatar and Amarr fleets fighting over Mekhios were more destructive than any orbital bombardment could have been.
* EVE Online: The four dominant human races of the EVE Cluster: The Amarr Empire (Powerhouse), The Gallente Federation (Balanced), The Caldari State (Subversive), and The Minmatar Republic (Cannon)
* EVE Online, the Intaki supposedly have this, though details are vague. In a process derived from their religious practices, called "Rebirth", the personality of a dying adult is transfered to a newborn. Today it's done with technology, from which came a lot of cloning tech. Spiritual leaders called "Idama" apparently/supposedly still do it the old way, and with training can access past memories.
* EVE Online. The most efficient way of controlling a ship in the 'verse is to put the pilot into a jar and then plug all of the ship's sensors and controls directly into the pilot's nervous system. In addition, capsuleers have one or more clones standing by in jars in case they are killed and need a new body.
* EVE Online. The new wormhole systems are dangerous and lawless, but exploiting them can be very profitable. Its also speculated that the Sleepers were left behind or are the remnants of Humanity that was cut off when the Eden wormhole collapsed.
* EVE Online, the original introduction explains that humanity left Earth, 'a world outgrown', over 20 000 years ago and started colonizing the entire galaxy. Eventually we found a wormhole leading to what is presumably a completely different galaxy and colonized it as well, before the wormhole collapsed, leaving the inhabitants of this new galaxy cut off from the Milky Way. The very existence of Earth and the Milky Way has been forgotten or turned into myths and legends during the dark age that followed the collapse of the wormhole.
* EVE Online the range of ship weapons varies depending on the size and type of the weapon. Small ships usually have a max weapon range of few dozen kilometers for long range weapons and a few kilometers for short range ones. Large battleships can potentially hit targets from several hundred kilometers away (although their close range weapons still require getting very close, especially for such slow and hard to maneuver ships). Large scale space battles tend to consist out of two large groups of ships about 100 kilometers from each other, blowing up the other group by focusing fire to one ship at a time.
* EVE Online. The salvager won't even be marked as an outlaw if he only dismantles the wrecks for parts and leaves the cargo alone. Also, people stuck in wormhole

systems can occasionally find someone to point them to an exit wormhole for a price.
* EVE Online, they don't take no for an answer when recruiting people.
* EVE Online, this is taken to ridiculous extremes for an otherwise acceptably scientific game. Not only does space have friction in EVE, but avid fans have actually done the math and determined that space in the EVE universe has the consistency of WD-40. Bizarrely, ships have an acceleration curve.
* EVE Online to say the least. Various modifications and reforms to asteroid belt realism and the interactivity/fun of mining in general have been floated by CCP over the past few years, but so far they appear to be on the back burner. Finding a fix that doesn't destroy the economy is bound to be problematic.
* EVE Online used in their construction, for a while it was necessary for player alliances to control wormhole systems and the archaeological sites within them in order to build strategic cruisers. Now it is possible to find relic sites in high-sec, but the wormhole sites are still much more productive.
* EVE Online usually subverts this, there are usually a wide variety of goods available at a given market.
* EVE Online, where weapon ranges are waved away as being, variously, a product of projectile velocity, the targeting computer being unable to hit a target that small, or the missile running out of fuel. For projectile and laser weapons, there is no hard cutoff distance, but as distance increases they miss more often. Part of the range limit is the maximum range a ship can target at, being a possible maximum of 250km with appropriate skills and modules - it is possible to get railguns and missiles to have a longer actual range than this, but they can still only be fired at a targeted ship (although the range over 250 is still useful on missiles if the target is moving away from you, but in that case they would have more then enough time to warp off before any missiles reached them).
* EVE Online will be changing the ship cloaking effect (viewable only by the player using the cloaking device) from a water-like animated texture to a hexagonal pattern in the upcoming Oceanus update.
* EVE Online will have this at the site of any major PVP battle, at least until some macabre scavenger scoops up the corpses for his trophy collection.
* Eve Plumb is a legitimately talented artist, whose work was showcased in several episodes, starting with a detailed drawing of a sparrow that she drew in the first season's "Is There a Doctor in the House?" (In one of the retrospectives of the series, any item that the script called for the kids to make, that particular kid made; sure enough, Eve drew "Jan's" sparrow.)
* Eve Plumb wears her hair in a clip for most Season 1 episodes, but wears pigtails during the Grand Canyon episodes.
* Ever17, although it is only mentioned in the text and doesn't have an accompanying visual.
* Ever17 attempting to cover up the fact that a very deadly virus they manufactured, Tief Blau, had been released within the park.
* Ever17. Before visitors can enter the underwater theme park of LeMU, they must go through a compression chamber and adjust to the change in air pressure via helium. Earphones are given to each visitor to make everyone's voices sound normal, but when Takeshi removes them and talks to an already high-pitched Coco...
* Ever17, builds on this in a lot of ways. There's two (1+1) protagonists, the game is set in 2011, 31 (the 11th prime) victims of the plane crash, and Yuni is 11 years old, among other things.
* Ever17 But she cheers up quickly enough anyway and plays strange games like staring contests with dogs or pretending to be a chicken.
* Ever17 ends this way. While the kids in question were already teenagers by the ending, it was the first time their father had met them and it had been many years since they were last reunited with their mother, so it still counts.
* Ever17 has a romance between the male lead and a holographic projection, so no actual touching is possible (though one end does stretch this a tiny bit...).
* Ever17 is about a trip to an underwater amusement park, which by the way is named after Lemuria, gone wrong.

* Ever17(ish) Sora how to behave like a real woman of her (apparent) age; it doesn't stick, and he concludes in the end that he likes her better as she is. The game also explicitly compares Takeshi and Sora's relationship to the Pygmalion story at one point.
* Ever17 is to give the infected party a healing factor that makes it impossible for them to be killed.
* Ever17 Leiblich Pharmaceutical, which serves as backstory for several characters. Among others they were studying Tief Blau virus to sell it as bioweapon, which made them responsible (by negligence, not malice, but still) for outbreak that killed several thousands of poeple including You's parents and experiments related to Cure virus on Tsugumi and later her children.
* Ever17 Lemuria is also used as a metaphor about questioning reality, a recurring theme in the game.
* Ever17 Only later we find out that parties involved were parent and child and it's unclear if they knew at the time and if that's related to the argument.
* Ever17 Played straight with the other character, who reacts typically for someone his age to the news.
* Ever17. Plus they needed a way to suddenly make her get along better with Takeshi, so they introduced Chami the Djungarian Hamster. He's named Chami because he's charming.
* Ever17) reveal that she is more aware of how serious the situation is than most of the rest of the cast, despite being the youngest.
* Ever17 revolves around a group of people trapped in an underwater theme park.
* Ever17, Takeshi and Sora share a touch through a glass. Bonus points for Sora being a hologram, and therefore incorporeal. In fact, her incorporeality is why they do this - it's the closest thing he can get to touching her.
* Ever 17: The Out of Infinity You's father was a researcher at Leiblich Pharmaceutical, and disappeared under mysterious circumstances a year after You was born.
* Ever17. The story is directly about trying to escape the the park before it is crushed by water pressure and indirectly about figuring out what is actually going on.
* Ever17 The writer responsible for that scenario admitted that he did not know that at the time.
* Ever17: "This story is not an end yet. Because only you are in the infinity loop."
* Ever17: Three bad endings, four "good" endings (some of which are still tragic), and one spectacular, all-revealing ending that you can only unlock after clearing the four good endings.
* Ever17 tries to invoke this trope on Tsugumi in Kid's routes. During "picnic" he gives her special sandwich "just for her", and when she bites it he laughs and mentions every single one of over 30 spices that he put in there in order to make the sandwich inedible. Tsugumi then says she likes it and it tastes like pizza.
* Ever17, when explaining her existence as a hologram projected directly onto the retina (RSD) with distance and location where she chooses it to be, Sora mentions how her voice's location will also seem to change. When she's to the right, she seems to be heard from there, or to the left, or 60 feet behind. 'And when I am under you,' At which point Takeshi and The Kid question her being under them and she gets embarrassed and tries to end the conversation.
* ever about a woman who received an electric bill for nearly 300 billion dollars, specifically $284,460,000,000. It was billed in December 2017 with an initial stated required payment of $28,156 and due in full by November 2018. After a call to the utility company from the son, it was discovered that somehow a decimal point had been put in the wrong spot and the real bill was $284.46.
* Ever After Academy and Abel, the woodsman (for the male main character).
* Ever After Academy is a rare example of this being played completely straight, being noble, brave, kind, and a good leader.
* Ever After after she attacks her stepsister Marguerite. The flogging occurs off-screen. After the stepmother sentences Danielle to be flogged, it cuts to the nicer

stepsister, Jacqueline, treating the lashes on Danielle's back.
* Ever After and Oscar Isaac (born in Guatemala to Guatemalan and Cuban parents) in the third - the fake nationality triple play.
* Ever After, as Danielle saves a servant named Maurice from being arrested over the Baroness' debts, Prince Henry asks her why she would do such a deed. Danielle replies that she believes in this trope, since "a servant is not a thief... and those who are cannot help themselves."
* Ever After, as punishment for his disobedience, the king tells Prince Henry that he'll "deny [him] the crown and... live forever!" Doesn't work as well as the king hoped, though even his tone implies he realizes he should have said something more convincing.
* Ever After begins this way, with Drew Barrymore's character as a little tomboy who, quickly on, loses her father to heart attack, then the main plot takes place ten years later.
* Ever After claims that her deceased father was an expert swordsman and taught her to be likewise. Given that her father died when she was eight years old, however, it's entirely likely that she's bluffing.
* Ever After. Danielle attempts to explain her true identity to Henry, but he doesn't really give her the chance. Later, his mother explains that "Nicole" is engaged to a Belgian, which is what Danielle's stepmother has told her, and he thinks that what she was really trying to tell him was goodbye.
* Ever After: Everyone is occasionally (probably consciously, due to the quick changes between humor and seriousness) guilty of this, child!Danielle in particular.
* Ever After gets played straight, however - he manages to gasp for a few minutes and deliver some last words without the loss of consciousness before death that generally happens when someone dies suddenly of a heart attack.
* Ever After Henry immediately fires back, "Good. Agreed. I don't want it!" and walks off.
* Ever After High characters Alistair and Bunny both believe that the other is friendzoning them. How they came to this conclusion is never explained.
* Ever After High depicts the Cheshire Cat as Kitty Cheshire's mother, when the character was male in the novel by Lewis Carroll.
* Ever After High episode "The Day Ever After", Blondie nudges Dexter to make him nod in agreement with what their friends are saying. This is an early hint that Dexter is secretly part of the group she was mocking.
* Ever After High has Apple White, daughter of Snow White. She occasionally has several boys swooning over her.
* Ever After High Has slit-pupil eyes, and a sort of catty aloofness. She often accents the catgirl theme with a cat-ear headband.
* Ever After High has this as part of its theme. The characters are children of fairytale characters and each have their own views on their destinies. The Royals believe that they should follow their parents destiny, Apple White is sure to have a happy ending, but Duchess Swan is doomed to become a swan permanently. The Rebels choose to not follow the destinies set before them, Raven Queen for one refuses to follow her mothers footsteps as the next Evil Queen.
* Ever After High, hermagic glows in purple, and she happens to be a daughter of an evil queen. Fortunately she isn't like her mother, but her power can get out of control and do some unexpected damages.
* Ever After High is nearsighted, however, she refuses to wear her glasses.
* Ever After High is the daughter of the Cheshire Cat, and inherited the trait of leaving behind her signature grin.
* Ever After High Maddie Hatter is very aware of the narrators of the stories, and is irritated of their constant arguing. Kitty Cheshire is also aware of their existence, in the episode focusing on her, she trolls on them by making them guess weather she is a Royal or Rebel(she is neither, she just likes to sow chaos).
* Ever After High Raven, and is sincerely excited when Raven appears to agree... and visibly heartbroken when it's revealed Raven was faking her out.
* Ever After High's daughter, but she doesn't believe people should be forced into

a life they don't want, making her a Rebel.
* Ever After High. The fact he always carries a mirror to look at himself makes it really obvious.
* Ever After High. The transfers are accepted by their peers, but they speak another language and act oddly compared to natives of Ever. And some of them, like Lizzie, had to leave their families behind to escape. The parallels to refugee children are pretty clear.
* Ever After High to look forward to, right? This does not sit well with the Rebels, which is where the trouble starts...
* Ever After High yet, all signs seem to be pointing in that direction.
* Ever After is certainly evil, but she cares for her eldest daughter and wants the best social position possible for her, while not abusing her other daughter in a different way than when she insults her... There are hints that she was abused by her mother and misses her husband.
* Ever After. Jacqueline is Danielle's kind-hearted stepsister, the only member of her stepfamily to treat "Cinderella" with any decency, and Capt. Laurent is the prince's right-hand man. They meet at the ball where the romantic leads are expected to announce a betrothal and have a few other small scenes where they mostly interact silently - but there's a clear connection between them, and at the very end it's strongly implied that they are together.
* Ever After make plans for her to wear a dress that belonged to Danielle's deceased mother to the masquerade ball. After walking in on Marguerite about to try on the dress, Danielle angrily declares "I would rather die a thousand deaths than to see my mother's dress on that spoiled, selfish cow!"
* Ever After of handkerchiefs in his clothes, placed there by hopeful young girls.
* Ever After: Prince Henry is fascinated by the way "Nicole" climbs trees, swims alone, and is strong enough to hoist him over her shoulders.
* Ever After, Prince Henry shows up to save Danielle, but she's already freed herself.
* Ever After. Right at the altar, he realizes the reason why she was hysterically crying was because she was in love with someone else and didn't want to go through with the wedding, just like him. So he calls off the wedding and runs off to find Danielle, just as the princess runs into the arms of her beloved also.
* Ever After, Rodmilla de Ghent favors her eldest daughter Marguerite, who is beautiful and behaves the same way as her mother, compared to her stepdaughter Danielle and her younger daughter Jacqueline, who has a much sweeter, kinder personality.
* Ever After: Rodmilla does one of these to Auguste as he lays dying of a heart attack, but it's more selfish than loving since she's wailing that he "cannot leave [her] here" while basically ignoring his heartbroken young daughter kneeling beside him; after he does die, Rodmilla proceeds to be horrible to Danielle for the next ten years.
* Ever After, Rodmilla grabs Danielle hard by the ear and throws her into a chair when angry with her.
* Ever After. The pretty stepsister invokes this—the prince goes to hand her a treat (we find out later it's chocolate), and she closes her eyes and opens her mouth suggestively. The prince is obviously not aroused, and actually looks a little disturbed by it, but he feeds it to her.
* Ever After, the prince attempts to rescue Danielle after she is sold as a slave. She meets him on the road out of the castle, carrying the sword she used to rescue herself.
* Ever After, this is Danielle's reaction after Henry finally proposes to her.
* Ever After throughout the ceremony, ultimately prompting Henry to call off the wedding so they can both be happy.
* Ever After. To go to the Ball, Danielle gets help from her other stepsister Jacqueline as well as the family servants. The Prince, Henry, is a flawed human being with both pros and cons, and he doesn't take the revelation about Danielle being a "commoner" well, so Leonardo has to give him a harsh pep talk before he goes and apologizes to her.

* Ever After: when Danielle is sold into slavery, Prince Henry shows up to rescue her. But, being the capable heroine she is, she has already threatened the bad guy and freed herself.
* Ever After when Prince Henry informs Danielle that they are supposed to live happily ever after. The woman telling the story, who is their great-great-granddaughter, also invokes it in her closing comment.
* Ever After when Prince Henry shows up to “rescue” Danielle from Pierri Le Pieu.
* Ever After, which was the main reason for her stepmother's intense dislike of her.
* Ever and More!. It's largely an excuse for the guys of Free Country USA to sit around drinking Cold Ones and singing songs.
* ever, and was subsequently booked against less-popular heels of the 70s. Since his career ended when wrestling was still in the more divided territorial era, Ladd is mostly remembered as a heel, though.
* ever, are you to open a hyperspace jump inside a planetary atmosphere; your ship may or may not survive the jump AND you will create an atmospheric disaster area. So when Sheridan and crew on a ship are trapped in Jupiter's upper atmosphere, what with its large hydrogen concentration, they realize they just need a particularly strong surge of energy to set off a boom while they make a getaway...
* ever been pinned cleanly is up for debate (mostly due to the issue of semantics regarding the word "cleanly").
* Ever been to (or heard of) Arlington National Cemetery? That's one huge example of this trope. Union Quartermaster-General Montgomery C. Meigs was asked to find a new place to bury the
* ever been under the illusion that they are invincible — "shoot first!" is their international, eternal motto.
* Everblue is a well-known bounty hunter who goes around in a bikini top, a skirt, a pair of shin guards with attached sheaths for her knives, and bare feet. One could argue that wearing an outfit like that would probably make you well-known no matter what your job is.
* Everclear "One Hit Wonder" about such an artist. The song was partly autobiographical about the band's feelings after "Santa Monica" hit it big.
* Everclear's highest charter wasn't "Santa Monica" but rather "Wonderful". As "Wonderful" was the song that marked their transition from a firmly alternative post-grunge band to a more mainstream pop-rock act, it's not as well remembered as their earlier material. While "Santa Monica" was Everclear's only #1 on Mainstream Rock, their sole #1 on Alternative was… "Everything to Everyone", which is still well known (certainly more so than "Wonderful"), but not as much as "Father of Mine" or "I Will Buy You A New Life", let alone "Santa Monica". All of that said, "Santa Monica", despite peaking at #5 on the Alternative chart, had a long run and would be ranked #67 on Billboard's 25th Anniversary Top 100 Alternative Songs List.
* Everclear was derided by critics quite a bit in their heyday, but they still produced at least three hit singles ("Santa Monica," "Father of Mine," and "Wonderful").
* Ever come across a Sears store with a non-working "e" on the sign? That makes the sign instead display "S ARS". What about when the first "s" goes out, which makes the store all "EARS"? Or what about when both of them go out at the same time? That's a real pain in the ARS.
* ever continuing hostilities. Their warfare encompasses the entire range of musical instruments and practically anything that can be used to make loud noises.
* Ever Decreasing Circles episode "One Night Stand", the prudish Martin Bryce is targeted by a prank-loving colleague who gets him drunk and arranges for a local girl to be in his room when he wakes up the following morning. The horrified Martin assumes he has cheated on his wife, Ann, even though he cannot remember a single detail of his "indiscretion".
* Ever Decreasing Circles featured two instances of this for main couple Martin and Ann.

* Ever Decreasing Circles Martin concocts an ambitious plan to give his house a complete spring clean from top to bottom while his wife is in hospital recovering from surgery. He meticulously schedules both the cleaning and his usual Sunday "to do" list of planning the neighbourhood's group social activities, but his lack of housework experience means things soon go wrong: He overloads the washing machine, and when he hears it jolting across the kitchen floor, he takes his eyes off a carpet shampooer for just long enough for it to swamp the entire hallway with foam. As he tries feebly to clean up the foam with a dustpan and brush, he stops paying attention to the absurdly large amount of rice he is boiling for his lunch, which soon covers half the top of the cooker. His attempts to vacuum up the rice lead to the vacuum cleaner breaking, and when he tries putting the remaining rice down the kitchen sink, it quickly becomes clogged. Finally, his nerves completely frayed thanks to both the housework chaos and a neighbour who won't stop calling him with questions about forthcoming social activities, he throws a porkchop into a plastic tub and puts it in the oven to cook for dinner; the melting plastic soon fills the entire kitchen with smoke, and the oven is ruined.
* Ever Decreasing Circles uses Dmitri Shostakovich's Prelude in D-flat major, Op.34 No.15.
* ever died during the commercial break. The show will always return from the adspot with a somewhat-stable patient, and a their doctors will be in a completely different part of the hospital.
* Ever dreamed you can't turn your alarm or clock radio off? That's because it was really on, but you only
* Eveready Harton in Buried Treasure (1928) is the first adult animated film and the first to be pornographic in nature.
* Everest (2015): Averted. When Beck asks Ang Dorje if he can speak English, Ang Dorje replies with "Probably better than you" to much laughter at Beck's expense. Played with when it comes to Yasuko; it's made clear that English isn't her first language and she simply avoids speaking most of the time.
* Everest (2015): Comes up in a number of ways but the most prominent perhaps is when Doug insists on reaching the summit, despite being more than an hour after the 2:00 turnaround time. Rob, against his better judgement, allows it. As a result, when the storm rolls in, the two of them are much higher on the summit than everyone was expecting and no one can get to them with fresh O2 bottles.
* Everest (2015): Rob explains to his clients that once they climb above 8000 metres on Everest, they will be in the "Death Zone", and their body will begin to shut down. The climbers are constantly reminded during their summit attempt that they must keep moving or risk death.
* Everest (2015): When a medivac chopper is called in to get Beck off the mountain (well above where helicopters are supposed to fly) and to a hospital, they throw out everything they can get away with, including leaving the copilot behind, then make themselves as light as they can.
* Everest: A number of mountain climbers get stuck on Mt. Everest after a blizzard hits the mountain. They are forced to press through it to make it back to the (relative) safety of camp. Special mention to Anatoli Boukreev, who ventures back out into the storm to track down stragglers.
* Everest: In the trailer there's a scene where they announce they've made it to the summit to cheering back at base camp. Proves to be premature as the blizzard moves in not long after.
* Everest is the second film with that name to cover the same events, though this one does in a dramatized fashion.
* Everest occurred, and the film also became a chronicle of its events.
* Everest trilogy amuse themselves by coming up with superlatives that allow them all to break their own records. One character might be the first 31-year-old Jewish man to reach the summit, while someone else might be the first African American from Oklahoma to reach the summit. This is in contrast to Dominic Alexis, who aims to break Ethan Zaph's actually valuable record of youngest person to summit.
* Everett Dirksen scored a Top 40 hit with "Gallant Men" a recitation of a patriotic poem he had written backed by music. He was the first sitting United

States Senator to score a pop hit. Although Dirksen recorded several spoken word albums, "Gallant Men" was his only chart entry before his death in 1969.
* Everett Ducklair shares most of his inventions-in fact, he built up a massive economic empire out of it. His weaponry, however, is kept secret for the most part, and the one he sells to the US Army is tighly controlled because he knows very well the damage even the lesser things could do if they ended in the wrong hands.
* Everett Ducklair was implied to manufacture weapons, and the second series shows that he sells "sonic weapons" (sound-based
* ever feels love again, his existence as leader of Cryptmonsters ends.
* ever for the US Olympic basketball team. To this day, the American players from that game still refuse to accept the silver medals, and at least one has left it in his will that his family can never accept the medal after he dies.
* ever getting Inquisitorial allies because they refuse help from anyone. Additionally, although some fall to Chaos through despair or rage, many (such as Horus himself or the Inquisitors who believe they can control Chaos) enter the claws of the Dark Gods due to pride - Tzeentch's portfolio includes (in addition to the more infamous Hope and Change) Ambition.
* ever go down without a fight. She had every intention of this when she was forced to face a bear with only a wooden sword before her rescue in "The Bear and the Maiden Fair", as well as when she was dragged off to be gang-raped.
* Evergrace instantaneously. Later on, it gains floors which turn from invisible to visible and back, slowly, enemies can come onto them, and there's STILL no fences to save you.
* Evergreen, Hotaka has this reaction when Niki meets him for the first time since he was supposed to be alone with the teacher, and his embarrassment at his scar and weakness takes over.
* Evergreen is more refined and eccentric then the usual example but qualifies nonetheless.
* "Evergreen" shows that the time before the mass extinction of the dinosaurs was not unlike "modern"-day Ooo.
* Evergreen was jealous of Erza for having the nickname "Titania" (townspeople were awed by her strength and called her that, meaning "Queen of the Fairies") and tried to kill her so she could take it. Erza defeats her and says that she never cared about that nickname.
* "Evergreen" was the debut single from Will Young and is the biggest-selling single of the 21st Century in the United Kingdom. It was also an album track for Westlife.
* Evergrowth. Centuries later a civil war ended with one faction attempting to use the Breath and the other sabotaging it to prevent it from firing. The sabotage caused the Breath to detonate, wiping out the Apexis civilization, shattering the Spire of Arak, and nearly rendering the arakkoa extinct.
* ever had relevant powers in its various editions and sourcebooks...the list goes on.
* ever harm, or threaten to harm Wash in front of Zoe. Not if you want to live.
* Ever head of/drank the popular Tito's Vodka? Well the "Tito" in the name is a reference to its owner Tito
* Ever heard of the A1 Tornado? It's an updated version of a 60-year-old design called the Peppercorn A1.
* Ever heard of the Wilde Flowers? Well, they were the founding band of the Canterbury Scene. Those who jumped ship before it broke up founded Soft Machine, and the rest founded Caravan. Soft Machine itself had Daevid Allen as a founder member (he left after the first single to found Gong) and was later home to Karl "Adiemus" Jenkins.
* Ever heard someone called an ass[BLEEP]? Doesn't that sound like they got... rather creative, in their insults? The censored word is just the innocuous "hole,"
* Everhood is a space where you're immortal for as long as you live there. Mostly. The Everhood hosted countless people, but over billions upon billions of years of existence, the inhabitants grew bored and gave in to various vices to stave off nihilism. Everhood inhabitants can only die if they are killed, and they began

picking each other off until only a couple dozen inhabitants remain, trying to go about their days by getting rid of the one person left with the power to kill them.
* Everhood who wanders the maze in the castle. If it catches you, it will throw you into a battle that you must escape.
* Ever if the elves of the Tolkien legendarium don't follow the trope, it is at least invoked, and seems to be pervasive in the human lands by the end of the Third Age, both people having become estranged, even in Gondor.
* ever in his backstory). A completely ruthless fighter who causes only senseless destruction.
* Everland and unleashed onto England. The virus quickly wipes out its adult population while slower to take affect on those eighteen and under. Females are particularly vulnerable to it.
* Everlast, and wound up dead" on some radio stations. The second bleep is a legitimate swear word, but the first is "chrome .45." The gun-less version easily leads to some bad guesses about what exactly he "pulled out" that got him killed.
* Everlastin and not the painting who changes, fading in and out on the cover to indicate that he's actually a ghost.
* Everlasting death for the most faithful companion — loss of memories causing the reversion of a significant amount of character development.
* "Everlasting Love" was first performed by Robert Knight in 1967. Since then, it has been covered by practically everyone under the sun. Some of the most famous covers were by Love Affair (in 1968), Carl Carlton (in 1974), Rex Smith & Rachel Sweet (in 1981),
* Everlasting Summer has no age check on Steam and received an automated T rating from the ESRB on Google Play; however, this same version carries a 17+ rating in the iOS App Store.
* Everlasting Summer is a russian Visual Novel that brought many people to the genre due to it being one of the most popular and well-reviewed Visual Novels on Steam.
* Everlost by Neal Shustermann — Nick and Allie die when their respective cars collide. They become Afterlights, which is when the souls of children (ages 5-15) don't get to where they were going, because they lack the sense of direction needed. Afterlights roam the earth until the end of time, but they can be sucked into the center on the earth when they stand on living ground.
* Everlost crash ended up flying the ghost of the Hindenburg to Roswell for sixty years. Somehow it ends up being seen by non-Afterlights… in 1947.
* Everlost there's a monster known for "chiming" his captives—that is, hanging them upside down from the ceiling. Since the characters in Everlost are all ghosts, this doesn't cause them pain or put them at risk of death, but it does get very, very boring after a few centuries.
* Everly, as close to trope as you can get in a mostly realistic live-action movie. Someone tries to shoot him, but he sidesteps off screen, then back on right in front of the character to disarm and punch her.
* Ever made a forum post only to find a garbled mess of the wrong-shaped brackets staring you in the face? Exacerbated by the fact that HTML and
* ever marched all the way to Berlin effectively uncontested (most of the German army was stuck in France, and what remained back home was tied up with the mutinies).
* evermore: "ivy" opens with the narrator exclaiming and praising her lover... until the rest of the song revealed that she is very conflicting about this relationship affecting her current one with her husband (which mean either this is an affair or the lover she is exclaiming is dead and she still can't get over them) and compare their love to ivy that will destroy her.
* Everneath. It feels like they have been there for hundreds of years, but it ends up only being 6 months in Earth-time.
* Evernight is the rebellious 'bad boy' Bianca's parents don't approve of, while Balthazar is considered the more safe and sensible option.
* Evernight; Lucas realizes that Black Cross is wrong about all vampires being evil monsters, while Bianca realizes her parents have sheltered her from the darker side

of the vampire world.
* Evernight, the two meet and reconcile at the same gazebo after they temporarily broke up.
* Ever Oasis are sexually dimorphic. Male Seedlings have woodier, more branchlike horns, female Seedlings have split-down-the-middle horns that resemble seed pods.
* Ever Oasis so many of their favorite shops and items tend to be fashion.
* Ever Oasis was released in the West almost 3 weeks before its release in Japan, which is especially rare for niche JRPGs.
* ever often responsible for producing parents of grandchildren. So they produce fan wank to explain away the Doctor's "granddaughter" as not related to him at all.
* ever played the least bit seriously. What makes this especially dark is that all of the characters in the series are named after either classical authors and poets or major characters from classical literature, and the author he's named after was famously suicidal and ultimately drowned himself.
* ever-present three-layered poof of lace at his throat commercial, he has a pink Nintendo DS. All of the buttons on the touch screen of his own game are his signature magenta.
* Ever proving the ancient maxim, "There's the right way, the wrong way, and the Army way," The U.S. Department of Defense (which shows up on this page in several places) still uses the "two space" rule in official correspondence, even though the proportional Times New Roman is the mandatory font, and still has instructions like "indent three spaces," which don't make much sense when using proportional fonts.
* Everquest 2 has a few. If you are drunk or hit with an effect, your screen can blur and if you get drunk enough/hit enough, you will eventually be seeing quadruple. Some mobs also have abilities that give you Sonic Vision, also known as Piss Vision. Finally, in the Estate of Unrest there is an interface screw towards the end as the boss of the zone tries to come out the screen at you.
* EverQuest actually changed the game for the sake of people with alt-itis. Initially, choosing your character class was spread over 18 levels. You started as your race (lvl 1 human), then chose your base class (fighter, priest, rogue, wizard) a few levels after that, then a specialization after that (a priest could become a cleric, shaman, or druid), and at level 18, you picked between good and evil, and the good/evil versions of a class had somewhat (and sometimes extremely) different abilities. Anyway, this whole system was thrown out, allowing characters to start as their final class from level 1. The reaction was generally negative, as many players actually liked doing the class choosing quests.
* EverQuest) advertisement? You might not even know the game is still around and they are still releasing expansion packs every year.
* EverQuest also features the Arasai, an evil version of the Fae, a playable race of fairies. The Arasai were created by corrupting the flowers that the Fae themselves bloom from upon birth, and are quite malicious.
* EverQuest briefly turned into this due to an oversight on a single item: Donal's Chestplate of Mourning. This cleric-only breastplate allowed the wearer to cast a mana-free spell that completely healed the target, though the drawback was that it took 30 seconds to cast - longer than most tanks could survive without other sources of healing. Of course, if you have ten clerics with the chestplate, then it's a simple matter of getting the timing down by having the clerics each click their chestplate three seconds after the last one did, resulting in the tank recovering full hit points every three seconds. It was especially trivial because this rotation could be kept up indefinitely since it consumed no mana or charges. This oversight was eventually rectified by the game's developers so that any given player could only be healed by the Chestplate once every seven minutes.
* EverQuest d20 pen and paper game had a mistake similar to the page image: on page 140 the terror carver monster has an ability called "blood frenzy". At the end of the description for how the ability works one can find the following: [Steve: if this is similar to a 3E barbarian's rage, should there not also be a penalty to ac?]. Presumably this was a note from the editor that was never noticed or removed.
* EverQuest divides them into Griffawns (lowest-level), Griffennes (in the middle), and Griffons (highest-level)

* EverQuest do this to worlds they conquer. Collaborators from conquered worlds are given a place in the Muramite Legions and everyone else is enslaved.
* EverQuest drop light stones and greater light stones, which help adventurers see in the dark.
* EverQuest, featuring a giant reptilian skeleton jutting derelict from the ground.
* EverQuest generated a lot of these due to the heavy secrecy that Verant maintained regarding the mechanics of the game behind the scenes. Verant was adamant to ensure that the actual number of XP points gained and the formulas used in combat calculations were completely hidden from players, leading to numerous guesses and false rumors about the system's functionality:
* EverQuest has 4 human races: The baseline human, the large barbarians, the scholarly erudites and the dragon touched drakkin.
* EverQuest has the same powers but lacks the control he has causing concern that she could die using it.
* EverQuest has two examples: The Blind spell, which blacks your entire screen, causing many a frantic player to think their video card just crapped out; and Booze, which causes your character starts to wobble even when standing still and the entire screen to fisheye horribly.
* EverQuest have the ability to Lay on Hands a single character to restore a large amount of hit points. Shadowknights, being the evil opposites of Paladins, also have a touch ability called Harm Touch, but this does large amounts of damage. Both abilities can be only be used once a Norrathian day, every 72 minutes.
* EverQuest II averts this if an option is enabled — however, like the rest of the engine, this is not efficient and requires high-end hardware to enable unless you want your framerate to drop through the floor. With the option disabled, clothing just kind of wraps around the body.
* Everquest II, characters transferred to Drundar are isolated from characters belonging to rule-abiding players, and customer support is inaccessible there; players can use those characters to cheat all they want, because they're only cheating against other cheaters. (This doesn't ban the account, however; Daybreak Games maintains that, for now, this is an experiment.)
* EverQuest II features all of your standard fair of fantasy races, but separates player races into either Good, Neutral, or Evil at the character creation process. This determines where the player starts as their home city and which class they can initially start as.
* EverQuest II gives us the collection quest items, often nicknamed "shinies" by the players for two reasons. The first is that, well, they glow — they're small, glowing points on the ground with a question mark on top. The second is that you can expect many people to instantly take a leave of their senses and drop whatever it is they were doing (such as traveling, trying to avoid dangerous mobs, healing their group or trying NOT to aggro everything in sight) in order to dig them up. Even more so in groups, where there's a competitive aspect to it — first person to activate the shiny gets it, and the rare ones sell for a mint. A shiny popping up in the middle of a difficult fight can quite easily spell "wipe".
* EverQuest II giving a straight answer one way or another has frustrated many a customer into cancelling their accounts because of the sheer unpredictability of where the game was heading in terms of both story and gameplay mechanics.
* Everquest II has guards in major cities. Some which are harder than high end raid bosses.
* EverQuest II has Lord Nagafen, a dragon found at the bottom of the Solusek's Eye volcano. He plays a major story role in the base game's questlines. The game will program an NPC as either Non-Combat (meaning you can only talk to them, if even target them), and regular enemies with designated levels, damage output, HP, and stats. Nagafen falls into the latter because a foolish player who thinks can challenge him will find out how quick a death they will recieve. At the start of the game, the level cap was 50, and Nagafen was listed as a 100x4 epic mob. As the level cap increased closer to 90 with the Sentinel's Fate expansion, Nagafen was boosted to 120x4. With the level cap of 120 with Blood of Luclin, Naggy was increased to 150x4. One player almost managed to kill him using environmental

exploits, but was caught and punished before he could finish. Since then, Nagafen has an anti-cheat mechanic that prevents him from taking any forms of damage after a certain point, making the effort ultimately futile. There is a subversion in the form that Nagafen's Lair was later repurposed for the Kingdom of Sky storyline as a seperate zone. The Nagafen inside there is still 100x4, which is completely trivial to anyone geared up in the Reign of Shadows expansion and can be killed in one hit. He's oddly fitted out with tier 5 loot from level 50 from the base game.
* Everquest II has some sort of skeleton or zombie in almost every zone.
* EverQuest II introduced the Ratonga, a species of anthropomorphic rats. They've since become popular with furries.
* Everquest II makes Iksar females significantly slimmer than males and gives them breasts, albeit breasts that can only be described as "minimalist" by MMORPG standards.
* EverQuest II model where you could play for free, but with limited access to in-game features like not being able to use world-wide chat channels (an anti-spambot countermeasure), limited character slots, limited selection of races and classes, or only able to use up to certain quality of equipment. The last two were eventually reverted due to negative feedback, but the game has since allowed free-to-players to play up to level 100 and access all content up to the Altar of Malice expansion pack. Buying the current expansion will allow free-to-players to access all previously expansions and the content they contain, and sticking with the subscription allows free chatting, free fast travel around the world, 500 premium currency to claim each month (which is used for cosmetics and account services.)
* EverQuest II, one quest to infiltrate a group of troll pirates involves getting ordered to kill an arena full of kittens. If you choose not to do it, you can stuff them into a sack and hide them, instead. The dialog for not killing the kittens has your player telling the troll that you ate them.
* EverQuest II soundtrack, such as Nektulos Forest, seem almost entirely composed of scare chords or rapid string notes. A scare chord which signaled a player character had broken from combat and is attempting to flee has been removed.
* EverQuest II Venril Sathir built a new Sathirian Empire, using the ancient Sathirian Calendar themselves. None of these established calendars have any overlapping date of reference to pinpoint exactly when they take place on a universal calendar that the player can reference. This was done intentionally by the developers so they would have some leeway to fit in new events that happened during the 500 year period without conflicting with anything.
* EverQuest II When they die, either of natural or unnatural causes, a spirit bud is created which regenerates the body until they are ready to be reborn. However, the spirit bud can be destroyed, which leads to the fae or arasai's permanent death.
* EverQuest ingredients as well. Eating smoked Wood Elf, for example, gives you a temporary bonus to agility, and the&& less said about what goes into a Hero Sandwich, the better...
* EverQuest, in the Wakening Lands, the Giants of Kael Drakkel will threaten to use your bones for mortar when you fight them.
* EverQuest is set up so that most individual cities have Usual Adversaries. Freeport has the Deathfist orcs, Qeynos and Halas have the Blackburrow gnolls, Kaladim has the kragplooms, Felwithe and Kelethin have the Crushbone orcs, Oggok has the Tae Ew lizardmen, Grobb has the frogloks of Guk, and Erudin and Ak'Anon have wild kobolds.
* EverQuest: Kithicor Forest is a low-level zone by day, but becomes a mid-level zone with undead monsters by night.
* Everquest — Cazic-Thule the Faceless is a malevolent four-armed god whose worship is dominated by fear. His spiny head lacks any eyes (or nose, or teeth, or eyes for that matter).
* EverQuest Next and continued development as a separate project, until being shut down on February, 2017.
* Everquest, out of the many dozens of zones, only a couple see much action. For example, players in their teens and early 20s, level wise, hunt in Paludal Caverns.

Period.
* EverQuest: Secrets of Faydwer features a task called "Disrupt the Workshop", in which you are required to disguise yourself with a clockwork gnome illusion. This allows you to walk freely throughout S.H.I.P. Workshop without drawing the attention of most of its otherwise hostile inhabitants. Since you are allowed to refresh the disguise at will as long as the task is in your journal, this can be abused to make any endeavors in the zone much easier.
* EverQuest series, each god rules over a different physical or emotional domain, and all are clearly defined as Good, Evil, or Neutral. Among the evil gods are Cazic Thule and his daughter Terris Thule, who controls fear and nightmares, and Tholux Paells, the Demi-god of Lust. Among the good gods are Erollisi Marr is the goddess of Love and Quellious the god of Peace and Tranquility. An interesting note is that the extremely evil Rallos Zek, god of War, created Sullon Zek, Demi-goddess of rage and anger. Sullon herself and her domain are considered neutral.
* EverQuest's expansion packs came with a cloth or paper map of the world of Norrath and the new area that the expansion focused on. The Planes of Power went one step further and featured a figurine of the game's mascot character, Firiona Vie.
* EverQuest tabletop game, the Poles (both north and south) of the moon of Luclin are given the Antarctica treatment.
* EverQuest tactics against a dragon who was immune to all forms of magic except for the Shadowknight class' Harm Touch and the Wizard class' Mana Burn, but in the end, the dragon fell, and his corpse had no loot. A few weeks later, a game-wide announcement was told of the accomplishment.
* Everquest: The Erudites. Their skin was changed to gray for the sequel.
* Everquest: The Froglok are a species of anthropomorphic frogs that mainly worship Mithaniel Marr, the god of valor and honor and as such lean strongly towards the paladin class.
* EverQuest - the initial release and the first expansion featured a scantily clad human chick named Antonia Bayle on the cover, but all the other expansion packs have featured images of that expansion's main antagonist.
* EverQuest. There are three "Human" races, but two of them go by other names. The gods originally created the Barbarians, who the game developers modeled after Celtic influences. Living in Everfrost Peaks required the race to be rugged, burly, and strong. Over time, Barbarians moved down into the lowland plains of Karana, where they adapted to the more temperate environments, and gained more intelligence as they no longer had to devote so much time to survival. The Human race that resulted are all white and represent European cultures and societies. As more Humans began to spread out, a group of them who dedicated their lives to learning knowledge and practicing magic split off and moved to the tropical continent of Odus, eventually adapting and evolving further. The Erudites are all dark skinned, but have the highest intelligence stat, and are among the best magic users among every playable race.
* EverQuest. There's also Tholuxe Paells, the evil Demi-God of Lust. Not just sexual lust, but bloodlust and any other forms.
* EverQuest, they also happen to be the one race who has the most influence in the survivability of the other races in Norrath as well.
* EverQuest was banned because "the player can make morally ambiguous decisions, and thus the game is harmful to the consumer's mental health.”
* EverQuest went the same direction with Antonia Bayle. However, roughly about 2009 SoE deliberately phased out the sexy cover art for their games.
* EverQuest were outright immune to spells that slowed their attack speed since such spells could reduce a monster's damage output by upwards of 60% or more. Notable examples for their time were Derakor the Vindicator and the Avatar of War, two end-game bosses in the Scars of Velious expansion that were notorious for their extremely high melee damage output.
* EverQuest". What this means is that every mammalian race has the racial size equivalent of D-cups. The only exceptions are the races who don't have breasts in the first place.

* EverQuest, which borrowed a lot of cues from older tabletop games. At lower levels, melee classes are capable of fairly easily soloing enemies even a few levels higher than themselves, while casters must typically focus on enemies their own level or lower (due to the heavy influence of level disparity on spell resistance). However, by mid-level, spellcasters gain a plethora of tricks to make soloing quite easy, while melee classes are almost universally forced to get groups in order to grind experience.
* Everquest wizards get 3 Alternate advancement abilities called Pyromancy, Cyromancy, and Acromancy that cause additional damage and resist debuff to Fire, Cold, and Magic respectively.
* Ever seen advertising copy, for a Jewish-themed work, that says "You don't have to be Jewish to love X?" You can thank the 1960s
* Ever see those SlimQuick commercials? Men lose weight by simply drinking water instead of soda, while the woman - who hasn't had anything made with flour in over 5 years - is still fat and requires the product to lose the weight.
* Evershade from a guy to a girl, the titular character examines themselves in a mirror, and this trope is noted:
* Evershade, His little sister takes that as a reason to have this with him, now her:
* Evershade: Karen, formerly Kyle, can't return to being male as her regeneration forces her into a female form too fast for any surgical changes.
* Evershade: Karen's healing forces lost bodyparts to return to her and reassemble her body whole again.
* Ever since American production companies have noticed the gorgeous landscapes and cheaper production costs of New Zealand, the collective acting pool of Australia and New Zealand has been getting a pretty heavy workout.
* Ever since building a machine with artificial intelligence is outlawed. This is gotten around with servitors: vat grown or mind wiped humans with cybernetic implants. As per the peace terms between The Emperor and the Tech-Priests of Mars, all AI creation is strictly forbidden.
* Ever since drafting Steven Stamkos in 2008, the Tampa Bay Lightning took a while to get their footing, which happened around 2014 (the only playoff run before was quite deep, losing in the 2011 Eastern Finals to the eventual champions Boston Bruins). There, the absence of goalie Ben Bishop led them to be swept by the above mentioned Canadiens. In 2015, the Bolts finally went all in and got to their second ever Cup finals, only unlike the 2004 title, Tampa built a 2-1 lead before the Blackhawks won three and got the Cup. It was then followed by a conference final, missing the playoffs by
* Ever since Evolution of Combat came out, all but the strongest of bosses from before it are now painfully easy, as the player can simply spam special attacks at them until they die.
* Ever since her training in Braavos, Arya develops a tic of standing with her hands behind her back.
* Ever since he started doing short videos about video games and talking really fast in them,
* Ever since he was a kid, Kyo deeply wanted to protect his loved ones (in fact, he promises his mother Shizuka that he will do so when he's just eight years old), and that turned out to be one of the reasons why he was so powerful... but after gradually forgetting it in the middle of his turbulent life, he got Brought Down to Normal
* Ever since his introduction, Bowser Junior has been taking over other characters in first place,
* Ever since id Software was acquired by Bethesda's parent company ZeniMax Media, these fandoms have even overlapped with those of id's franchises, including
* Ever since its anime premiere in 2019, its almost impossible to discuss
* Ever since Lapland became famous on the news, the media reports on similar attractions every year, and always points out the similarities.
* Ever since Looker's debut in Generation IV, each generation has had at least one game in which he makes an appearance up until

* Ever since Microsoft included a version of the popular Klondike variation with Windows 3.0 in 1990, vastly more people have played
* Ever since Playfirst started to make games in the app industry, they rebooted the
* Ever since Ruby wounded her at the Fall of Beacon, Cinder has held a huge grudge against the rookie huntress. When Salem sends her team to strong-arm Raven Branwen into helping retrieve the Relic of Knowledge from Haven, Raven demands that they kill Qrow in return. Seeing this as a chance to pay Ruby back, Cinder eagerly accepts, even though it sacrifices their advantage of Haven being empty. During the battle, Cinder, Raven, and Vernal, the supposed "Spring Maiden" slip away but before any of them can open the Vault of the Spring Maiden, Cinder reveals she has a Grimm arm and kills Vernal to steal the Spring Maiden's power — except Vernal was just a decoy,
* Ever since Sonjai's death, a new Companion Cube named Mogo (not to be confused with the original identity of Cephalo the Pod) has replaced him.
* Ever since the 19th century, Coca-Cola has become easily the largest soft drink company on the planet. Finding a restaurant, convenience store, theme park or grocery store that doesn't serve Coca-Cola products will be harder than finding a UFO in the sky.
* Ever since the canon ship Steve Rogers/Bucky Barnes ("Stucky") exploded in popularity, many fics have been written that pair Steve with other characters played by Bucky's actor
* Ever since the divine right of kings was initially challenged 15 years previously when a coalition of lords overthrew
* Ever since the fall of 2020, they'll take any weekend they can to air
* Ever since the fidget spinners skyrocketed to becoming a trend in 2017, they received intense hatred. Haters claim that what was supposed to be a stress reliever for those with ADHD is now a status symbol for being cool. They also admit they're annoying.
* Ever since the franchise was bought out by Disney, there seems to have been a conscious effort to avert this trope.
* Ever since the inception of Sidemen Sunday, every member of the group would appear in the videos. However, on two separate ocassions in 2021, two members were notably absent, after being tested positive for
* Ever since the introduction of the move Dive in the third generation of games, its use to go underwater on certain areas has only made
* Ever since the mid-to-late '00s it seems that WWE has taken their policy a step further by making all newcomers use a WWE-given name, even those who previously wrestled under their real names or own their own names.
* Ever since the original iPad came out, numerous Android tablets from a myriad of manufacturers cashed in on the nascent smart device market. While some of them are of merit like Samsung's Galaxy Tab line, lower-end models especially those
* Ever since the season 2 finale aired, it has been a major point of argument among fans as to whether or not
* Ever since the show returned in 2005, it made Cardiff, the capital city and most populous county of Wales and the headquarters of BBC Wales (the producers of the show), a
* Ever since they rejoined the NFL in 1999, the Cleveland Browns had trouble finding a starting quarterback until they drafted Baker Mayfield first in 2018. A notorious jersey had the names of the 29 starting QBs before Mayfield.
* Ever since Warner Brothers bought out the series, there's been a stronger focus on story for
* Ever since "What Was Missing" the idea that Marceline and Bubblegum used to date swiftly became a fixture in the fandom. After years of
* Ever since "Wind of Change", all their hits have been ballads. And we're still talking about the band that gave us "Rock You Like a Hurricane".
* Eversion actually has more than one layer: there are 8 in total, but per level, you'll only be using 2 or 3 of them. At different layers, different objects may be obstacles or even enemies. In the lower levels, clouds can be platforms. In the

highest levels bushes are obstacles, go lower and they are death traps, beyond that they are just dead and background art. Enemies are deadly to different degrees with different one optimised for different levels.
* Eversion Mario-clone platformer at first, but after a few levels, you need to figure out how to "evert" in order to solve the puzzles. Then the game's major narrative elements start to kick in.
* Eversion plays this for laughs—the princess still turns into a monster, but the hero becomes a monster as well, and the two live happily ever after.
* Eversion quote. The warning is quite appropriate, as the game is noted for making nervous players slightly paranoid.
* Eversion turn out to be one too, so it's a happy romantic reunion between two monsters!
* Eversion, which makes for a surprisingly good ending, as you get along well with the princess.
* Eversor Assassins are designed to be walking one-man gorefest. However, they are not genetically modified like the Space Marines. They instead use a combination of bionics and a really wild cocktail of combat drugs to increase their killing power. The side effects of these drugs is that their bodies will explode on death, and they are in a permanent drug-induced rage, necessitating the operatives be sedated and transported in stasis between assignments. The other assassin temples rarely resort of such extremes,
* Eversor assassins are drug crazed close combat monsters capable of ripping apart an entire enemy command structure, often finishing the job by literally exploding.
* Eversor Assassins, who are turned into monsters with them and sent to destroy someone.
* Ever So Slightly'' shine while playing games with multiple endings, implying that she invokes this trope by seeking out the bad endings.
* EVERSPACE, all ships, except with the weapon override, which boost your weapon damage, and you'll turn space fields in scrapyards in no time.
* EVERSPACE has many energy-based weapons. They are usually more useful against shields than armor.
* EVERSPACE, lasers are common weapons. Lasers are strong against shields, but weak against hull. They coming in two types: Pulse laser or Beam laser.
* Everspace of a weapon with insane range and damage that only gets better the more damaged your hull is.
* Eversummer Eve in 2007 without notice, quietly leaving the site in early 2008. The comic has not been updated since, and the author has since indicated on Deviant Art that it's on hiatus, but she intends to come back to it and remake/reboot it at some undetermined point in time.
* Ever the generous soul, Isabela similarly provides for Bethany should she be taken to the Circle, but the books get confiscated for being "non-curricular."
* Ever, the story revolves around the efforts of mortal girl Kezi and minor god Olus to make Kezi a goddess.
* ever to having three), they can be easily competent in any class of their liking whereas other races' perks tend to encourage them to stick to the niches they're 'naturally' best suited for. They also get feats that are useful for anyone such as "human perserverence" and "stubbon servior". Humans are special in fourth and maybe third!
* ever. To put this in perspective, the Doctor's TARDIS was already a museum piece when he first acquired it hundreds of years ago, and it's still "the technology of the gods" compared to almost anyone else. After all, the Time Lords were "the oldest civilisation" who had "turned time travel into a game for children" before humans had discovered the wheel; they also developed effectively unlimited teleportation technology "when the universe was less than half its present size". It's been implied several times in the show (and outright stated by the expanded universe) that the reason the Doctor's TARDIS looks comparatively primitive, with its reliance on mechanical switches and levers and tendency towards steampunk clunkiness, is a combination of the Doctor's preferred "desktop theme" and because it just makes it easier to interact with.

* ever turn [her] back on people that need [her]". Thankfully, the other members of the group are better at recognizing that they can't always get distracted, and are more pragmatic.
* Everwar series was given a blurb, synopsis, and release date from the publisher, and then failed to ever come out. The author, literary agent, and publisher have never released any news regarding the book, and queries to the publisher go unanswered. The previous book ended on a cliffhanger leading up to the series finale, leaving fans very frustrated.
* ever was a POV shot of one's suction-cup arm ominously approaching a horror-stricken Barbara. Cue audiences frantically discussing what might be at the other end.
* ever was named because you'd have to be high to even imagine something like it. It looks like somebody combined a worm, an octopus, a hedgehog, and some other things that only a Lovecraft could love.
* Ever watch a war movie where there's always the one guy who starts giggling uncontrollably when
* Everway: immune to aging and vulnerable to only certain types of harm.
* Everway. It's more useful for providing light than for dealing damage, but hey, you're still on fire!
* Everway through any physical substance, known examples include cutting through the fabric of space-time to create portals between alternate universes, killing an opponent by cutting his soul free of his body (without actually leaving any physical wounds on his body), and destroying a pocket universe by slicing the substance of reality into its fundamental elemental components.
* ever, which this group certainly did. The regime was soon crushed by the Holy Roman Empire.
* ever willing to cooperate with each other was to fight a more powerful Symbiote that had been spawned from Carnage's Symbiote.
* Ever wondered why many nuclear power stations are built near the coast or some other large body of water? It's so that the core can be cooled with the local water source and not have to have water pumped in, and eliminates or reduces the need for massive cooling towers. However, it's also convenient because in an emergency, they can open the sluice gates and use all those millions of gallons of water as a heat-sink. This isn't very good for the environment because unlike during normal operation, the water enters the primary coolant loop instead of going through a heat exchanger, i.e.
* Ever wonder how all car insurance companies manage to advertise that "people who switch from <competing company> to <our company> save an average of <
* Ever wonder where the term "white elephant gift" came from? In southeast Asian kingdoms, especially Siam, any courtier who received a white elephant would receive a blessing and a curse: the sacred white elephant was a sign of the king's majesty and justice, as well as the kingdom's prosperity. Unfortunately for the recipient, they couldn't put the elephants to work or ride them as they pleased: they had to keep it on hand in case the king felt like taking a ride and being virtually unable to dispose of the beast, they had to feed it and clean up after it, in addition to paying for any damages the elephant caused when it damaged someone else's property. In fact, giving a sacred white elephant became a favorite tactic of kings who wanted to punish powerful people but had no legal means to do so—by "graciously" offering them the animal, the rulers ensured that their targets would be broke, miserable, and perpetually unable to do anything about it.
* Ever wonder why Draenei females have so few unique voice lines? It's because several of them leaned too hard into this trope and got removed! A full list
* Everwood. Also Andy and Nina for some extent, although at first there was no clear sign of UST between them.
* Everwood ("Bright") dated in real life while being siblings on the series.
* Everwood count as he's with Madison when Amy finally decides to be with him.
* Everwood; Dr Abbott even openly refers to it as a greasy spoon once. Both the trope and the name are swiftly deconstructed in the very first episode wherein the

diner appears:
* Everwood drops a glass when he starts having a seizure in a late first season episode.
* Everwood fans rented a Ferris wheel outside of Dawn Ostroff's offices, attempting to help renew the show, but to no avail.
* Everwood had Irv's funeral as the penultimate episode, bringing most of the storylines near their end and being a very well-written no-flashback-needed way to connect the past, present, and future of the characters. Extra points to the make-up artists to make all characters de-age almost at will. Not only it was a very meaningful funeral, but it also paved the way for the finale.
* Everwood. She even rides a motorbike! Her granddaughter adores her and even moves in for a while, and she acts as a great (grand)mother figure to Delia.
* Everwood sliced a tendon in his hand while cutting apart frozen elk steaks.
* Everwood: While cleaning out Nina's attic, 8-year-old Delia finds an issue of Penthouse. Caught off-guard, Nina says it's an artistic photography magazine. Delia keeps it and gives it to her classmate as a birthday present. Awkwardness ensues.
* Everworld: A fight begins during a diplomatic feast. Merlin reanimates the animals cooked for it (including a boar). He also reanimates people that died during the fight so that they can keep fighting.
* Everworld alternate world, introduce telegraphs to an Elven city, and use the technology to get rich.
* Everworld and does nothing to explain the myriad questions raised over the course of the series, such as the identity of the watcher in the void.
* Everworld and/or that the laws of physics in this world are just different and assumed to be "magic".
* Everworld ensues, and one of the satyrs finds himself split in half... and the only thing that disturbs him is that he can't hold his wine anymore (he doesn't have organs or blood either, just sort of sketches). The bottom half-a-satyr just keeps trundling alongside them, occasionally falling over, and is eventually exchanged by Christopher for entry into the fairy city.
* Everworld: every god of every mythology on Earth decides to collaborate in making a parallel universe where they could all have a sphere of influence. It really gets messy when gods from other universes, like those of the Hetwan and the Coo Hatch, start barging in. And even then it wasn't without friction: Zeus mentions "that usurper Jupiter and his brood", while the gods' followers (brought over to provide them with a steady supply of worship, food and virgins) will happily make war on each other (the first book features an Aztec-Viking war).
* Everworld frozen in the underworld. Justified, as almost nothing in Everworld works the way its supposed to.
* Everworld gave a cameo to Aphrodite when the group went to Olympus. She basically struts out, sexfully supports her lover Ares in an argument, and then struts away, having made the male protagonists temporarily forget their own names. Meanwhile Eros hovers nearby and makes lewd gestures at April.
* Everworld have towards the gods of yore. They acknowledge that the gods have tremendous powers and are a force to be reckoned with, but they refuse to accept them as gods per se, and frequently insult or manipulate them for their own ends. Merlin may be a native Everworld example.
* Everworld (her sister) notes that Senna can never be trusted, because even when she's telling the truth she twists it so much that it's just another lie.
* Everworld how odd that is for an African-American atheist. Also, the queen of the Amazons is named Pretty Little Flower.
* Everworld isn't even sure if they slept together—he thought they were going to, but...
* Everworld it happens a few times, with the male narrator euphemistically saying something like "my body responded" to whichever magically-attractive female character caused it this time.
* Everworld. It's also worth noting that David points out their grasp of something as comparably simple as knot-tying and the use of a pulley leaves much to be desired.

* Everworld know a bit about Brigid, though only because she takes time to study mythology while in the Old World.
* Everworld or Atlantis (perhaps implying that Atlantis didn't sink, it was transported to Everworld).
* Everworld run into the Amazons, it's mentioned they play grab-ass with David and Christopher (Jalil having already been claimed by April, to his surprise).
* Everworld seems to be their only real resource in Everworld, they naturally have to trade for anything else.
* Everworld series are fitting. They're four average teenagers from a suburb outside of late 1990s/early 2000s Chicago that get caught up in a web of events surrounding a witch. After being unceremoniously dumped into another universe — one where the heroes, gods, and monsters of mythology (not to mention aliens) exist — they get by through a combination of 20th-century knowledge, luck, improvisation, and a bit of help from the locals.
* Everworld series are, not surprisingly, rather hard to kill. You know, being gods and all. However, what is required to actually kill them varies according to book. At first, they can be killed only by another god or the weapon of a god. Period. Later on, it is said that Hel could've been vanquished by an enchanted sword, and one character says that a fall into a crater the group is at would kill even an immortal. Nonetheless, gods are stabbed with swords, cut with blades, and shot full of arrows with little effect over the course of the books. It is possible that the books' Coo-Hatch steel could kill an immortal, however.
* Everworld series gives a reason for why witches are burned or hanged in the eponymous alternate world: their blood is poison to crops, which means no one can really afford a beheading.
* Everworld started casting psychic illusions at age eight, and only got better at them as she grew older. Even after her power-up upon entering Everworld itself allowed her to use several new types of magic, illusion remained her strongest suit. She is able to make herself appear to be anyone or anything she can picture in her mind, turn invisible, and exclusively exclude certain targets from her trickery, allowing certain people to see her while she is invisible to others. She is also apparently able to spot others using illusion, as another witch tried and failed to fool her with the same tactic in the ninth book.
* Everworld that he is, tells his mooks to "kill the cowardly one slowly".
* Everworld that it must have looked like a scene from a corny romance novel.
* Everworld: The mayor of Atlantis is also a refugee from Earth, and spends his time fending off attempts by both Neptune and Poseidon (and presumably other sea gods of all religions) to conquer his city (it helps that gods of different pantheons hate each other).
* Everworld (though they're never called that), which still move after they're killed. They came from another universe separate from either Everworld or ours.
* Everworld to other worlds, like the Coo-Hatch and the Hetwans, look nothing like humans.
* Everworld will also be Wild Cards that she can control better than her enemies can. That being said, they become savvier as the series goes on, and pretty soon they're messing up her plans as well.
* Everworld witch who is Christopher's ex-girlfriend, and is David's current girlfriend for most of the series, and his ex-girlfriend at the very end.
* Everworld, with a character making an awful pun on "gymnosperm", then announcing he'd been stockpiling it since junior high.
* Everworld with the twist that the body was a living friend, but his friends were trying to smuggle him.
* Every 10,000 Points: Just the "Unsorted" section and perhaps the non-video game examples
* Every 2D Metroid game after Super Metroid did this. When Samus takes her last hit, she freezes in place & the entire screen turns black, except for her, and her body is exposed. Each game has a slight variance to this animation:
* Every 3DS comes with an SD card and the "new" 3DS line comes with a microSD card, but they only offer a paltry 2 and 4 GB respectively. While this is usually

no problem for small games like third party indie titles or
* Every 60 years there's surge of death in the outside world, and since Death is
* Every 75 years, The Senior Partners conduct The Review. One of them comes to Earth in an avatar to judge
* Every actor will at one point encounter fans who don't seem to understand the difference between the role they play and who they really are. Some common examples:
* every adaptation of the character in some form, and constantly being featured as an alternate outfit in video games.
* every adaptation since has veered away from this, making it a genetically-modified test subject instead.
* every and ESPN plugs started to die down, and ESPN later backed out of the deal.
* every, and if they don't defeat him in a show of their best ability e.g swordplay, they become assimilated into his subconscious.
* every, and that's not counting the thousands of small guerrilla bands that sprung up throughout Confederate territory. They were numerous enough that, even if the South had won the war, they likely would have collapsed into a civil war of their own almost immediately afterwards.
* every (an early human species from back when humans were much more ape-like).
* Every Angel has a bright red core which is its sole weak point. Attacks on other parts of its body are usually healed almost instantly; even weapons of mass destruction can only render them immobile for a time until they eventually regenerate all damage. This is the main reason for employing the Evangelions against the Angels; only by creating an opposing AT field can the core be made vulnerable.
* every apartment building in the whole of France has a view of the Eiffel Tower shows the Tower, before pulling back to reveal that it's only a poster showing the Tower.) The alternative — a gargoyle's view of the city from atop the Notre Dame — fortunately seems to be limited to Paris.
* every arc arcs) is a game whose installments are released three to four years apart rather than a weekly manga.
* every are all in essence big screwed up families on their own. Even members of the same blood house were known to plot against each other politically, which was seen as especially serious business.
* Every army in Codex: Space Marines isn't "pretty much Ultramarines". Depending on who you ask this is either Ultramarines propaganda, or egregious and atrocious canon manipulation by Matt Ward.
* Every aspect of nature is represented by an avatar for the aggregate sentience of that element, which is responsible for making sure it runs smoothly.
* every attack is cast from hit points: they cost charm activations and Essence, the two resources that fuel perfect defenses.
* every a twit. He's as competent as he is irritating and as compassionate as he is both. (Well, to people not currently trying to kill him, anyway.)
* Every bar in Gotham City pays to keep several of them open just so he can have places to overhear information.
* Everybody always gets dressed and undressed left-leg-first. Didn't you know that?)
* Everybody and their uncle have probably heard Josh Groban singing "You Raise Me Up" (or if you're from Britain or Ireland,
* Everybody And then there's Wario, who says "I give up!" before blowing himself up with a bomb.
* Everybody (besides the disciples of Rastullah above) uses the calendar of the Middlerealm, just with other names for the months. And even the disciples of the Onegod observe the Nameless Days.
* everybody cheered when the four main characters were sentenced to a year in prison.
* Everybody Did It: All the suspects were responsible for the crime in some way.
* Everybody Do the Endless Loop: Cartoon dancing looks stilted due to either repetition, not following the music, looking like the wrong kind of dance (for

instance, a tango looking like a waltz) or a combination.
* Everybody Edits, a common complaint was that there was too much focus on adding harder campaigns.
* Everybody Edits has the zombie potion, which turns the player into a zombie for a minute and spreads the effect to all other players touched. Being a zombie comes with the disadvantage of lower speed, jump height, and having to respawn after the effects end.
* Everybody Edits. Not much is known about it besides that it is represented by a yellow lightning bolt.
* Everybody except poor Carrie's boyfriend finds her getting doused with pig's blood to be the funniest goddamn thing in the world.
* Everybody from all races, even God himself, is incapable of breaking Sora & Shiro's undefeated streak in
* Everybody Has Lots of Sex: A work of fiction where all or most of the characters have a lot of sex.
* everybody has taken a level on a job; they can all do some minor hacking, and the Thief — who planned complex jobs when working alone — becomes the new nominal Mastermind.
* Everybody Hates Chris always has whatever the characters are looking for and can be purchased from the trunk of his car or from the inside of his jacket. The purchases usually end badly for the consumer; for instance, scalped tickets to a basketball game or concert are usually in nosebleed sections or a toaster will burn the toast.
* Everybody Hates Chris: An admittedly short example; when Rochelle's father dies, Chris picks up the slack left behind from her grief-induced depression, basically keeping the house and taking care of her relatives during their visit for the funeral. He finally snaps and yells at his grandmother when she picks on Rochelle about making sub-par iced tea (Rochelle's mother is even booshier than she is, and will take any opportunity to unfairly criticize her).
* Everybody Hates Chris are stated by his mother to be full of drop-outs and delinquents (though we never see these schools on-screen).
* Everybody Hates Chris Chris has the white racist boy Joey Caruso as arch nemesis.
* Everybody Hates Chris, Chris is antagonized by 99% of his school. Hell, even the title says it.
* Everybody Hates Chris, Chris is running for class president and finds himself in a debate against his opponent (the biggest bully on campus). Chris is really liking how his opponent is winning over the crowd, so he starts emulating him. One line Chris likes is "_____ now, _____ tomorrow and _____ forever." Problem is, he fouls up and ends up saying "Detention now, detention tomorrow and detention forever.". Cue about 200 pounds of mainly lettuce and tomatoes, with lots of other fruit and veggies mixed in, being tossed right at him.
* Everybody Hates Chris: Chris's father is so cheap that he even complains about how much electricity this stupid fan game uses.
* Everybody Hates Chris, Chris spends a long amount of time telling his friend how miserable Superman, Batman, and other superheroes would be without their archenemies.
* Everybody Hates Chris Drew beats his neighbor in a game of blackjack by getting four aces in sequence.
* Everybody Hates Chris episode, Chris points out that his father's lack of an appetite can only mean one thing. Cue shot of Satan shivering and rubbing his arms.
* Everybody Hates Chris epitomizes this trope, it takes place in the '80s (1982–87 to be precise) and almost every single popular '80s song you can think of is heard at some point.
* Everybody Hates Chris frequently used cutaway gags to illustrate jokes during his narrations.
* Everybody Hates Chris has Chris going to buy a lottery ticket for his dad, but he decides to spend the money on something else instead. Naturally, that's the day his dad's numbers turn out to win.
* Everybody Hates Chris has this as a main gimmick. You can pretty much expect a

few of these per episode.
* Everybody Hates Chris, he has Chris join the team. Subverted when Chris fails horribly at the sport.
* Everybody Hates Chris in its last episode, except with Bon Jovi taking the place of Journey.
* Everybody Hates Chris is arguably the most popular example of this trope in television history. Inspired by the childhood of comedian Chris Rock, the titular protagonist never fails to get the short end of the stick in every aspect of his life. Whether it’s bullies, girls, school, or his family - the poor kid can’t seem to catch a break.
* Everybody Hates Chris, Julius gives Drew a Wayne "Gritzky" jersey. Then in the episode "Everybody Hates Gretzky", a couple of white guys try to steal Drew's jersey, but back off when they realize it's misspelled.
* Everybody Hates Chris, Julius goes in the bathroom and grabs what he thinks is Rochelle's butt only for it to be their new neighbor.
* Everybody Hates Chris, Julius plays Santa at the mall for extra money. When the children tell him what they want for Christmas, he makes them cry merely by honestly telling them how expensive the toys/gifts are, how long their parents will have to work for it, and how they might not get what they want.
* Everybody Hates Chris, Julius would do this, at one point offering a bribe of a single penny.
* Everybody Hates Chris: Made in 2005, the show is set between 1982 to 1987.
* Everybody Hates Chris of his father doing this to him, prompting Chris to keep it a secret.
* Everybody Hates Chris: Oh so averted. The massive racial tensions that existed in New York City are front and center. Chris has to deal with the virulent racism from both his classmates and students alike.
* Everybody Hates Chris people", but as the coach continues, it becomes clear he's a misanthrope. He mentions several negative stereotypes applied to black people, concluding with "they're lazy. White people are so lazy that they needed slaves to do the work for 'em."
* Everybody Hates Chris played with this, with a joke in the episode revolving around how if you wanted the police to make an active effort to find your missing children, you couldn't say they were black.
* Everybody Hates Chris, the babysitter they have in one episode is a teenage mom. Tonya tells the babysitter's mother "My mom told me she would kick me out if I had a baby 'cause she ain't raisin' no babies. Why didn't you kick her out?"
* Everybody Hates Chris, when Chris is thinking up ways to get revenge on Caruso, Greg suggests putting Ex-Lax in his hot chocolate, which Chris dismisses as "too typical".
* Everybody Hates Chris, when the episode aired, a 19 inch TV was a common staple in every college dorm room.
* Everybody Hates Chris with a pizza box", he says; Narrator-Chris then comments that's how George Bush got into the White House.
* Everybody Hates Hades afterlife and make both as hellish as possible, so keep them off of your "places to visit" list.
* Everybody Hates Hades: Gods of Death and the Underworld portrayed as evil, regardless of the original myth.
* Everybody Hates Hades: The god of death/the dead is the most despised of the setting's deities.
* Everybody Hates Mathematics: All the main characters hate doing math.
* Everybody Hates Mathematics: It's okay to be horrible at math. But if you fail, say, English or history, you'll be labeled as an idiot.
* Everybody Hates Mathematics: Mathematics is the one subject every student dreads having to do.
* "Everybody Have Fun Tonight" directors Kevin Godley & Lol Creme did an even more extreme variant on its jump-cut style for the music video for Rob Jungklas' song "Boystown." Jungklas directly blames the unwatchable video for the failure of his

* Everybody in the galaxy far, far away has a fantastical design to their clothing. Upper class citizens dress in primary colors, and often some sort of robe. Middle to lower class dress in contemporary clothes, but often bulkier (or just dull robes similar to Jedi). Han Solo dresses like a gunslinger, and then of course we have the Jedi's robes, which are based on monks. Most species that can be called a
* Everybody in the Gilded Poppy has money riding on whether or not Nikolai and the heroine will
* Everybody in the mobile infantry (Johnny Rico's branch of the Terran Federation Army) starts out as a private. In the K-9 Corps for example, every neodog handler starts out as an officer.
* Everybody in the show had the same two or three stock footage movements. Man At Arms walking up toward the screen, Orko bouncing up and down like an idiot, etc.
* everybody is like this — until the protagonist, Jeff, wakes up and realizes how creepy it is.
* Everybody Is Single: A majority of the cast is not married or in a relationship.
* everybody is surprised that Flonne had an actually smart idea. Flonne later asks Aramis if he thinks she's dumb.
* Everybody Knew Already: Everyone actually knows your deep dark secret, but they're too polite to tell you.
* Everybody Knew Already: Something you think is a secret, but really isn't.
* Everybody knows Carrot is the true king of Ankh-Morpork, but nobody speaks openly about it. (While Carrot would probably make a good king, everyone, including himself, agrees that Ankh-Morpork does not
* "Everybody Knows (Except You)" by The Divine Comedy. The narrator can tell literally anyone about his feelings, and does (his parents, his friends to the point of driving them crazy, random strangers on the street and even making a small child cry) but he cannot bring himself to tell the one oblivious object of his affections.
* Everybody Knows (Except You) is a variant, in that everyone can see that the singer is in love with the girl, except the girl herself. Of course, this IS because he just went around telling everybody and everything about it (to the point of driving his friends away and making a small boy cry).
* Everybody knows that the second Death Star is meant to look incomplete as a disguise, but
* Everybody Laughs Ending: An episode that ends with everyone laughing.
* Everybody Laughs Ending. Then it cuts back to the ghost Titans just floating there with Cyborg wondering what to do now.
* "Everybody Likes Rad?" focuses on K.O.'s co-worker Radicles, and how he handles becoming famous thanks to a viral video.
* Everybody Lives scenario, a large portion of the cast/all of the cast are killed off.
* Everybody Loves Hypnotoad DVD box set. As well as all 365 episodes, it has deleted scenes (identical to the rest of the show), a blooper reel (where the toad is shown upside down) and an audio commentary ("ALL GLORY TO THE HYPNOTOAD").
* Everybody Loves Large Chests is a warlock who uses demons to help it eat people.
* Everybody Loves Large Chests shapeshifts into the form of a cute catgirl as one of it's favorite disguises.
* Everybody Loves Large Chests. Starts with Boxxy, a mimic who went From Nobody to Nightmare, through a trio of centuries old demons that are masters of fire magic, melee combat and assassination, ending in an Ax-Crazy metal golem who is so strong it was nicknamed "The Rustblood Juggernaut".
* Everybody Loves Large Chests that are adept at disguise and infiltrating the societies of the Enlightened.
* Everybody Loves Large Chests The protagonist attracts a gaggle of of attractive women, despite being a flesh-eating mimic.
* Everybody Loves Large Chests The protagonist, Boxxy, is a mimic that first learns to grow legs by imitating those of a spider it observes in the Litgar dungeon complex. As a result, the chest-shaped mimic grows to resemble a giant square

chest-shaped spider.
* Everybody Loves Large Chests, the protagonist has to eat a few individuals of a species before figuring out how to shapeshift into them.
* Everybody Loves Marinette chapter "Mireille", the titular Mireille tries doing a clever double-entendre.
* Everybody Loves Raymond. A doctor announces that they are having trouble resuscitating Raymond after a very minor surgery, but seconds later he is completely fine. Debra then made everyone swear not to let Raymond's mother know about the near-death experience, since it would bring out the worst in her motherly overprotectiveness. The episode did have a little more emotion than usual, but otherwise it had the same tone as any other episode of the series.
* Everybody Loves Raymond after nine seasons of the viewers being loyal customers.
* Everybody Loves Raymond. Amy invites Stefania over to a singles party because she thought Peter might like her, but Robert is not happy with her arrival.
* Everybody Loves Raymond, Amy McDougall's religiously pious father is appalled by Frank Barone's earthy profanity. He cannot bring himself to repeat the word "hell" and creates the euphemism "The Antipode of Heaven". Frank is stunned.
* Everybody Loves Raymond and Frank continuing to torment Ray and Robert into their adulthood.
* Everybody Loves Raymond, and Judy calls Robert out on his "white rapper" act being annoying.
* Everybody Loves Raymond and Marie immediately tells Ray off for humiliating his father.
* Everybody Loves Raymond), and to write about them afterwards. He also plays a lot of golf.
* Everybody Loves Raymond are constantly dropping into his home without notice. Such unwanted behavior even makes it into the musical introduction.
* Everybody Loves Raymond, a running story line is that Debra is overwhelmed by taking care of the three children, who are nonetheless offscreen most of the time. As Ray whispers to the camera in the early season title sequence, "It's not really about the kids."
* Everybody Loves Raymond, ask where Debra and Ray keep their "after-Marie liquor." Ray starts in—"We don't have any liquor in the"—only for Debra to immediately cut him off: "Top shelf, behind the Cream of Wheat."
* Everybody Loves Raymond. Before becoming Ray's lazy, sports-obsessed pal Giani, Joe Manfrellotti appeared in Season One's "The Game" as a cable repairman who discovers an illegal splitter sending cable to Frank and Marie's house.
* Everybody Loves Raymond: Both houses have the main entrance on stage left. Both houses also feature back doors on stage right, which are also frequently used. In fact, in Raymond's parents' home, the stage right back door was used far more frequently than the stage right "main" door. Also, Ray's house has the back staircase, facing the main entrance, a staircase in stage back to the basement, and an open floor plan with the kitchen and living room open to each other. Ray's parents' house is single-story and looks considerably older, as the kitchen and living room/dining area are separated by an actual wall and door.
* Everybody Loves Raymond brother (who Robert is based on) also does this.
* Everybody Loves Raymond bullying him, because she apparently views him as being her property (emphasized when she tells Peggy "if you've got a problem, you bring it up with me" as if Ray isn't his own person, and is merely just one of her possessions).
* Everybody Loves Raymond dabbled in this from time to time, like in the episode where Ray sat with his daughter on the school bus, and in another where Marie faxed a letter to someone interviewing Robert for a job. The crowning example though, is the episode "The Faux Pas," where Ray accidentally embarrasses a young boy, by unintentionally insulting his father's occupation. The family's attempts to fix the problem, only result in the situation only get worse and more humiliating.
* Everybody Loves Raymond dealt with this. Robert tried to propose to his girlfriend, but asked for her parents permission first just out of respect. Given he's just doing this as a formality, he's shocked when they say "No." ("But thanks

for asking!") When he goes ahead with the proposal anyway, which is very romantic and gets an enthusiastic "yes" from the bride-to-be, he's slightly distraught when she asks, "I know it's just a formality, but could you go to my father and ask for his blessing?"
* Everybody Loves Raymond: Debra and Marie are both this trope. Marie has been pulling this on the whole family for decades, using guilt to get everyone to go along with her wishes. Debra is also this trope, wanting Ray to be completely under her control, telling him when he's "allowed" to relax or spend time with his friends, beating him and emotionally tormenting him when she doesn't get her way. Arguably, a large amount of the conflict between Marie and Debra could be chalked up to the fact that they're both control freaks with competing agendas: each wants complete, uncontested control of Ray for herself, and since they can't both have this, they end up fighting, while poor Ray ends up living a miserable existence between the two of them.
* Everybody Loves Raymond, Debra finds out that Ray had proposed using a cubic zirconium ring, so she went out and bought a diamond to replace. Only to discover that Ray had purchased a replacement real diamond to secretly replace his original knockoff replacement. (Since he really felt guilty about the knockoff- it just took him a few years of saving his beer money to buy the real thing). Of course the new diamond wasn't nearly as expensive as the old diamond which Debra had discarded.
* Everybody Loves Raymond: Debra intervenes when Ray is getting the worst of it from Peggy The Cookie Nazi. The scary Peggy backs down quickly, recognizing an even more powerful force of nature, while a floored Ray looks on admiringly.
* Everybody Loves Raymond, despite mother-in-law Marie's constant digs about all the dirt and mess, Ray and Debra's house seems remarkably clean — just as clean, in fact, as neat-freak Marie's house (minus the plastic wrap on the furniture).
* Everybody Loves Raymond devotes a Halloween episode to this one. In deference to the relatively family-friendly nature of the show, the condoms are referred to as "the stuff." So Ray buys "the stuff" to prove to Debra that he can be responsible. Brightly colored ones, to be specific. Unfortunately, before Ray gets to use them, Frank sees them in the bag on the kitchen counter and, thinking they're colorful candy, gives them to the trick-or-treaters.
* Everybody Loves Raymond devotes an episode to this one. The original reason Raymond removed his wedding ring is a relatively harmless brand of idiocy ("Were you spinning it again?") but there's also some tension when an attractive single woman hits on him.
* Everybody Loves Raymond down to the kitchen for a midnight snack. Being Frank, he still returns an empty bottle to the fridge after drinking from it - one of Marie's pet hates. He competely ignores Debra, who has broken into the house in the middle of the night to steal one of Marie's recipes and who is amazed she has not been discovered.
* Everybody Loves Raymond episode, "Big Shots". On the way home from a disasterous event with the 69 Mets, Robert starts humming the "Meet the Mets," tune, so Ray turns on the radio; the louder Ray turns up the radio, the louder Robert sings, until finally Robert strains his throat, and gives in, as Ray cuts off the radio.
* Everybody Loves Raymond episode features Ray and Debra lying that they didn't have dinner with Marie since they were making sure an important football game for Ray to write about was taped properly. Frank then asks to watch the tape, and things build from there until their washing machine is destroyed from Frank's attempts to fix it ("This one part won't go back") and Marie easily figures everything out.
* Everybody Loves Raymond episode "Someone's Cranky" features a variation as Robert bitterly calls Debra "perfect":
* Everybody Loves Raymond episode "The Angry Family", when Michael tells a short story about a bickering family, it results in a chain of events in which Raymond, Debra, and their in-laws end up in therapy. It's at the end of the episode that Raymond and Debra learn that Michael actually based his story off a tv show he watches.

* Everybody Loves Raymond episode "The Mentor". Ray and Robert are both upset when they meet a man who Frank was nice to back when he was an accountant and he was never nice to them. Amy mentions that Robert was so upset, he punched a hole in the wall of their apartment. Robert, of course, denies this and claims that he only did it because he thought he heard a mouse in the wall.
* Everybody Loves Raymond episode, "The Sitter", Debra tells Ray that she didn't get the grocery shopping done because she had to leave the store in shame after the kids pulled down the salsa display.
* Everybody Loves Raymond episode "Turkey or Fish", Ray tells his mother he'll eat her turkey and then mouths to Debra that he won't.
* Everybody Loves Raymond. Even the show title suggests so. Robert always gets the short end of the stick from their parents.
* Everybody Loves Raymond fancies himself as an ace repairman and handyman. As he is retired, his good intentions are focused on his son Ray and daughter-in-law Debra, who live just over the street. Frank's doom-it-himself blunders include alienating the whole street by using power tools at seven on a Sunday morning; destroying Debra's bathroom with a bodged repair on the shower; destroying both Marie's and then Debra's stoves with bodged kitchen repairs; painting Ray's house the wrong colour; and causing the stairs to collapse at Ray and Debra's.
* Everybody Loves Raymond features Cousin Gerard, the epitome of this trope. He even plays accordion at Ray and Debra's vow renewal.
* Everybody Loves Raymond for daughter Ally. Evidently IKEA didn't pay nearly enough for a plug.
* Everybody Loves Raymond, Frank is upset to learn that Ray's sons are playing fairies in the school play, so Ray speaks with the teacher to get them different roles. The only other roles available are rocks. When he tries to get them changed back to fairies, the teacher tells him that those roles have been filled by superior actors.
* Everybody Loves Raymond, Frank startles Ray by showing up out of nowhere.
* Everybody Loves Raymond had Frank and Marie living in a retirement home, and almost immediately getting kicked out. Despite the home giving a full list of complaints against the two of them, the pair blamed each other and guilted Robert and Amy into giving up their home, which they paid for, so they could live there again.
* Everybody Loves Raymond had Ray Romano actually playing the piano at the end of the "Mozart" episode from Season 2.
* Everybody Loves Raymond had to wear platform shoes in all their scenes with him. (Never mind the fact that Gleason himself only stood at 5'10"!)
* Everybody Loves Raymond has a Closet Key, and that neither of them has met "Mr. Right". This mentality lasts at least until the end of the episode: when confronted with an extremely attractive UPS worker, Ray is extremely uncomfortable until he leaves. At which point, he passionately kisses his wife just to make sure.
* Everybody Loves Raymond has several of these. One prominent example is when Frank and Marie Barone argued for a full two minutes about what "fork split" on the side of a package of English Muffins means. Frank insisted that it instructs you not to cut the muffin, but to split it with a fork. Marie insisted that it meant that they already split it for you at the factory with a fork. At the end of the argument, Frank refused to eat the muffin, because it was cut with a knife, and thus Marie had "killed the crannies and smushed them into the nooks." Marie retaliates by splitting apart Frank's newspaper with a fork.
* Everybody Loves Raymond: In Season 6, Debra and Marie get into one of their biggest feuds that lasted several episodes and was finally resolved with the Season 7 opener. The shot heard round the world? Marie brought some of her friends over to showcase a knock-knock joke from Michael and Geoffrey. To be fair, Debra was trying to settle the boys down before Marie came in and her insistence with them telling the joke wasn't helping matters. Its brought up again at the end of that episode when Ray and Frank get into a brief shouting match of their own taking each other's wives' sides, Frank saying that knock-knock jokes are stupid.
* Everybody Loves Raymond. In their first meeting she beats him up and Ray has to

be rescued by wife Debra.
* Everybody Loves Raymond, in which Ray is home alone for the weekend and Robert teases him about it, before adding "Or ARE you?"
* Everybody Loves Raymond, in which The Couch is central in both households and, in the case of Raymond and Debra, gets totalled by a runaway car. Somehow, the damage to the couch is more shocking than the fact Frank and Marie have just driven a car through the wall.
* Everybody Loves Raymond, it sums up the Barone brothers' dynamic perfectly...
* Everybody Loves Raymond; many of the more interesting long-term storylines centered around Robbie's attempts to get his life back on track. Also, Amy's family arguably became this trope in some of the later episodes.
* Everybody Loves Raymond Marie takes Ray's temperature and when she checks it, she thinks that it's wrong. She then takes out another thermometer and tells Ray to roll over.
* Everybody Loves Raymond Maybe they stick together because they're Catholic. It may be because of dependency. They can't really start over and are too old to live in another way. Ironically, they (quite arguably) have the healthiest relationship on the entire show thanks to their blunt openness when dealing with each other.
* Everybody Loves Raymond, only for the woman to actually be older than him (the age is never stated, but Debra's father looked to be in his 60s and his new wife looked to be in her 80s).
* Everybody Loves Raymond parodied it with an almost cult-like group of hippie wannabes. Robert's cousin persuades him to join this "feel good about yourself" support group; Robert gets to feeling good and convinces Raymond to visit the group. It all turns out to be a big scam on the part of the group who just wanted to meet famous sportswriter Raymond.
* Everybody Loves Raymond, Patricia Heaton and Doris Roberts) would generally have continued success after the show ended. The only exception is Peter Boyle, who died shortly after the show ended. But even then, he was already an established actor going into the show.
* Everybody Loves Raymond persona to guilt people into doing what she wants. In "Thank You Notes", Marie tries to guilt Amy into writing thank you notes to Lee and Stan who bought candles for Amy and Robert's wedding. At the end of the episode, it's revealed Marie helped Lee and Stan pick out the candles in the first place.
* Everybody Loves Raymond. Plus occasional supporting characters played by Kevin James and Andy Kindler.
* Everybody Loves Raymond, Ray accidentally lost his wedding ring, and when Debra finds out another woman was flirting with him, and he didn't mention he was married until the end of their conversation, he stands in the yard, where she's throwing his stuff out the second floor window, while he tells her, "C'mon stop! The neighborhood already thinks you drink!"
* Everybody Loves Raymond, Ray accidentally walks in on Debra's parents (who have divorced, but since started a friends with benefits relationship) much to his horror.
* Everybody Loves Raymond Ray actually calls Peggy, the leader of his daughter's scout troop and mother of her best friend, his "arch enemy".
* Everybody Loves Raymond, Ray and Debra are debating whether or not to hold the twins back a year in school. This leads to a shocking revelation for Raymond: his mother made him repeat a grade in preschool, not for academic reasons, but because she enjoyed walking him to school.
* Everybody Loves Raymond, Ray discovers acting utterly pathetic is apparently the most attractive thing a man can do for a woman. He uses this to finally get some alone time with Debra, and a friend of his uses it at the very end to successfully woo a co-worker he's had a crush on.
* Everybody Loves Raymond: Ray is frequently called out for his bad poker face.
* Everybody Loves Raymond, Ray keeps fairly calm about his parents driving their car through his wall, and doesn't even complain when his father practically refuses to pay for the repairs despite the accident being entirely his fault. The replacement wallpaper not matching (by a near imperceptible margin), however, sends

him into a screaming fury.
* Everybody Loves Raymond. Raymond runs into trouble when attempting to prove to Debra that he is a responsible parent and husband. He buys a can of potent insect spray and liberally applies it everywhere in the kitchen, so as to avoid the expense of calling Rentokil. While he is on the phone, the inflammable spray catches light from the stove. Soon, the kitchen is ablaze. When he finally notices he runs out for the garden hose only to discover it doesn't stretch that far. Debra walks right past him and picks up a fire extinguisher...
* Everybody Loves Raymond, Ray's father Frank was a veteran. He served in Korea and tends to bring it up when he's trying to get away with something.
* Everybody Loves Raymond, Ray teases Robert about how when he was a child, he was scared of a shoe tree in his closet which he thought looked like "a monkey holding an axe".
* Everybody Loves Raymond revolves around Ray's taping a football game over his wedding video.
* Everybody Loves Raymond Robert Barone at first refuses to believe his father has lost his sense of taste and smell. He argues that the bottle of jalapeno sauce under debate has been hanging around his mother's kitchen since before the Korean War and has denatured. He then proves his argument by taking a long swallow. Thirty seconds later he is hanging on his back underneath the kitchen cold tap and Debra is berating him to at least use a glass.
* Everybody Loves Raymond, Robert either is this or becomes this over the course of the series due to his many misfortunes.
* Everybody Loves Raymond, Robert insists for several episodes that a bull gored him in the "upper thigh".
* Everybody Loves Raymond, Robert is purposely thumping a chair up and down so his mother will hear it through the walls and think he and Amy are trying to conceive.
* Everybody Loves Raymond seems to have a deep appreciation for monkeys. The best example is when he mentions this one time when he and his family were at a zoo, and he was watching a man with a monkey, and Debra simply gave him the "don't even think about it" look just for thinking it might be fun to have a monkey in the house.
* Everybody Loves Raymond sets in when you realize that the car flattened their couch — where they had been sitting just seconds earlier.
* Everybody Loves Raymond shows mediocre singing skills at the end of "Sweet Charity," Patricia Heaton is an accomplished singer.
* Everybody Loves Raymond spoofed this trope. Ray's brother Robert, desperate to fit in with his African-American partner on the police force and her friends, spends most of the episode trying to act stereotypically "black." Raymond and the rest of the family are bewildered by this. At the end of the episode, Robbie's partner reveals to Ray that Robbie's new behavior is annoying and offending her friends, unsurprisingly. When Ray tells Robert about this, it results in the classic line:
* Everybody Loves Raymond started off with Robert joining something similar to a Scientology group, and acting like he was lobotomized. Then he invited Raymond, and it was accidentally revealed that the only reason that Robert was invited in the first place was to get to Ray. Robert, naturally, was crushed. However, both of them used the group to stage an intervention in order to get Marie and Debra back on speaking terms.
* Everybody Loves Raymond that wherever men are gathered together who have done dumb bone-headed things to aggravate their wives, however dumb, however stupid, they can take comfort in saying
* Everybody Loves Raymond the good cop and the bad cop, switching between roles. To top it all off, he was trying to interrogate his brother and his father.
* Everybody Loves Raymond, then has to blunder his way through an explanation of what she shouted "Oh my god" at in Manhattan that caused him to think of the book.
* Everybody Loves Raymond. The poor woman had no idea that the brakes were out on the car.
* Everybody Loves Raymond, there is the episode where Debra Barone is arrested and

incarcerated for drunk driving. Seeing her in the lock-up makes her brother-in-law, Lieutenant Robert Barone, do a very big double-take.
* Everybody Loves Raymond. There was one that had Marie not wanting to meddle in Robert's life and Debra thinking it's not meddling as long as it's out of love. Another has Robert saying he found the love of his life Joanne who he later divorce. But the biggest would be a flashback of a pregnant Debra wanting to move to the house thats next door to Marie and Frank, thinking it be perfect since they could see them all the time.
* Everybody Loves Raymond: The Season 6 episode 'Tissues'. Ray complains that his wife won't allow him to make household decisions, like the style of kitchen curtains to buy, and she gives him more freedom. His decisions are all criticized by the family: the garden hose is too short, the tissues he buys are oily, etc. Later, he is alone in the kitchen and distracted by a phone call, when every decision he made contributes to the chaos. the oily tissues catch fire, which spreads quickly because of a flammable bug spray he purchased. Ray scrambles for his hose, which doesn't reach the kitchen. Finally, Debra stops the domino rally by grabbing a fire extinguisher she purchased and putting out the flames.
* Everybody Loves Raymond to her son, is appalled and takes Debra's side, considering Ray has really crossed a line here and behaved thoughtlessly.
* Everybody Loves Raymond uses this trope pretty regularly, but offered a realistic subversion in at least one episode. After Debra criticizes Raymond for not picking up on her hints, he responds by saying that, after being married to him for so long, she should've already known that he can't take hints, and thus should've just told him directly. She reconsiders, admits that he's right and apologizes as well.
* Everybody Loves Raymond very visibly pregnant when Debra certainly wouldn't be; they mostly went the baggy clothes route, which was...somewhat weird when the focus of the episode was Raymond moping about how he's not attractive enough for Debra, considering she looks like she's smuggling a basketball under a very loose shirt.
* Everybody Loves Raymond was gored by a bull in the backside (although he insists it was in the "upper thigh").
* Everybody Loves Raymond was made a producer on the show from the get-go, since the basic format was based almost entirely on his stand-up comedy.
* Everybody Loves Raymond, when Ray gets a satellite dish with all the sports packages to help with his job as a sports reporter, everyone in the neighborhood (including his parents) starts acting nicer towards both Ray himself and Debra, so they can come over to their house and watch TV.
* Everybody Loves Raymond. When Ray hurts himself in a particularly athletic bedroom session, he claims he tripped on a broken step to his parents. It backfires when turns out the stairs really were broken and Frank falls THROUGH them when he investigates.
* Everybody Loves Raymond. When Ray tries to put out the fire with a garden hose, it's too short to reach into the kitchen, and sprays water all over the living room. Debra appears and calmly saves the day with a fire extinguisher, and the episode ends with her looking through a book of samples for new kitchen curtains — and giving Ray a stony gaze when he moves to make a suggestion.
* Everybody Loves Raymond. When Robert found out, it became another point of contention against his younger brother Ray: "You were conceived legitimately. You win again."
* Everybody Loves Raymond where an episode shows what he's still up to when he and Doug hang out and try to go to a nightclub, acting as an epilogue to the character.
* Everybody Loves Raymond, whether or not more extended family members or Debra or Amy's parents are involved.
* Everybody Loves Raymond which uses a whole slew of these to drive the plot.
* Everybody Loves Raymond, which wanted to re-air the episodes the next morning for people who missed them, and as such decided to use pre-watershed censorship standards on a post-watershed show. In particular, Channel Four refused to air two Season Six episodes, "Marie's Statue" (suggestive artwork) and "No Roll!" (Ray and Debra's sex life).
* Everybody Loves Raymond will reveal some things during DVD commentaries. In the

commentary of season 6 episode, The Skit, He has stated that he gets fans asking him why Debra is always so mean to Raymond. He states his answer is always because Raymond has earned it.
* Everybody Loves Raymond with an emotionally illiterate father and play favorites to such an extent that you wonder if Social Services might at least have placed Robert and Ray on an at-risk register...
* Everybody Loves Raymond, with Raymond being woken and blurting out things like "There's pudding everywhere!" or "It's all squishy!"
* "Everybody Loves Saturday Night." Made ten times worse by the fact that the lyrics repeat in
* Everybody Loves Zeus: Gods of light and the heavens depicted as good and pure.
* Everybody Loves Zeus: Gods of light and the heavens portrayed as good and pure, regardless of the original myth.
* Everybody Must Get Stoned: Most or all of the cast gets exposed to some kind of substance that alters their behavior.
* Everybody Must Get Stoned of overlap with drug culture. Many hippie gatherings were notorious for spiking the beverages with psychoactive substances, or finding some other way for everybody to imbibe.
* Everybody Must Get Stoned: When a group of people get stoned, often by accident.
* Everybody on the ground knew that Soyuz was unready to fly, but the pressure to launch was coming from the utmost heights, so no one could really insist.
* Everybody Pees animated jingle by the National Kidney Foundation, the song has a lyric "Fido gets to mark his territory" and a dog is seen peeing on a couch.
* "Everybody Poops" by Buster Puppet, the three certainties are listed as death, taxes, and everybody poops.
* Everybody's Dead, Dave", the protagonist was the only survivor of his ship after a storm on the Red Sea.
* Everybody seems to take for granted that Howard Shore wrote the "Far Over the Misty Mountains Cold" tune for Peter Jackson's
* "Everybody's Everything" was based on the obscure single "Karate" by the Emperors.
* "Everybody's Fool": Either Amy endorsing the "Lies" soda drink can or the (
* Everybody's Gone to the Rapture. Blimey, no one's going to get THAT reference"!
* Everybody's Gone to the Rapture the titular "Rapture" itself is an example, particularly how hostile or benevolent it actually is.
* Everybody's Gone to the Rapture, this actually took place prior to the events of the game, in-universe; the village the game takes place in was apparently quarantined in the days leading up to the "Rapture." Plenty of people still tried to escape, with varying results.
* Everybody's got somebody but me". The title says it all, really. Surprisingly cheerful melody, though.
* Everybody's Gotta Leave Sometime gang has remained frozen in time since 1950 until Charles Schulz's retirement, but after the end of the strip they'll begin aging in real time. Charlie Brown wonders if he's already growing up.
* Everybody's Gotta Leave Sometime gang have a last get-together before parting ways forever. And even though it's their last day together, Lucy and Violet are unable to say their most heartfelt goodbyes to Charlie Brown without adding some putdowns.
* Everybody's Gotta Leave Sometime gang have a last get-together before parting ways forever, and for once Charlie Brown gets a little of happiness sent his way. Long-time bullies Violet and her friend Patty praise him a bit in their own way, and Lucy Van Pelt points out that his baseball team always sticked by him, even though they hardly won any games. Peppermint Patty also gets a bone when Charlie decides to keep hanging out with her.
* Everybody's Gotta Leave Sometime gang have just found out that their creator is retiring, which entails the end of their eternal childhood. After their last get-together they'll part ways, perhaps forever, and from that moment on, they'll grow up and eventually join the adult world.
* Everybody's Gotta Leave Sometime well-hidden but it exists, as proven when she

points out to Charlie Brown that his baseball team would never pick another manager.
* Everybody Smokes. It still shows up in period pieces, but even then modern attitudes towards smoking have caused a decline in those kind of depictions.
* everybody's stalking the protagonist, she's usually stalking the group. Of her friends, who often know she's there, and panel shots portray her as relaxing in their vicinity as much as actually watching them. This makes it come off as just a more extreme case of not being comfortable too close to too many new people at once, which isn't that odd for the shut-in she was at the start.
* everybody's submariners, simply because it was completely impractical to do anything else, and the laws were rewritten. An attempt to prosecute Admiral Doenitz at Nuremberg on this basis was dropped when US submarine commanders testified they did exactly the same thing, although he was convicted of other charges.
* Everybody's Talking About Jamie (2021): "This Was Me", which replaces "The Legend of Loco Chanelle (and the Blood Red Dress)".
* Everybody's Talking About Jamie, Jamie's teacher Miss Hedge assumes that his mom and her close friend who's helped to raise Jamie after his father left are dating.
* "Everybody's Talkin'" was written by Fred Neil, but is most often connected to
* Everybody Talks a girl in red sunglasses seduces several male patrons at a drive in movie theater, and once she gets them alone she turns into a fire breathing demoness and eats them.
* Everybody), the series really would have been a trilogy. Of course, this is intentional, as one of the major themes of the series is the problems caused by poor communication and unwillingness to talk.
* Everybody thought that CM Punk wouldn't go into detail about what happened when he left WWE back in January 2014. Then the 27th of November happened, and the Internet exploded.
* Everybody two inches from a recruit's face will impress upon said recruit how important the situation is.
* Everybody Wants Some!! but set in 1980, so fittingly it has a similar mix of iconic late seventies to early eighties hits.
* Everybody Wants the Hermaphrodite: An intersex character has the most admirers.
* Everybody Wants the Hermaphrodite: Hermaphrodites are sex bombs because they have men's "having sex is a mark of honor" code without women's "sex makes you a whore" stigma despite having attributes of both genders.
* Everybody Wants the Hermaphrodite: Since they have both genitals, intersex characters are found attractive by everyone regardless of gender.
* Everybody Wants the Hermaphrodite: The Priestesses of Ishtar were transexuals/crossdressers representing the Goddess. Having sex with "her" was a sacred duty and people jumped at the idea.
* Everybody Wants the Hermaphrodite (when the "dude" has female parts as well as male ones)
* Everybody Wants to Rule the World (which is the subject of the song).
* Everybody Was Kung-Fu Fighting: Many people are skilled martial artists.
* Everybody Was Kung-Fu Fighting: This is all over the place, though generally there's some narrative focus other than just the fighting.
* Everybody who becomes a Power Ranger automatically knows how to pilot their Zord. In the original series,
* every boss, but given the ease of most of them, its pretty pointless to do so. They are the ones that give the nice loot, after all. In addition, crafty players have found ways to bypass several normal enemies with various tricks, although the usefulness of some are debatable. And one of these, the infamous wall-walking bug, was almost entirely patched out of the game after a number of rather blatant exploits.
* Every boss not important to the story is simply a giant version of a normal enemy, a practice that would carry over to
* Every bowling game comes down to either striking out or converting an extremely tough split.
* Every boxing match ends with a knockout, usually after the scrappy underdog has

taken a beating that would certainly put him behind on points, and been knocked to the mat the maximum number of times possible without losing by TKO.
* Every Breath You Take a conventional love song, but rather a declaration of intent by a stalker, came like the proverbial bucket of cold water in the face...
* Every "Bret Easton Ellis" book share the same cast of characters and even places in the same world, even old characters making appears in later books, like for example in "The Rules of Attraction" on of the main characters is Sean Bateman, his brother "Patrick Bateman" had a chapter in the book and later became the main character in "American Psycho", even Sean had a minor appear. Also is indicated that "Story of My Life" by Ellis friend's "Jay McInerney" also is set in this world for the appear of the protagonist "Alison Poole" and she even is a main character in "Glamorama" as Victor's girlfriend.
* Every Bullet Is a TracerBullets leave visible trails in the air to make it easy to tell which way they went.
* Every Bullet Is a Tracer: You'll be able to see the path of bullets to assist in aiming or following the action. This helps deter camping and informs players where the fighting is.
* Every Button Hurts the Other Guy: After Afro's tirade of insults, Russel responds by call him a loser.
* Every Button Hurts the Other Guy classified, but this doesn't stop her from absent-mindedly letting most of it slip.
* Every Button Hurts the Other Guy has a poor (and inconsistent) grasp of English syntax, but is exceptional in this despite his being from a comic with an international cast. Russel sometimes gets in on this too, which is especially odd considering he's one of the few native English speakers.
* Every Button Hurts the Other Guy has matching blue hair and eyes as part of her deliberately anime-reminiscent aesthetic.
* Every Button Hurts the Other Guy Mao-Yin works for the Interpol stand-in Intercops.
* Every Button Hurts the Other Guy spouts a constant stream of the spiteful variety during his fight with Russel.
* Every Button Hurts the Other Guy, their name is given in a caption box, accompanied by a humorous title or description.
* every call for help as New York had plenty of police (and other heroes) to handle run-of-the-mill crime.
* Every camera, whether still picture or video, always captures the glamour form and never Tamamo's true form, much to the Photography Club's frustrations.
* Every cape has limitations to their powers, dictated by an in-universe law known as the Manton Effect
* Every Capture the Flag map is just two bases that are exactly the same except they're mirrored and palette-swapped, with a few paths in between that connect them.
* Every car Clark seems to come in contact with explodes for no apparent reason other than "it looks real neat on camera."
* Every card has a line for summoning, attacking, evolving, and dying.
* Every Car Is a Pinto did explode in collisions, but it was only one model of Pinto that was affected, and later models fixed the issue.
* Every Car Is a Pinto, the Hellhound Flame Tank can suffer a catastrophic explosion even to a mild hit as a result of its flamer tanks going up.
* Every cartoon Don Hertzfelt created, especially considering that he animates
* Every case Sherlock has to solve ends up having been orchestrated by Moriarty, looking for a fun challenge. It's implied that he, as a consulting criminal, has been arranging a vast array of crimes all over the place.
* every Celestia toy out there except for the Limited-Run white Talking Celestia.
* Every cell of my being burns with white-hot ecstasy. run of books. Thanks, DC.
* Every channel related to Disney closed in New Zealand on November 30, 2019, though the channels still lived on through Australia at the time. Other countries then followed suit, with all three channels affected, with some due to Disney+ coming in soon on these territories.

* every character confirmed to have Conqueror's Haki is capable of using it as a special, even characters who have yet to be shown using it.
* Every character has a standard vehicle with a standardized weight and whose stats are a compromise between balance and the character's strength and weaknesses. Pictured above, Mario is looking for the perfect balance, his stats being the closest to the middle.
* every character in the film could fit this trope. Possibly intentional? The four main girls were particularly creepy whenever they stood in a row and just stared someone down.
* Every character is absent for at least one episode in the eighth season. It gets really noticeable when there are whole episodes without JD, the star of the show. One episode only featured his voice, as he talked to Turk and Elliot on the phone. One scene had Turk upset to find that JD has gone to Disneyland without him. Strangely, Turk appears in more episodes than JD, according to
* Every character's fighting style is clearly influenced by their personalities and life experiences. Their techniques and game mechanics revolve around who they fundamentally are and what
* Every character that he kills off that gets a death scene of their own concludes it with the line "Oh well. Never did want to live forever!"
* Every character who eats the "Diet Cake" in the tenth episode of the
* Every character whose consciousness derives (either fully or partially) from a Xehanort will inevitably resort to this, usually for the purpose of monologuing. Master Xehanort gets to deliver a particularly-sesquipedalian two-word insult - "Feckless neophyte" - though the rest of the Xehanort incarnations each have their own chance to try their hands at it.
* every Christian has a "spiritual gift" which is a "manifestation of the Spirit for the common good". He ends up listing miracles & healing & prophecy alongside such mundane examples of service as "administration" and "teaching" and "encouraging".
* Every Christmas/New Year holiday break, Radio New Zealand goes "mufti day" and hosts the "
* Every CL4P-TP model has a self-censorship program installed that automatically bleeps swear words if they try to speak them. This is most commonly displayed by
* every class can be black if the yellow variant (default for spellcasters) is used.
* Every class except the Soldier can equip a Bio-Amp and/or an Omni-Tool. Most amps and tools focus on one or two of three factors. The Savant variation gives the maximum bonus on all three factors. The only reason to use any other amp or tool over a Savant is if you don't have enough to go around. Similar to the Colossus Armor, they require a certain license, and have a notoriously low spawn rate. Fortunately, completing the
* Every class of 'mech also tends to have a 'standard' ground speed, especially amongst 'mechs from the original 3025 timeline. This is because a 'mech's land speed is based on its engine size divided by its weight, and the heavier the engine is, the faster the 'mech is for its weight. This means each weight class of 'mech has 'mechs with intentionally undergunned engines, making it slower than the default but giving it more weight available for weapons and ammo. Classic examples of glaciers include the
* Every coming and twists the attack as needed, and so on until one side or the other goes down.
* Every commentary past the series midway point also somehow manages to bring up
* Every commercial advertising a pillow will show someone testing it by dropping a bowling ball, dumbbell or other heavy weight on it to show how supportive it is, often with a nice fragile egg under it to make a big messy result. But, unless you're a
* Every companion since Rose has had their phone upgraded. They're referred to as "superphones". The Doctor themself has one that originally belonged to Martha Jones.
* Every competition show on TV (especially cooking challenges) insists on going

into the back stories of the contestants. Their drug addictions, homelessness, sick kids. Has nothing to do with their winning or losing (hopefully), it just makes you glad if one guy wins and sad when another loses.
* "Every Contact Leaves a Trace"). When it went to court, the defendants attorney tried to argue that the real suspect must be whoever the vomit belonged to. Thankfully, the EMT came clean after the people on the scene were reinterviewed and the trial ended in a guilty verdict.
* Every couple of months, there will be an article in some magazine or a book by some non-writer about why African-American women can't seem to get married. The reasons cited will usually be the same: 1)
* Every couple of years, a story about a college fraternity (or occasionally even
* every Court student has unusual talents of some sort, so it may be less of a school and more of a research project. Time will tell.
* Every Covenant Shipmaster has his own on the bridge of his ship. It's a fairly simple gravity throne, without any of the Prophets' offensive attachments, but the simple fact that Elites like Rtas 'Vadum and Thel 'Vadam direct planetwide destruction from them is enough to make them cool.
* every cultural reference made. Suffice to say there are at least as many words in the annotations as there are in the original stories. One particularly in-depth aside takes up a full two-page spread, written in 8-point font. In a large-format hardback.
* Every cutscene you've triggered will be permanently unlocked in the Story Gallery, even if you didn't save. Equipment is also permanently acquired without needing to save the game. This makes farming items and collecting optional cutscenes much easier, since you can simply return to the story title screen whenever you need without losing any data. Unfortunately, if you lose a match and already arrive at the victory/loss screen, the loss will still count even if you shut down the game without saving.
* Every Dalai Lama is believed to be the reincarnation of the original Dalai Lama, who returns to help his followers rather than
* Everyday Chemistry during their solo career, with the central conceit being that it's actually an album from a parallel universe where they never broke up.
* Everyday Heroes) and was less than thrilled that Summer was about to enter such a fight with so little control.
* Everyday Heroes does, in fact, have only one Steve, it had at one point two Janes (who were members of the villainous team "The Jane Gang").
* Everyday Heroes from a speeding freight train, and foiled a bank robbery... all before he even got to the office. His biggest worry was being an hour late to work.
* Everyday Heroes from caving in her former boss' skull with a hammer.
* Everyday Heroes has a cast page that lists twelve major characters, plus a couple of dozen minors, not including one-episode appearances.
* Everyday Heroes. However, since it only took him two minutes of work, at his regular hourly rate, his fee amounts to five dollars total (or, as he puts it, "lunch at Taco Bell").
* Everyday Heroes Iron Jane to prevent her from committing murder for revenge.
* Everyday Heroes is actually "Wind Beneath My Wings". (If you can read music, you'll notice the melody is from the chorus, "Did I ever tell you you're my hero", which seems appropriate.)
* Everyday Heroes is much more humanoid than he is. Their kids are somewhere in between.
* Everyday Heroes is the speedster on the S.A.V.E.U.S. team. Her top speed hasn't been clocked; one treadmill got up to 400 mph before blowing up.
* Everyday Heroes Judging from hints in previous pages, this is Jane's cousin, who is married to her husband's arch-nemesis.
* Everyday Heroes. More recent chapters have lightened up and brought back the comedy.
* Everyday Heroes Mr. Mighty was ticketed for not carrying his registration while stopping a bank robbery. (It was his first day at his new job, and technically he hadn't started work yet.) Since it was a minor infraction, he simply had to do some

community service work (which in turn led to another story arc).
* Everyday Heroes - once in a brief flashback where Mr. Mighty thwarts one of Helen's capers and again where she appears as Dr. Unpleasant's lawyer.
* Everyday Heroes on the victor ... which, at age 7, amounts to "You big stinkybutt!"
* Everyday Heroes, resulting in a broken ankle for her (and some very unladylike language).
* Everyday Heroes's High Evolutionary (mentioned above), two members of the S.A.V.E.U.S. team were created by the Somewhat-Below-Average Evolutionary.
* Everyday Heroes. Their relationship and subsequent marriage is implied to be the reason Mr. Mighty has been relegated to the lower tiers of superherodom.
* Everyday Heroes. The main character, Mr. Mighty, wears his superhero outfit all the time, even when doing yard work and chatting with the neighbors.
* Everyday Heroes to hide the fact that he was a serial killer who targeted women. He's not discovered until he kills one of his teammates - because the female hero he'd targeted (under the guise of robbing the building she was guarding) was replaced with a male.
* Everyday Heroes was caught in a training accident while in the Army. Because of this, his spine is bent at a right angle; still, he manages to work full-time running an amusement arcade.
* Everyday Heroes, where she lets Summer's own words sink in, that really does it.)
* Everyday Heroes ... which has a label on the side that reads, "Warning, Plot Device!"
* Everyday Heroes, who are avatars for the author and his wife. Oddly, she's appeared more often than he has.
* every day. If a movie premieres on one of the channels (typically on Friday), you can expect it to air several more times throughout the weekend into the next week.
* Every Day. In the film adaptation, at least, A convinces Rhiannon to date one of her friends, and the next day said friend compliments her.
* Everyday is an adjective, meaning "ordinary". Every day is an adverb, indicating how often something is done.
* Every Day Is Earth Day”, Jet says that he loves Earth Day, but then asks what it is.
* Everyday Pleasant Goat is boring because it's literally just clips from older episodes. They prefer to watch the actual full episodes that the clips originally came from.
* Everyday Saints is a book written by a Christian bishop about his conversion, the monasteries he lived in and the ascetics who influenced his religious life. Nobody at all expected it to be a success among anyone but devoted churchgoers. Instead, it became wildly popular, topped the 2011 bestseller list in Russia, had to be reprinted six times within a year from the first publication, and was translated into over a dozen languages.
* Every Day so the only indication of his gender is in the book summary. A is content with his life, never getting too attached, until he wakes up in the body of Justin and falls in love with his girlfriend Rhiannon.
* Everyday Use, Mama's daughter Dee is trying to immerse herself in her family's African culture, but repeatedly fails to understand its true meaning, or what it means to her family. She changes her name to "Wangero Leewanika Kemanjo" to protest the oppression and cultural whitewashing of black Americans, ignoring Mama's protest that the name "Dee" is just as important to their family if not more, having been passed down through many generations. The title of the story comes from Dee/Wangero's reaction to Mama not giving her a particular handmade quilt to hang up, saying that it should go to her and not her sister Maggie because the latter would "probably be backward enough to put them to everyday use". Dee/Wangero only views the quilt as a kind of trophy, something to be used to display pride in her heritage, while Maggie learned to make quilts from their mother and even sewed some of her own quilts, showing a more in-depth understanding of their family's traditions that she doesn't flaunt or take unnecessary pride in.
* Every DC cartoon has had to deal with this since the end of the beloved and

influential
* every death and tragedy in the season, which took away much of the impact present in the original release; where everything went to shit with very little warning.
* Every December, they run a touching "TCM Remembers" montage between shows to acknowledge film-related personalities who passed away that year; it tends to run 5+ minutes due to its thorough approach — cult favorite figures and behind-the-camera talent such as special effects technicians and costume designers are afforded the same time and affection as A-list stars and directors.
* every", despite the fact that Adams was directly involved with every one of them that was made when he was alive, and intentionally designed each of them to have significant differences from one another.
* every detail about how things are currently going. Equally, a lot of empty phrases that Japanese use are often misinterpreted because of this by foreigners (such as the infamous cases of Japanese using "Yes" when being asked a question).
* Every diclonius, despite being little girls, have enormous psychic power. This coupled with constant abuse and being ostracized from normal humans as well as a predisposition towards killing said humans (this may be a side effect of the abuse) creates a tragic and deadly experience for all.
* Every disguise put on by Team Rocket for the main characters, ever. In fact, the only "disguise" the main characters
* Every Disney era film to date has also included a surprise cameo by a legacy character:
* every don't like watching them eat or even thinking about it. The vampires are nearly mindless predators, and most hominids will happily kill vampires whenever they can for self-defense if for no other reason.
* Every D.W. Griffith film made from about 1910 on. Sometimes The Cavalry is one man, sometimes it really is the Cavalry. And sometimes...well, see below.
* Every Earth in the multiverse has lost people, and hence all the heroes have lost people they love.
* Every edition of the game has had a major revision about halfway through in order to, depending on who you ask, fix balance issues or sell more books. The revision of third edition is officially called 3.5. The revision of second edition ("Player's Options") is frequently called 2.5 and that's no big deal. However, calling the revision of fourth edition ("Essentials") "4.5" is a berserk button among fans of that edition.
* Every Elder Evil is immune to a slew of status conditions and magical effects, including petrification, anything that would alter its form or reduce its ability scores, and mind control. Your wizard will
* Every elevator in that you can die from falling off has inevitably accumulated a kill count, but far and away the most notoriously evil are the Undercity elevators (coincidentally, the obvious way to enter the city), the Aldor Rise elevator in Shattrath City, and the
* every employer in the city has need of Shadowrunners. Including some of the older, richer 'Runners. Keep in mind that the Seattle Metroplex is basically a 2070s city-state, with a population higher than many modern countries. The average citizens aren't street toughs or Runners, they're the millions of perfectly normal wageslaves living their mundane little lives behind all the security and comfort of their favorite megacorp (after all, forcing your workers into poverty and death reduces productivity and profitability). Those couple thousand Shadowrunners are the rare tools used by the major players in the city, doing the sabotage and espionage that big corporations use to one-up each other, not a large portion of the overall population.
* Every engine, carriage, truck, and many other vehicles and machinery in
* Every engineering project has to choose between the two of three: how fast you can get it down, how cheaply you can do it, and how good the quality of the object is.
* Every Environmental Scare Ever. According to Paul Ehrlich we've all died of skin cancer from UV exposure thanks to aerosol cans, the world is so crowded people are falling off, and there's no clean water left to drink— oh, and the ever-

popular 'we're running out of resources!'. These issues are real, but irrational attempts to solve them can and have made matters worse.
* Every episode, Abby is this. Pauley Perrette has a degree in criminology.
* every episode, about halfway through, the show cuts to two of the Death Note rules showing in the screen back-to-back. However, instead of playing music over this part as usual, this episode leaves the moment entirely silent - with the exception of one bell toll. Not to mention, the rules that it's showing us are these:
* Every episode, and in English. Even though most episodes don't end on cliffhangers. Originally in all caps, it was changed to mixed case when the show shifted to widescreen. The more recent dubbed episodes have the narrator say "...as the journey continues" to coincide with this.
* Every Episode Ending: A recurring element that concludes each episode/entry of a series.
* Every episode. Most of the time, unlike the majority of the uses of this trope, the names don't correspond to the locations of the cons, but facets of the cons. For example, the first part of the second season finale is called "The Three Strikes Job", because the con involves a baseball team.
* Every Episode of Popular Space Show™, in which two spacecraft captains, during a confrontation, complain that the other's ship is at a weird angle. This cumulates in one teleporting the other onboard, sideways.
* Every episode on [adult swim] that was rated TV-PG was re-rated to TV-14 except for "Peter Got Woods".
* Every episode title follows the pattern "A and B," "B and C," "C and D," etc. The final episode title creates a loop.
* every even without the conspiracy angle, such as eyes incorporated into the logos of home-security products. This makes even less sense if you know the symbol can also be used to represent God (because he is omni-cognisant.)
* every. Everyone is a fighter, may they be waiters, labourers, cooks...
* Every Extend, although you can also summon him by having 8 Quickens (the cap) regardless of other conditions.
* every Fable gets their power from this; Frau Totenkinder specifically gets her power from 'other' sources. (Don't ask.) Popularity equals power is a theory that's never been tested under controlled conditions.
* every fact in this book that I can verify independently is wrong. about this would be to the benefit of her credibility.
* every faction acts like this, and other than a few defectors from the underclasses absolutely nobody is buying it.
* Every faction's basic infantry can be sent into an enemy-controlled neutral building to clear out the infantry bunkered inside. However, it's not longer a one-hit move; instead, sending in a shielded Allied Peacekeeper or banzai-charging Imperial Soldier will take out a few infantry, but they will die in the process. The Soviet Conscript, on the other hand, just tosses Molotovs into the building until everything in it is dead.
* Every Faggot Ever has VERY limited animation. All the characters are stiff figures who glide along the floor, reverse the wording on their clothes when facing the opposite direction, and only move their mouths when talking.
* Every Faggot Ever, the faggot starts making claims of how he and his army of atheists are going to shoot up the school, which a student tells him sounds like a legitimate threat. The faggot tries hiding behind the First Amendment to justify his saying such things, and it just gets him in trouble with the school security guard.
* Every Faggot Ever: The titular faggot is not well versed in the art of interacting with other people. He usually walks up to people and tries to rope them into conversations only he's interested in, and made a very vulgar come on to a woman in episode 5.
* Every famous figure in history is a Templar/Assassin/Ally of either side. For the third variety, see
* Every famous Linux distro has one of these. The Gentoo "hand", the Ubuntu

circle, the Debian spiral... you get the picture.
* Every fan theories that he is a Force-sensitive who slipped through the cracks.
* Every featured a bad guy of the week who would open a store that featured this particular trope as part of their product or service. It invariably sold ridiculously well.
* Every female Freelancer counts on one level or another, especially
* Every few months or so, an article comes out saying that Facebook, Twitter, and texting make children and teens less socially interactive/have less empathy/have poorer grammar (despite the fact that you could say that about anything that allows you to communicate without actually talking to the person). This may or may not be true, however the way the media goes on about it you would think all people under the age of 20 who use social media are anti-social basement dwellers who spend all their time "sexting". This is probably a continuation of the fear when
* Every few months, some major media network gets hold of a controversial scene/level/mechanic in a video game and raises a huge stink about it, claiming it's
* Every film also has the phrase "May the Force be with you" or a slight variation.
* Every film has the phrase, "I've got a bad feeling about this." Much
* Every fishman/mermaid and so far merman/mermaid couple falls under this. Also considering the almost random nature of seafolk genetics, and the fact that Queen Otohime was somehow able to give birth to Shirahoshi, this might also fall under
* Every floor in the game offers 3 or 4 medals by completing certain criteria. Getting all these medals requires doing a good bit of the aforementioned fishing and Spheda.
* Every forever. He can never have her, but is constantly tormented by visions of her and women who look just like her, both of which often cause him to take avoidable risks and make mistakes. If one hopes to have even a slim chance of defeating a Darklord, they must know what the flaw is and how to exploit it.
* Every formally-recognized country in the world has chickens, including ones with no other livestock. Even the Vatican maintains a small indoor coop of hens for fresh eggs.
* Every "fraud against consumers" style TV show tries to have those as often as possible, it gives a visual "proof" that whoever has just been explained to be a con artist is not even bothering to claim innocence. Smarter scammers set up rendezvous and don't show up which robs the show of the intensity this visual trope provides; thus fooling most consumers on how which fraud artists are skilled career criminals and which are amateurs.
* every. freakin'. time. how little the people from Key West have prepared for the upcoming weather and how every bar is open and handing Pina Coladas and beer to everyone in the eve of the storm.
* every friend he's ever had and everyone he knows (other than Katara, Sokka, and Bumi) having been dead for a hundred years, and most of them were burned to death in a genocide that started the global-scale war Aang has been charged with ending.
* Every Fusion is a giant woman, though Garnet, Rose, and Jasper are pretty big by themselves, with Rose and Jasper towering over the rest of the cast. In the Season One finale, however, it's revealed that
* Every game also has at least one named ally die over the course of the game, with the player having the ability to
* EVERY game), and in only one of these cases was not the actual defendant. Fortunately, her best friend and boss is Phoenix Wright himself.
* Every game has a different Youngster who likes shorts, because they're comfy and easy to wear. Except for
* Every game has a fat man in the first town who remarks that "The power of science is staggering!"
* Every game has a long area, usually consisting mostly of caverns, called Victory Road between the final gym and the Elite Four.
* Every game has an underwater section, accessed either by submarine or aqualung.
* Every game has a place that essentially acts as a Pokémon graveyard.

* Every game has at least one elf who either went to live among humans or at least has an open mind about them. Kirkis in Suikoden I was the only one among his tribe who figured out allying with the Liberation Army was the only way to prevent their impending fiery deaths, Paula in IV is noticeable as an elf just because of her ears, otherwise behaving as a perfectly normal if slightly solemn girl, and Isato of V serves the human Oracle partly in order to preserve his lands, and partly just out of pure loyalty. In general, the subplots involving elves always result in one of them calling out their own kin on the stupidity of their attitude.
* Every game has a villainous team trying to destroy/change/take over the world using the Cover's Legendary, though the last part only began to take form after Generation II.
* Every game in the main series features the late-game development of nuclear weapons (or "Planet Busters" in
* Every game is like this, with only a few of the most advanced factions (Brotherhood of Steel, Enclave) actually understanding any technology more complicated than basic firearms and explosives, although other factions do utilise them, thanks to it being a
* Every game makes some reference to Parakarry, a major character in the original
* Every game of (Advanced) Wanted requires this. The newbies who run on rooftops openly aren't even trying, but to spot more skilled players demands that you know what NPCs will and will not do. Then again that might not save you...
* every games past the first one, and then he states the proper names fans should give credit to. Not every fan hears it, though.
* Every game that includes the classic Battle Mode. They've added all kinds of new stuff over the years, but most people play just for that mode.
* Every game that requires the player to eliminate all enemies to advance to the next level/unlock a new area/complete a mission falls into this trope. (Aversions fall under
* Every game typically starts with something going horribly wrong that leads to the zombie/monster outbreak, followed by the player characters getting thrown into the mess when they try to investigate and then having to take matters into their own hands.
* Every game will always have a rival who always picks a starter Pokemon with a type advantage over yours. Inverted in
* Every game will feature at least one world where the BGM is an arrangement of a song from the source material instead of a new composition.
* every gate in the galaxy went offline. The invaders then constructed their own stargates in those 27 systems, linking them to each other, but the only way to get in or out of that isolated region is to hope for a random incoming wormhole.
* Every general in each game of the series has a counter (and can be captured or killed), as well as some colonels and the occasional major. As with most such games, their purpose is for command and control of the units under them, though most can influence melee combat if present. The more badass the general was historically, usually the better his ratings. (In the larger battles, overall commanders like Robert E. Lee are there for historical purposes and have no ratings.)
* Every generation after the first also tends to feature an early-route Pokémon resembling a small rodent or other similar creature in the vein of Rattata, A bug-type Pokémon not unlike Weedle or Caterpie, a bird Pokémon rather similar to Pidgey, and a powerful Pokémon, usually a dragon-type such as Dratini that takes starts off fairly weak and takes a long time to fully evolve.
* Every generation after the first will have an adorable electric rodent resembling Pikachu. The exact species varies (there have been mice and squirrels so far) but all of them have
* Every generation has three starter Pokémon that are Grass, Fire, and Water respectively, have two evolutions and their main ability boosts the power of their same-type attack bonus by 50% when their health is a third below their max.
* Every glasses wearer is familiar with spending the entire time they have lost

their glasses and are searching for them fighting the impulse to
* EVERY GOD like the other gods do and admits the gods tend to mess up the world they're supposed to be protecting.
* Every golf tournament comes down to making a long putt, or to getting out from a trap or some other nasty place.
* every good race is pretty, tall and blonde, as "Aryan" aesthics... Notwithstanding that most of the characters are not blonde or tall, Tolkien hated how the Nazis use of Germanic and Norse legends put them in bad light, and it is on record that he berated a German editor who asked him if he was "Aryan" (see Quotes page).
* Every guide for the teams was given a cyanide pill before being put into cryo-stasis. They were given in case they awoke
* Every Halloween, some local law enforcement agency, news program, or newspaper will run a story about drug dealers handing out drugs in the guise of "candy" to children out trick-or-treating, and how parents need to beware that they could end up in trick-or-treat bags. First of all, as mentioned further above, edibles are
* every has simulator runs, some of which are indeed meant to be (nearly) unwinnable. More often than not, however, it is Honor Harrington herself who sets up the exercise:
* Every Heart a Doorway: A story about children who go other, fantastical, worlds and adapt, and then they face this trope if they return:
* Every hersir unit has a name given to it, all of them in this style. 'Biscuitchiller' and 'Refreshingbeveragemaker' were among the more amusing possibilities.
* Every high school graduate has at least heard of the term "senioritis". Basically, by their second and last semester, a high school senior has all the credits they need, has gotten their college acceptances, and is working on their financial aid, so they think "Why do I need to do any more work?" Unfortunately, particularly bad cases of this have resulted in the subjects having their college acceptances revoked.
* Every horse is an individual and even similarly trained horses will respond differently to the same set of cues: One does NOT cue a hot thoroughbred the same as a phlegmatic warmblood... not if you want to live, anyway.
* every hotline and got in contact with USAgent, and as a result, they both brought the entire organization down. (A few "lone wolf" Scourges have shown up since then, but the actual organization does not appear to have ever recovered.)
* Every human enemy has a name and unique appearance, and the attacks and move they use reflect their personalities and their current status. Sugar Mountain doesn't take you seriously and will occasionally check his hair instead of paying attention. Trips Breezer refuses to fight you, and will only block your attacks, stall for time, and cry. This is everywhere throughout the game, but the most prominent example is the Rando Army, who grows gradually more terrified of Brad as the battle goes on and will waste turns shaking in fear. And their lieutenant
* Every hunter is this in spades, to the point of only being good at what they do by being so horribly broken. Capable of fighting monsters, demons, and undead nightmares, hiding from (or staying on the run from) the police and FBI for the crimes they commit doing their jobs, and all of them make the hardiest survivalist look like a pansy. The only reason any of them live the life they do is that either they were raised into it, which is a whole mess of issues right there, or they experienced firsthand losing someone close to them because of the things that go bump in the night and became obsessed with revenge. John Winchester was arguably the worst we've seen, often being remarked on as a hunter of unparalleled skill but uncaring of anything that wouldn't lead him to the Yellow-Eyed Demon, to the point of being abusive and neglectful towards his sons and raising them as soldiers to fight an unending daily war (which Sam and later Dean resent him for).
* Every Imperial Guard officer above Lieutenant (and sometimes below) is either incompetent, a jerk, a glory hound, cowardly, or any combination of those. This goes up even into the Munitorium.
* Every Imperial space ship in the universe basically fits this description, with

a crew size of at the lowest end 20,000 men, they have the population of a small to large city, defenses capable of dealing with both the threats of warp travel and capable of defending against the ridiculous firepower of anything in the same category with it for at least a short amount of time.
* Every incarnation portrays their relationship this way. Luthor is the one person Superman can't defeat with strength and Superman is the one person Luthor
* Every infraction, whether major or minor, committed in prison is apparently punished with "a night in the box".
* every initiative and tactical genius. As a result, despite the Talbott quadrant becoming an absolute hotbed of tactical genius with the arrival of Aivars Terekhov, Michelle Henke, Naomi Kaplan, Michael Oversteegen, and Abigail Hearns, among others, he remains in overall command because his skills as an administrator and politician make him the ideal ultimate military authority in a corner of space which is rather distant from Manticore's home system and government.
* Every insurance company likes to point out that people who switch to their company save hundreds of dollars. Impressive, until you realize that people who won't save money don't switch and are excluded from the calculation. Also an example of
* every involved a dam blowing up and changing water levels, using the exact same dam model to boot.
* every is a meme, but especially King Harkinian's. Here are some meme lines:
* every is an engineering genius: Scotty, Geordi La Forge, Miles O'Brien, B'Elanna Torres, "Trip" Tucker.
* every is suffering from this. In the original series, having so many people hiding their crimes by disguising themselves as monsters could be more excusable, since Scooby and the gang are constantly road tripping across the country, but all of the crimes in this show happen in one city. After reading in the local news about the 10th or 12th person to get caught using a monster disguise to hide their evil plans, you'd think more people would realize that it's not a very good idea.
* Every is this, since the comic is a progressive superhero fighting for social justice.
* every it feels good after fighting your way through an entire dungeon, facing a massive imposing beast, and then reducing it to a helpless fidgeting mass that you just feed damage to.
* Every Japanese Sword Is a Katana: All Japanese swords are katanas, even if they're not, because katanas are cooler.
* Every Kage of one of the five major ninja villages is expected to embody this trope. Candidates need to be one of the strongest ninjas in their village just to be even considered for the position. This requirement seems to hold for minor village leaders and samurai generals as well, if Hanzo and Mifune are any indication.
* Every knight errant ever created from King Arthur on down. In a variety of
* Every last large cat species in the game, from lions to tigers to panthers, also have large saber teeth (with the exception of the tigers on Pandaria and the Salhet's lions).
* Every lead character except Veronica and Keith would be absent from episodes of
* every Legendary Pokémon from Gens I through VI, an infinite number of Ultra Beasts, and even obtain Shiny Pokémon that aren't in the Alola Dex. Even better, it opens up right after Ultra Necrozma's defeat, before the player's final Trial. It's not at all unlikely a player will end the game with a different party than they had before as a result.
* Every Little Thing She Does", after the library is wrecked by Starlight's spell, just as Twilight comments "There's such a thing as too much studying...", a ladder behind her crashes to the floor.
* Every Little Thing She Does-style), then Twilight creates a hemispherical bubble, followed by Starlight encasing herself in a crystal-shaped field.
* every living thing down there,, so he counts them among his subjects.
* Every main character other than BoJack and Todd in the Christmas special.
* Every major battle involves one group of redshirts attacking another group of

redshirts with the main characters from both sides escaping unscathed:
* Every major Marvel team like the X-Men and Avengers have or had a time machine they took from Dr. Doom
* Every major Toa team is composed of five males and only one female.
* every male had to join the military, so it's entirely expected that they should know how to handle themselves in a fight. They should not, however, know Kung Fu.
* Every male who encounters Minerva Mink falls prey to this, especially in the comic.
* Everyman featured a character called the Vice, who was a personification of a sin, such as Covetousness, Lust, or Gluttony. While originally played for drama, the Vice was eventually played for comedy and tended to be the most popular character in the play.
* Everyman HYBRID, Alex's dog Sparky detects The Rake long before its first attack on Alex, and may well have been keeping The Rake from attacking while Sparky was in the room. Interesting given The Rake itself is a freakish dog-man.
* Everyman HYBRID all being part of their story, in addition to the multiple other Slender-blogs/-vlogs they've crossed over with.
* Everyman HYBRID all menace the three-man team of the fitness and excersize blog.
* Everyman HYBRID and other assorted problems; he also tries to lighten pretty much every situation, cracking jokes while exploring creepy abandoned buildings or even while dealing with a monster literally hiding in a closet at a friend's house. The latter is likely the best example of his humor backfiring for those around him, as he pulled this after said monster violently assaulted his friend's brother.
* Everyman HYBRID episode. Their close friend had died in a car accident heavily implied to be created by the monster tormenting them online, and the mutilation was so bad, his mother had to go and identify her son's body; Vinnie went with her, which is how he noticed some of the details not matching up with the official report.
* Everyman HYBRID: HABIT refers to Dr. Corenthal's house as being "in flux", as a place constantly shifting in impossible ways that even makes an immortal entity nervous. One of the results of this is that the house can loop, such as Vinnie and HABIT going to try and find HABIT's gun, only to wind up back where they had started.
* Everyman HYBRID, hairless wolfman. Its features are mostly human, with just enough canine there to be disturbing.
* Everyman HYBRID has literal jigsaw pieces scattered across the internet.
* Everyman HYBRID in another new room, where the knocking is even louder. Opening this last door transports him to HABIT's house.
* Everyman HYBRID is alive, the evil spirits and monsters have immense power, and the geography is utterly incomprehensible. He tries to get into an apartment complex, only for the stairs to loop him back to the beginning every time, which happens until he gives up.
* Everyman HYBRID. It starts out rather quiet, before suddenly springing incredibly loud distortion on you. Expect to have full britches afterwards.
* Everyman HYBRID: Jeff and his little brother Alex had lost their parents a year before. Alex struggled with moving on and continued to act as though they were alive- even using a tape recording of their voices to answer his questions. Later, after the Rake killed his dog Sparky, he wore a sock-puppet and insisted it was Sparky.
* Everyman HYBRID, "Joke's Over": Evan, on seeing what was inside the garbage bags hung up by the Slender Man. He hadn't completely snapped yet, but this was probably one of the first warning signs.
* Everyman HYBRID (much of which depicts "Mr. H" as either an evil anthropomorphic rabbit or a human with rabbit-like features).
* Everyman HYBRID one was a piece of paper with a single line of typed text.
* Everyman HYBRID that he actually worked with Sebastian Kraus during his time as Mengele.
* Everyman HYBRID. The audience only sees a red gasoline cannister and HABIT lighting the fire, not showing the actual murder but leaving it very clear how it

went down.
* Everyman HYBRID. The rest of the series is more dialogue-heavy than any other Slender-story on Youtube, but from that point on the characters are actually talking about relevant stuff.
* Everyman HYBRID they've attracted. Their reactions were fairly tame, although Evan describes it as being simultaneously disturbing and flattering.
* Everyman HYBRID web series that were all the rage at the time. Then the real one shows up.
* Everyman HYBRID with a baseball bat, and later the group attempts to run him over with a car. Both times the end result is cut away.
* Everyman. Ian Covey, the doppelganger, always appears to be the "real" version of the person he is impersonating, while the person being impersonating appears to be the fake. It's part of the horror.
* Everyman internet character has a stunningly attractive wife named Margie. Lots of fanart implies she think's he's awful looking, but keeps their marriage for unknown reasons.
* Every member of Planet Kinniku has to wear a full-face wrestling mask with a mohawk-fin on top from birth. If their faces are ever seen, they have to commit suicide. The masks are pretty damn
* Every member of the Task Force ends up being suckered in by Light at some point, not only buying his innocence, but also
* Every mermaid when not in human form, except Lucia, who only has this
* Every method preferable in manga instead of filling page after page with long speech bubbles. Still, the flashback should logically be told from Nojiko's and Jimbei's points of view, but there are still some scenes (especially in Jimbei's flashback) that they don't take part in and shouldn't realistically know about.
* Every military recruit that hasn't been mentally broken by encountering a Titan yet and expects good things after training. Some examples stand out, especially Eren, Marco, and Marlo, who are prime examples of soldiers wanting to enter the Survey Corps (Eren) and Military Police Brigade (Marco and Marlo) for the right reasons. Everyone gets a quick dose of the reality that battle with Titans is, though.
* Every military training inspector is this in the Grisaia universe, but Cpt. Garett stands out in
* Every Minecraft Manhunt feels incomplete without hearing the words:
* Every minion has a specific voice line for being summoned, attacking, and being killed. If a player's strategy involves repeatedly copying his own minions, this can end up being invoked.
* Every minor character seems incapable of pronouncing Mike Nesmith's last name. Among the variants: Nishwash, Nashmirth, Nipmop... Subverted in "Monkees in Texas," when the villains refer to Mike and his aunt as "Nesters"... he starts to correct them before his aunt explains that the word means "farmer" and that they were correct in their word choice.
* every mobile platform is a rifleman. Turians only have soldiers, asari have huntresses and commandos, Krogan don't have any military organization besides their clans, hanar rely on automated defenses and drell assassins, volus just bankroll the turian military, while salarians only have spies and special forces.
* Every movie made in the West and not specially approved for translation into Russian was banned. Light-hearted French comedies were approved and translated with little or no fuss, but something like
* every musician who had ever been a member of The Doobie Brothers showed up to perform. The stage that night was...crowded, to say the least.
* Every Mythbuster has taken a knock or two. Considering the extreme danger they create, it's a credit to their safety protocols that it wasn't more. But one member of the team stands out as a shining paragon of this trope: Buster. He's been exploded, dropped from great heights, and struck with great force countless times. In fact, there's very little that Wile E. Coyote has been subjected to that Buster hasn't, and Buster went through it
* Every named Creel, and befriend a Moor Cat. Although there's usually an element

or two from this list missing in each generation.
* Every narrator for an audio version of a book not done with a full cast fits this trope. In particular, Jim Dale, the American reader for the
* Every new generation introduces a sweet food associated with the region.
* every newspaper strip, including most of the serious, "soap opera" ones, so listing exceptions is probably a better idea.
* Every night Ra had to pass through the underworld and battle the serpent-god Apep (a.k.a. Apophis). Sometimes Apep would eat Ra alive, causing bad weather. If Apep went after Ra during the day, we got a solar eclipse.
* Every now and again, a player comes along and violates one of these rules, throwing away a game they otherwise could've won with a better wager. This tends to happen primarily in the Kids Tournament and Teen Tournament, since most of the adults who get on the show study wagering strategy ahead of time. The 2013 Teen Tournament saw at least 2 such contestants in the span of 2 weeks, one of which resulted in
* Every now and again, some unsuspecting editor will add an example to a trope page without checking to see if that page contains an example from that series already. If it does (especially if the example itself is repeated), that page becomes an example of this trope, albeit usually only temporarily.
* Every now and then a Dark Eldar grows weary of the figurative and literal backstabbing, hedonism, and soul-devouring villainy of his/her kind and joins a Craftworld.
* Every now and then, a somewhat creepy storyteller-narrator character appears on
* Every now and then, porn websites will have regular videos uploaded with this sort of title - i.e. bad political decision with "Old man fucks entire nation", or
* Every now and then, the kids themselves are guilty of this as well. In the book where they time travel, Ax spots the Hessians about to assassinate George Washington, but everyone brushes him off, even though he
* Every now and then there's a mention of Jason's dog, Sunny. Said dog has metallic, scaly legs, and a mane on top of that.
* Every now and then, the show introduces something new to the table. For example, "Hide and Seek" introduces Irving into the main friend group, and "Nerdy Dancin'" brings the creation of
* every NPC has unique dialogue for every item you can possibly present to them. This is especially notable with Boyd, whose mental world revolves almost entirely around held items (none of which you're ever told to show him, by the way).
* Every October, Perth hosts the Australian Telethon (simply known as 'Telethon') to raise money for sick kids. And for the last 10 years it has exceeded the 1 million dollar mark, with the current record being 6.5mil last year.
* every of the heirs would inherit the throne, it also meant that the Empire fell into anarchy and civil war until the new king had established himself. It eventually led to the collapse of the Empire.
* Every once and a while in the Marvel universe, Skrulls will decide to entertain themselves with their shapeshifting abilities and a dash of Earth culture. The world Kral is an entire planet of Skrulls imitating gangster movies from the 1950s. On Earth, four Skrulls apparently devoted themselves full time to their favorite Earth entertainers and became the Skrull Beatles.
* Every once in a while, someone decides to develop a free-as-in-freedom, non-commercial, open-source, decentralized social network as an alternative to e.g.
* everyone abandons not only Arthur's never-been-official-anyway club, but each other's as well, until everyone is a one-person "club" of their own. Eventually they all realize how stupid it all turned out, and get back together.
* everyone Adept at ranking people's talents? Eventually you'll get so good at it, you'll develop a superhuman ranking skill so intense that you'll NEGATE GRAVITY AROUND YOURSELF AS A SIDE EFFECT OF THINKING ABOUT IT. Oh, and also, a one-year-old infant can earn a PHD in advanced mathematics without giving up his day job as the world's most feared and respected mafia hitman. Inspiring!
* everyone after Flint's food machine produces a rain of cheeseburgers. Flint's gasp is especially and hilariously protracted.

* everyone agrees upon, Stark and Lannister alike, is that Robb and Tyrion should try trading Sansa & Arya for Jaime).
* everyone also wear their faceplates down, making them more apt representatives of the trope.
* Everyone, and all the characters are constantly walking right into Jigsaw's plans.
* Everyone and Catbert. Scott Adams has joked that he himself might be a sociopath.
* everyone and everything, it's just that things like bacteria, germs and vermin deserve love too, and they outnumber sentient life by several orders of magnitude.
* Everyone, and Jake and Dirk. Just about the only couple that is still together is Rose and Kanaya.
* Everyone, and no other dance craze has arguably come close to it since.
* everyone and we have to rely on clothing and how they're referred to by other characters to tell. V wears a wizard robe, so that's no help, and the other characters aren't any better since most of them have no idea what gender V is either.
* everyone a signed and approved leave pass doesn't guarantee that a soldier won't be called in.
* everyone as sidearm. Forget Beretta, Makarov, Norinco, or any other brand or caliber that would be more plausible for non-American folks to carry; heck, the only 9mm weapon in the entire game is the Micro-Uzi.
* everyone badass character doing something so awesome the jaws of the others drop in unison.
* everyone bad PR. The defense lawyer doesn't call any witnesses, and instead says that while she finds her client's behavior morally repugnant, it isn't illegal, so the jury has to find him not guilty. The judge then takes them both aside and "advises" Barba to offer a plea, and stresses the defense lawyer to take it as she's "a reasonable woman" and knows her client is an awful person. Barba takes a deal, as he recognizes that even if he does get a conviction, the judge will overturn it, as there is in fact no law being broken.
* everyone, beat the crap out of the nearest opposition player would mean these kind of tactics will just result in the whole team getting banned.)
* EVERYONE becomes a future badass, good or bad - Kenji started out as a loser who run a store, and by the epilogue, he had became a symbol for hope, a rock star, and ultimately Messiah.
* everyone becomes suspicious of Daenerys, fearing that she is unstable and will go mad. While Daenerys was under a lot of emotional pressure, it was her own allies holding her at arm's length and scheming against her which pushes her over the edge, just as they feared.
* everyone being a dick to Puny Parker, he's fairly popular, though Flash Thompson's still his nemesis 'cause hey, everyone's got an enemy or two.
* Everyone believes Konatsu to be the legendary Genius Kunôichi (female ninja), and have even braced themselves for her coming out of the closet to confess undying love for
* everyone beneath that higher-up will benefit from his removal, the technician quite willingly announces his intent to go tend to another location and to not return for the rest of the day.
* Everyone be that every character wanted a land they found to be named after themselves!
* Everyone briefly bring Zombies back into the mix; and after going two games without them, it's actually surprising again when they grab you.
* Everyone but Amanda does this upon seeing that Amanda's date looks exactly like Wilder,
* everyone but her could tell was gay until the point he was willing to open up about it. He was constantly an ear for her to share any and all guy troubles she had and their friendship continued throughout college as well. It came to the point that he was a way better friend to her than her actual best friend Carly (who pretty much disappeared after Season 6 sans a one-off cameo in a Season 9 episode).
* Everyone, but he still respects the emotional factor in others' decisions and

concedes after voicing his concerns.
* Everyone but Michael keeps having their minds erased from all of his hundred of reboots, but in the months between repeatedly fall in love only to have their memories erased again. However, Janet
* Everyone but you is an actor employed by the experimenter, including during the variants discussed below. The random process of determining teacher vs learner was rigged; you were always the teacher. No one was in any real physical danger.
* Everyone Calls Him "Barkeep". Biblical scholars have been trying to identify him for a long time.
* Everyone Calls Him "Barkeep": Someone is known only as their title/occupation.
* Everyone Calls Him "Barkeep": Someone's name is not revealed as everyone calls them by their job.
* Everyone can cheerfully enter into the relationship they were meant to be in all along.
* Everyone can copy Krillin's Kienzan / Destructo Disc, apparently. And as an extra "kick in the stones" to Krillin, some of those people can use it to greater success.
* Everyone Can See It as she's already engaged to (abrasive) warehouse employee Roy, and Jim, unable to torture himself further with Pam's impending nuptials, is on the cusp of transferring to another branch and takes his shot outside during a Dunder-Mifflin "casino night". However, Pam rejects him for the reasons above, leaving a welled-up Jim to leave. The season cliffhanger ends on Pam confessing to her mother on the phone she might reciprocate the feelings after all, before Jim comes in wordlessly and they kiss.
* Everyone Can See It: Everyone else knows they're attracted to each other, even if they don't realize it themselves.
* Everyone Can See It: It's claimed that two people being in love is obvious to everyone who knows them.
* Everyone Can See It: It's obvious that these two are meant to be together, if only they themselves saw it.
* Everyone Can See It partner, and everybody there thinks it's about time.
* everyone, catching on to Mayuuchi's idea, and showers him with whatever food they happen to carry. For added hilarity, Momoyo mentions that she's eaten half her yakisoba-pan (bread filled with noodles), which would mean an indirect kiss. This causes the rest of the girls to take bites out of what they gave him.
* Everyone Chasing You: A character is chased by a whole bunch of other characters.
* Everyone cheers as Pathfinder's signal arrives, letting them know Mark successfully revived it. In this case, "Mission Control" is a conference room crowded with people and computers, because the old Pathfinder mission center has long since been repurposed.
* "Everyone Comes Back" Fantasy Party Ending: A fantasy sequences where everyone who previously appeared comes back for a party.
* everyone, completely effective contraception, and/or cheap, reliable space colonization becomes available, immortality could be very bad for the human race in general.
* everyone destroy the entire Complex, and are told in no uncertain terms to keep it the hell away from him (among others).
* Everyone Dies, but it's only Hamilton plus his best friend John Laurens and son Philip]] that die in the timeline of the show. Washington does die off-stage, but no mention is made of it until "The World Was Wide Enough", when he's one of the people Hamilton sees in heaven, along with Laurens, his mother, and Philip. His sister-in-law Angelica and wife Eliza also pass away during the finale, but due to the nature of the end (that the actors step out of their character and into their role as present-day actors telling the stories of the founding fathers) that's kind of a given.
* Everyone dislikes Therron due to his laziness and stupidity. Any respect he does manage to get is just because he's a Tallest and the shorter Irkens are obligated to show it to him.
* Everyone drops articles (such as "a," "my," and "this") from their speech

whenever meaning is clear, because Latin didn't have indefinite or definite articles, and personal articles were considered inelegant.
* Everyone else freaks when Swift Wind starts talking. He only returns again in the last couple episodes, and his rather bored reaction to everyone freaking out makes it clear that he's been dealing with this a
* Everyone else, including the officers, are only support. This also applies to all ranks enlisted. When chow is served, Privates go to the front of the line. PFCs are next, then Lance Corporals. Your NCOs stand around watching, making sure the other Marines have eaten first. Then they go through the line.
* Everyone else in Free Country understanding The Cheat's squeaking perfectly is just one of the running gags of the site. Mostly used for implied cuss words a la
* everyone else in the director's chair (especially Jenny) or at least has a lot of dirty laundry on them (in Vance's case).
* everyone else. Oh, also, Robert ages, apparently. His hair's gone white and he's got liver spots now...
* Everyone Else's Parents Said Yes finds a piece of paper covered with names like Amanda Martin-Cohen and Mrs. Danny Cohen. He plans to use it to blackmail her, but his parents find out, so he doesn't get to do this.
* Everyone even a bit versed in European history knows about the multitude of revolutions that broke out all across the continent in 1848. There's the one in Hungary that required not one but
* everyone, even if that meant using pointy sticks. They took their standard rifle bayonet (which aside from minor revisions to simplify it for more rapid mass production, was unchanged since 1897), simplified it even more, and mounted it on a bamboo pole. They also manufactured cheap ceramic grenades to go with them, which were unused due to the war ending and eventually ended up in the hands of the Yakuza.
* Everyone, even Mono can end up becoming ambiguous. The only character who isn't at all subject to this is Agro, since, being a horse, she's just a loyal steed doing as her master directs her.
* Everyone except the Necrons and the Tau use manual labour. The Imperium has a phobia of effective robotics because
* Everyone flaunts their flawlessly sculpted bodies while wearing form-fitting clothing, skimpy swimwear, or nothing at all.
* Everyone, friends and enemies alike, have moments of confusion from the little monk.
* everyone from infecting everything and eventually spreading into other timelines.
* Everyone from the United States to Japan has toyed with making these, in which it actually was carrying biological weapons.
* everyone: Gaius Julius Caesar <some-nickname-to-distinguish-them>.
* Everyone got involved because of this, and it shows. Every single frame of the film is slathered in overwhelming joy and love for the silly '60s anime series.
* everyone had had the same sting of luck and he can't cover his bets. And not everyone is as nice as Nick is.
* everyone had to do it and she was the only one who was listening to Buffy anymore.
* everyone has a different story for why Catherine left. Instead of explaining why she left, Matthew explains how the coffee pot broke, which involves a sneaky man dressed as a cartoon burglar.
* Everyone has a time at which they are destined to die. It's only visible to those with a Shinigami's eyes...and even in that case, such a person
* Everyone has headshot quotes including Baird's "Sorry, was that your spine?" and the epic "So good I should charge admission."
* everyone has huge, thick forelocks of hair which are perpetually hanging in front of their faces. If you started selling hairpins in Meridiana, you could probably make millions.
* Everyone Has Standards: Even though they may disagree on where the line is, most people believe there are lines that shouldn't be crossed.
* Everyone Has Standards: Every character, regardless of moral alignment or clique,

has at least some level of decency.
* Everyone Has Standards: No matter who somebody is, there's still something that's going too far.
* Everyone Has Standards (OOC if the persons call out someone else on a fault that's no different from their own vice)
* Everyone Has Standards roast, most of them said that she was such a class act, they wished they'd gone easier on her. (This despite the fact that Marlee took it all in stride and, frankly, was able to give as well as she got.)
* Everyone Has Standards: Yes, I'm not the nicest person around, but that doesn't mean I don't have standards!
* Everyone has their own preference for control, and if you are accustomed to using a mouse but sit down at someone's computer that has the touchpad or a trackball can be confusing.
* everyone has these. It can only be assumed that any face-concealing helmet will have LEDs in the eyepieces. That said, the Salamanders chapter of the Adeptus Astartes actually DO have them: glowing red orbs that emit heat, with no pupil or iris.
* Everyone Hates Fruit Cakes: For some reason, all the characters seem to hate fruitcake.
* Everyone Hates Mimes: Mimes are depicted as being universally despised by everyone.
* Everyone having a mutant power is a treasonous rumour spread by commie mutant terrorists. There are only registered mutants and the occasional mutant terrorist. Please report anyone saying otherwise to your local termination center. Remember: Rumours are treason. Have a nice daycycle!
* everyone he ever purports to be friends with, but probably the biggest example is the way he ingratiates himself with Nino Schibetta while secretly slipping ground glass into the man's food.
* everyone: He sends Obi-Wan to kill Grievous, and would have killed Grievous if he had won; slaughters the Jedi once their role in the war and attacking him has been fulfilled; and finally to the Republic itself, dissolving it creating THE FIRST! GALACTIC! EMPIRE!.
* everyone hung up on Cheshire, the mother of his daughter, which has ruined any other serious relationship he's had.
* everyone Iao and Adonaios being associated with the Sun and Jupiter and the archon Horaios having a name that means "light".
* Everyone in attendance of Big Mom's tea party gets this when due to an explosion, Big Mom's skyscraper-sized castle begins to topple, sending everybody falling to the ground.
* everyone, including a little girl's pet, recognize Usopp for who he is immediately.
* , everyone, including the teachers, forgot that Izuku's costume comes with a respirator. Since he was pitted against Midnight during the exams, he almost effortlessly defeats her.
* Everyone in every fighting game ever. Sometimes there's a convenient tournament to justify the endless fights or the characters are competing over something, but often there's barely any justification at all.
* Everyone in Germany who has seen any TV during the 90s will remember
* everyone in Konoha knows where the old Anbu headquarters is. Apparently, it was disguised as an apartment building with several "very polite but firm" guards who insisted it was "private residence only" despite having a sign advertising apartments available for rent.
* everyone in Latvia speaks at least some English, with most being fully fluent, as every film and the majority of television shows are in English with Latvian subtitles. This makes the country an attractive exotic location for Americans, Canadians, and British tourists to visit.
* Everyone in Mystik Spiral. Though if you exclude the silly lyrics, "Freakin' Friends" is actually rather competent.
* everyone in the alienation zone are another matter, though; the evacuation order

wasn't followed that precisely there, so indeed many remained or went back in.
* everyone in the area so that they just plain don't see or hear him walking around.
* everyone in the audience getting up from their seat to enjoy the music.
* Everyone in the cast other than Alan Alda was missing for at least a couple of episodes.
* Everyone in the comic is either a liar, a cheat, or utterly stupid, if not all three, so conversations tend toward this. For example;
* Everyone in the Cooper family is their opposite: Mary is a partygirl, George is a pastor, Georgie is bald, Missy is super smart, Connie is a therapist from New York, Dr. Sturgis is a stereotypical Texan, and Sheldon is a normal kid.
* Everyone in the English branch is close with one another, but Calliope and Kiara are standout examples. At the time they were introduced, Kiara — in-character — had a completely one-sided crush on Calli, with Calli refusing to reciprocate and being a harsh
* EVERYONE in the future California of Demolition Man who isn't Sylvester Stallone or Wesley Snipes talks like this.
* Everyone in the Kuja Tribe except the leader, Boa Hancock, does this when Luffy
* Everyone in the Legion gets a "flight ring" which allows them to fly, in addition to their unique powers. This comes in handy for obvious reasons.
* everyone in them as a result. This also puts her in functional control of the country while they're at war, with everyone (even Celestia) referring to her as "Commander" for the duration, as happens when a declaration of war is made against the Storm King and his armies in chapter 5 of the second story.
* everyone, In the navy (yes, you can put your mind at ease), In the navy (come on now people, make a stand), In the navy, in the navy... can't you see we need a hand!"
* everyone in the open-topped boat have to crouch down. The bridge is popularly known as "the cheese slicer".
* everyone in the Red and Blue armies are this; the two sides consist of the UNSC's worst soldiers, who are used as training dummies for battle simulations, all while thinking they are fighting a real war.
* everyone in the Resistance except Kira, Damar, and Garak is wiped out. Damar ends up leading a new Resistance made up of civilians, who look to him as their leader and are willing to go along with what he says, avoiding most of the infighting of the previous attempt.
* Everyone in the series has some odd quirk and the detectives are no exception. Gumshoe's probably the most normal of the bunch.
* Everyone in the whole world who isn't a member of Tribulation Force, in the
* everyone in the world gets turned to stone. And they don't get turned back until the end of the third part.
* Everyone in the YWC (Youtube Wrestling Community) seems to switch sides so much that they seem to live inside thessentially door.
* Everyone in town and in his audience sees Li'l Gideon as a cute, lovable child. It quickly becomes clear that he is
* everyone in Valhalla starts looking down on Jormungandr for beating up the weaker Dewey and gloating about it. This includes Team Ragnarok's wolf, Fenrir.
* Everyone Involved in Pizza's Preparation, Delivery, Purchase Extremely High.
* everyone involved with the show, "I'd like to say sorry for lying to everyone."
* Everyone in Wrath of the Lich King is some variant of Mary Chillydeath or Frank Zombiesnow.
* Everyone Is Armed: You can bet that everyone in this crowd is packing heat.
* Everyone is a Super Ordinary Magician". Reimu seems to consider her human, but it's also established that Reimu is far more friendly with youkai than someone of her position should be.
* Everyone Is a Suspect: In movies where the killer's identity isn't known.
* Everyone Is a Suspect: There's reason to believe that every nearby witness to a crime may have been complicit in it.
* Everyone Is a Suspect: When the killer in a murder mystery could have been

anybody.
* Everyone Is Bi: All the characters are bi vs. none of the characters are bi.
* Everyone Is Bi and marriages consist of four people and thus anyone in love with one gender (straight or gay) is considered unusual. "Mountain Ways" has a lesbian disguising herself as a man to complete a marriage, then finding out to her relief that her future husband is straight and has no interest in her.
* Everyone Is Bi by people who otherwise appear to be purely heterosexual.
* Everyone Is Bi: Gender does not factor into the characters' formation of relationships.
* Everyone Is Bi in this setting, the social and power dynamics are more strictly divided. The Lord/Lady/Head of the household is the head of house that must be obeyed without question. The spouses, concubines and younger family members are left to their lord/lady's mercy and discretion and the mercy of higher-ranking spouses.
* Everyone Is Bi: Most of the Classical pantheon are. Hades and Ares are straight and Athena, Artemis and Hestia are aces, but apart from them, basically everyone else is so casual with sex the idea of heterosexuality is down-right quaint.
* Everyone Is Bi, so his discomfort was entirely based around the unwanted sexual descriptions rather than the gay implications. Notably, Karkat's crush on John, while hilarious, is mostly funny because of how badly Karkat goes about expressing it, and how totally incompatible they are in the way that Karkat wants them to be (specifically, Karkat wants them to have a romance based on mutual hatred, when neither of them hate each other).
* Everyone Is Bi with Gwen, and relationship to Ianto to play with, on top of literally any combination of his Torchwood team as well as anyone he or his team have ever said so much as "hello" to.
* everyone is black, making their color not really relevant. HB is by far the most physically imposing; he's easily half again as tall as SS and DD (who appear to be of "average" height) and closer to 3 times as tall as CD.
* Everyone Is Christian at Christmas: The holiday of Christmas is widely celebrated even beyond the Christian world.
* everyone is either a pirate or an evil merchant (another sort of pirate). In the third movie, a group of merchants say that they simply ally with the highest bidder.
* everyone is fairly evil, even the most unambiguously evil factions have their fans, and not just for the strength of their army list.
* Everyone Is Jesus in Purgatory: Audiences assume that everything in the work has a symbolic meaning to it.
* Everyone Is Jesus in Purgatory: Audiences find symbolism in a work where there wasn't any intended.
* Everyone Is Jesus in Purgatory: Everything can be seen as religious symbolism.
* Everyone Is Jesus in Purgatory of Opera is actually a product of this. In attempting to revive classical Greek plays to the theatre of the Renaissance era, interested scholars decided that the Greek plays were meant to be sung in their entirety. New works followed suit, and the rest is history.
* Everyone is like this to the kids. It backfires spectacularly when, during a reunion of everyone in the series, they refuse to believe the building they are in is on fire.
* everyone is pretty much against Garrosh, who has decided that the Horde should be an orc-only force, kicking out all of his allies. A combined force of the Horde (minus Garrosh's force) and Alliance prepares to storm Orgrimmar to take care of Garrosh once and for all. Not a legacy his father would've approved of.
* Everyone Is Satan in Hell are how we prove evil exists even where the lesser beings say it doesn't.
* Everyone Is Satan in Hell: A work of fiction receives unfounded accusations of featuring morally objectionable content
* Everyone Is Satan in Hell: A work receives unfounded accusations of featuring morally objectionable content.
* Everyone Is Satan in Hell: Everything can be accused of having nefarious subtext.

* everyone. It also happens to a Koopa Troopa who tries to tell Mario and his friends about Bowser's invasion and then face vaulting when he gets ignored.
* Everyone Join the Party: Random people join the hero or the villain for the final battle.
* Everyone knew about that superstitious couple at the end of the street, but nobody knew about their surreptitious habit of catching rabbits to actually cut their feet off.
* Everyone knew Regulus Black... the impressive people knew immediately after reading the initials (based on the locket found in his home early in the fifth book, which obsessive readers were able to recall easily). Everyone else knew because the Internet let them compare notes with other languages' editions — the initials were R.A.S. where the Black family's name was translated to Svaart, R.A.M. where it was Musta, etc. The fans also managed to anticipate his middle name, Arcturus. This is more impressive when you realize there are a lot of stars whose names begin with A that could have been used (Algol, Altair, Antares and Aldebaran for starters).
* Everyone knows about Salt-N-Pepa's "Push It", but did they know it only reached #19? Or that they had three songs chart higher, including two songs that went Top 5? All of them are still iconic, with "Whatta Man" being the best known of them all. The other two, "Shoop" and "Let's Talk About Sex", were mostly forgotten until they were revived in 2016 thanks to
* everyone knows is actually the heir to the Ankh-Morpork throne. Good luck getting him to acknowledge that fact, though. His adopted dwarf father is also technically a "king", though among dwarfs this is less a noble title and more like "chief mining engineer".
* everyone knows that Sailor V works with the police (actually false for most of her career, a youma simply assumed and sent her challenge letter for V to the police and the public fell for it), thus she couldn't be known cop-hater Minako Aino.
* Everyone knows the intended lesson of the expression "The early bird gets the worm," but what does this mean from the worm's point of view? He got up early and he
* everyone knows what happened ten years ago — except Legna, whom everyone does their utmost best to keep in the dark. Some assume he also knows already, but the Senate especially are hell-bent on keeping the truth from him.
* Everyone Loves Blondes: Blondes tend to get the most attention from people.
* Everyone loves to write all sorts of long essays about how she's "a freak of nature"
* everyone makes sure that important buildings are doppelgangered, or built on in both dimensions. The only exceptions are Modern Earth buildings that are several stories high, since there's no way to build something like that in the Gruinmarkt and nobody can get that high anyway.
* everyone Marie met was subject to her "polite" criticism. When she and Frank briefly move into a retirement community, it's promptly lampshaded: the woman running the place comments that Marie has a habit of saying that sound like compliments, but are really personal attacks.
* everyone — up to and including himself — by proving himself to be a thoroughly competent, honourable leader who backed Aivars Terekhov to the hilt despite the possible repercussions and had the good sense to get out of the way of his subordinates with far better tactical ability than himself.
* Everyone Meets Everyone: The first episode has the main cast meet each other for the first time.
* Everyone Meets Everyone: The first episode shows the main cast coming together.
* Everyone Meets Everyone: The main cast meets one another one by one. Some of them may already be acquainted, but it doubles to let the audience get to know them.
* everyone. Most of the dialogue in this game is spoken at just above a whisper, and all of it at a very high rate of speed. Thank goodness for subtitles.
* everyone. Nearly every time someone gets beaten up, they aren't unquestionably defeated until after their shades are gone. One exception is Morpheus, who takes

his off before Agent Johnson fights him on the truck, perhaps symbolizing the fight's ultimate futility. The final fight between Neo and Smith has them knocking each others' shades off early on, because armor is irrelevant with the level of control they both exert over the world.
* everyone. Nobody knows who's behind the chaos until the very end, after they've all beaten each other to a pulp.
* Everyone of powermasked people. Those magic-users too weak to make a contract still wear masks in imitation of the strong, although theirs are a tad less impressive.
* every one of their cars had been stolen except for the ones with manual transmissions.
* Every one of the several times Fry has "died," or done something that was supposed to result in his death, it turned out he either wasn't really dead, it didn't happen, etc. Though, he did die just like nearly everyone else as part of the premise of the "Rebirth" episode.
* Every one of VNV Nation's live performances, and we wouldn't have it any other way. If you're curious just search for some live performances on
* everyone on Earth. Unless they directly picket someone, most people just ignore them.
* Everyone, one of said five students, who used sex and his good looks to help out with cases more than once.
* EVERYONE over 5 miles will be blinded, friend or foe alike. It's designed to be inconvenient rather than outright painful. The lights aren't so bright as to intentionally cause blindness. It's just that everything suddenly turns completely green.
* everyone over his sloppiness before simply walking out the gate and making his escape.
* Everyone Owns a Mac: On top of seemingly everyone in a work owning a Mac, it's simply the only kind of computer device in the work.
* Everyone period piece, facial hair was in fashion, and the cast is 100% male.
* Everyone points out how red her face turned during her dance with Mr. Von Trapp at a party. Mr. Von Trapp briefly looks smug about it whereas his fiancee later confronts Maria and admits she's had reservations about the engagement, especially after seeing the two's body language when they finished dancing.
* Everyone Poops have brown skin and smooth black hair. Their ethnicity is not touched upon.
* Everyone Poops is about how everyone, including different animals, poop, and at one point it jokingly says that camels have humped poop.
* everyone poops, the topic doesn't usually come up in casual conversation – one might know more about a friend's sex life than their poop life - and certainly doesn't come up in any formal or business settings. The taboo surrounding bodily waste functions in general is a very enforced trope in real life - unless it's of immediate relevance, people seem to be under a non-verbal agreement to never bring up defecation or urination. In more extreme cases, theocratic leaders have even denied having to poo at all.
* Everyone present has this reaction when Luffy swallows the MH5 bomb and blows the gas back at Krieg, remaining perfectly unharmed thanks to his
* Everyone realizes just how much of a Contrived Coincidence each act is, and when the evidence supports the
* everyone remembered the former Playboy model that served as an aide in the debate.
* everyone respawns. However, some classes such as Soldier however are known to have killed people besides the mercenaries, who wouldn't respawn.
* Everyone's a Little Bit Racist, Christmas Eve complains about the personal hygiene of (presumably Indian) taxi-cab drivers. Everyone agrees with her except Gary Coleman who says "I can't even get a taxi!"
* "Everyone's A Little Bit Racist" is a We Are Song where the cast acknowledges that they all carry unconscious biases.
* Everyone Says I Love You- Holden first proposes to Schuyler by getting the waiter

to put the engagement ring in her favourite dessert during a romantic dinner at a restaurant. She tucks into dessert so enthusiastically, she swallows the ring before Holden can propose. Later in the film when they get back together at Halloween, he puts the ring in a box of crackerjacks and she swallows it again.
* Everyone Says I Love You, there is a quick exchange between Alan Alda's character and his son over political beliefs. He playfully exclaims, "How did I end up with a kid on the other end of the political spectrum? How did I fail? Steffi, get me a copy of my will... and an eraser."
* Everyone's Baby Sister: Threats on a character that everyone cares about gets characters to act against the threat.
* Everyone's beating the crap out of each other with giant swords and explode-y magic, the same ones that can reduce monsters into a pile of ashes in the original games, yet nobody seems worse for wear because of it. Final battles are fatal, however. It isn't explained how your final battles with them should be any different than the dozen or so times you've beaten them before. During their death scenes, none of them seem particularly injured at all, they just fade away.
* Everyone seems to be under the impression that Toko and Reiji have some kind of relationship in
* everyone seems to have been represented in the city, it had distinct ethnic neighborhoods, so it's very difficult to pin down as "a city of the X people".
* everyone's favorite jolly green giant rageaholic and has played the character in every appearance since.
* Everyone's had the experience where someone leaves, then comes back, and you're doing the same thing you were doing when they left, and they assume "you haven't moved", no matter
* everyone Shan'ann and their daughters, despite his attempting to act as if he was concerned.
* Everyone's Hero has "My head! My butt! My head! My butt!" coming from a talking baseball that's bouncing down some metal stairs.
* Everyone's Hero's called shot in the 1932 World Series... if they had not gotten EVERY SINGLE historical fact wrong in that movie. The list of historical inaccuracies in the film would take up this entire page (for example, the 1932 World Series did not go into seven games or have a 3-4 home field advantage format).
* Everyone simply assumes the couple in question did, and said couple never confirms or denies.
* Everyone's individual prescription differs, but one constant is people with decent vision's impression of blind without 'em. For most people, having your glasses off is just blurry, but not necessarily to the point they can't operate in general. While walking down the street a person without their glasses may not be able to read "stop" on a stop sign, but they can see the big, blurry red thing and can tell they're at an intersection, so the fact that it's a stop sign isn't much of a logical leap. The blurriness is just like an out-of-focus camera, only it's stereoscopic — some blurs are closer than others.
* Everyone's is colored differently, in a manner similar to their regular clothes.
* everyone. Strangely for a comedy series, most of the cast have a very dark and depressing background.
* everyone takes advantage of his generosity, until the Spirit of Christmas arrives and inadvertently inspires him to be mean like his ancestors.
* everyone takes a second seat to Goku, Gohan, Vegeta, Trunks and later Goten, no matter their gender, she also occasionally takes a backseat to Krillin after she marries him, despite usually being the stronger of the couple.
* Everyone that isn't dueling is only present to explain the rules to the viewers. Even Yuuma gets this treatment in the first episode, when he sees Shark Exceed Summoning a monster. Yuma then proceeds to explain how Exceed Summoning works to Kotori, who already knows how it works (but the viewers don't since it's a new game-mechanic added in ZEXAL). Later in the next episode, Shark explains with almost the same wording how Exceed Summoning works, right after having summoned his Levice Dragon. And then there's all the other Game Mechanics... Needless to say,

the duels in the first few episode almost use more time explaining how to play the game than actually playing the game.
* Everyone that you meet in the first game shows up in the sequel. EVERYONE. At least, everyone who isn't dead. Most of them are emailing you, though, and comment something like "Man, it was hard to get your address!" ...an address belonging to a
* Everyone.; the cooks were expected to cut the meat up beforehand into tiny pieces so no knives would be needed at the table.
* everyone. There are only two ways to defend against it: flee until it stops or hit it with a well-timed smash attack. Either will leave the Psyco Gundam back in mobile suit mode, temporarily stunned. The Alpha Azieru can do this attack as well, sans the transformation.
* everyone they (think they) may be. The point isn't so much to make you unbreakable as to teach you where that breaking point is, as well as how to cope and rebound once you've passed it.
* everyone they view as a threat — Hogwarts, SHIELD, the Ministry, various intelligence agencies and heads of state, etc. — and for the most part pull it off completely successfully.
* everyone thinks he killed Sayaka, which would have resulted in everyone's deaths including his own, but he just so happens to have the one door that sticks, which he can use to prove he didn't do it. Or, when Junko breaks into his room in the middle of the night to stab him, Kyoko had luckily just been wandering around at night to see Junko trying this and fight her off. It happens again in the fifth trial, where he's getting executed and by all means shouldn't survive, but Alter Ego managed to use the last of his strength to save him (keep in mind, if it's Kyoko getting executed instead, Alter Ego doesn't show up to help).
* everyone thinks it does. Tech-priest rituals involve a lot of chanting and sacred oils before they finally flip the "On" switch.
* Everyone thinks that Ling is immensely hot. She thinks that as well, which helps.
* Everyone thought Sir Reginald Derby had died in a colossal explosion of his landship but in fact, he was seen to be
* Everyone thought the Vortigaunts were just dumb slaves. Turns out they really aren't, as shown in
* Everyone throws off rubber masks at the end to reveal they're not as they seem!
* Everyone, up to and including Shepard, can die in the final mission. You must have upgraded the
* everyone walks in on Eric and Donna going at it on the kitchen table. Red and Kitty later are seen scrubbing the table with a mixture of bleach and lighter fluid, then deciding that they need a new table.
* everyone was magical, with Hercules no less magical than most of the monsters he kills.
* Everyone Went to School Together. One of the signs that a character is becoming popular or will get more screentime is when the writers give him a backstory.
* Everyone Went to School Together: The adult cast of a show turn out of have known each other for years and even went to the same school.
* Everyone, when the Doctor corrects River that there are not five people in the room, but six, because the
* everyone), where "jaunting" (teleporting without a teleporter, pretty much) means you can live anywhere on earth and still be able to get to work perfectly conveniently. It's not exactly an utopian future, though.
* everyone, which leaves open the possibility that Junko may still be the ultimate villain after all.
* everyone. While Bacall seemed calm, the other three nominees were open-mouthed and wide-eyed. Binoche herself looked more shocked than anyone as she headed to the stage. She noted she hadn't even bothered preparing anything as she was as convinced as anyone else Bacall would win this.
* everyone who cheated on her boyfriend with Jen's boyfriend and the rest of the film followed her until she too turns and is killed by Zoe in the last 5 minutes.
* everyone who doesn't have just an armor or an explicitly genetic basis to their abilities.

* Everyone who doesn't like that just listens to classical music. And reads classical literature. Sometimes it seems the 20th century never happened in
* Everyone who eats Hayate's food loves it, especially the ever cynical Vita. In fact, one of the
* everyone who hates nudism set, as most people don't really give it much thought at all.
* everyone who's been eliminated that season and make them compete for the chance to return! Yet as late as All-Stars 4, some queens still express surprise and displeasure at this "twist" (despite the fact that no queen has ever won a season on which she left and returned).
* Everyone who sees White Rose Dragon and Red Rose Dragon start to fawn and coo over them. Xavier even lampshades that he'd be fawning over them if he didn't forget that they would attack him with their claws.
* everyone who's gotten into the cockpit of a mobile suit got one. Shino upgrades from the Ryusei-Go III (a custom Shiden with an AV input system installed) to the Gundam Flauros, which his vanity renamed it the Ryusei-Go IV. Ride previously used a standard Shiden but gets the Ryusei-Go III and renames it Riden-Go, with a new paintjob and an additional gauntlet on the right forearm. Dante swaps out his standard run-of-the-mill Shiden for a Landman Rodi, a Man Rodi with improved ground capabilities. Hush switches from a Shiden to a Hekija (which was designed for ease of use).
* Everyone who started using the Internet after the mid-1990s seems to think that the Web and the Internet are synonymous.
* Everyone who treats the conflict over Westeros as a "game of thrones" and covets the Iron Throne as the ultimate prize. The
* everyone who works for Klaus in a non-military capacity seems to be some version of this trope.
* everyone will die, because of this trope, which makes asking him whether or not your current prognosis is terminal a moot point.
* everyone With no differentiation between organic and synthetic, the Reapers' no longer have the need to follow their directives, and join the reformed Milky Way to begin rebuilding and developing a Utopian society.
* every" only have commentaries for select episodes. Otherwise, the entire serial is commentated.
* every option will get you screwed. You can benefit from breaking a fork (if your opponent was expecting you to waffle, you can score a tempo advantage). You never benefit from a zugzwang.
* every), or a combination, while the Daedric Princes influencing the world is a matter of historical record.
* every or fictional cop show will feature criminals who try to invoke varying versions of this. Accident, suicide, self-defense, "someone else did it", etc.
* Every other branch of the service, including the Coast Guard, tells and retells the joke about how X individual joined the Marine Corps because they couldn't match the IQ requirement of Y branch of service, where "Y" is invariably the branch that the joker belongs to. While these are just jokes (and they
* Every other character in the books subverts this, as Harry is the only person with a revolver. Marcone uses an Assault Rifle and a Shotgun, Hendrix uses an assault rifle
* Every other ghost is made of ectoplasm and doesn't resemble any living or human being.
* every other kid on the risers take a tumble on stage. To top it all off, one of the decorative trees on the wings comes crashing down on the piano-playing choir teacher, knocking her off the bench.
* Every other Koopaling is associated to a track nodding to their respective locations in
* every other Princess of Jahad, is also a traditional case of being physically very strong while having a feminine frame. Other skilled Tower inhabitants, especially the damage-dealing Fishermen, can strengthen their body temporarily by reinforcing their body with Shinsu.

* every other Rugby team they ever played - no team has ever dominated any sport as much and not won world cups as the All Blacks have in Rugby. However, the ABs have since made this trope a thing of the past, successfully defending their World Cup crown in England in 2015.
* "Every Other Time" is actually a parody of LFO's "Every Other Time". A lot of people thought it was a Bob Ricci original song, even though the LFO version was more successful.
* Every other week on FXX, the channel seems to love showing the famously tearjerking film
* every overbearing mother ever. She loves her "children" with all her heart and ladles them with all sorts of gifts... at least, until she thinks that they'll betray her, at which points she drowns them in poison and acid, both literally and metaphorically.
* Every over the top element from the American cover of the original
* Every parahuman sees a vision of two massive entities when they or somebody nearby triggers, though the content varies. Aside from Miss Militia they immediately forget what they saw or even that they saw it.
* Every participant of any ideologically-motivated resistance movement against an occupying power feels this at times, or even constantly (or to the bitter end). Even when almost all hope seems lost, people will remember - or imagine - what it would be like to live a society in accordance with their ideology and draw strength from that vision. Humanity's capacity to imagine is very great indeed. The only way to make such ideals go away is to give them what they want - whereupon after a time they become disillusioned with the new or 'restored' society and eventually move on to believing something else is worth fighting, or dying, for. Such is life.
* Every personal weapon that isn't a knife for shanking mercs, is a pulse gun in Kieran Shea's
* Every person they pass pulls out a gun and joins the assault. The mail carrier, the trucker having engine problems, the couple with a stroller, the random guy with a Rasta hat, everyone. No word on how they cleared the area of civilians without tipping off the unsub, but it makes for a cool shot.
* Every person who enters the Gate of Truth has a unique pattern on the gate, representing the knowledge the user has. Father's gate is blank.
* Every pinball machine that provides unlimited balls but only allows you to play until time runs out—
* Every plan concocted by the Cutie Mark Crusaders ever to get their cutie marks. Rather than try and figure out what their special talents are, they just keep trying random things, hoping they'll get their cutie marks in them. Whether or not they're good at the thing in question, or even like the thing in question, is hardly ever brought up.
* Every planet and moon is numbered. Only planets in the homeworld systems of Amarr, New Caldari, Luminaire, and Pator, get proper names.
* every planet in Futurama is named this way. Thuban IX, Amphibios IX, Decapod X, Chapek IX, Dogdoo VII, Tweenis XII. there are few exceptions.
* Every planet procedural. Every planet unique. Every planet unexplored.
* Every planet will have one capital city or another "spot of activity", and controlling that spot means instantly conquering the entire planet. These planets are also almost invariably
* Every platforming game has an invisible timer that will take effect if the qualifying player count isn't reached in time, ensuring that everyone can eventually move on without having to wait forever for delayed/inactive players to finish.
* Every playable character has a different quote for when the final boss fight begins.
* Every playable character have some deep issues that bother them. Aeris, whiling having her own issues as well, is the most well-adjusted of the group. Despite the fact that her mother died protecting her while fleeing from Shinra, constantly being hunted down by Shinra, and growing up in the Midgar slums with her adoptive mother, Aeris remains quite cheerful and always has a positive outlook. This makes

her sudden death all the more tragic for everyone.
* Every (playable) race except the Liir (see aversions with FTL travel below) in
* Every player has a dream self on the moon of Derse or Prospit respectively. Then time shenanigans get involved, both via literal time travel and time traveling messages. Then some of the dead selves end up coming back to life as separate characters from the "main" characters. It only gets more confusing when
* every Pokémon in the game capable of using TMs can learn it too, even assisting Arceus in creating a new version of Dialga, Palkia, or Giratina in one event.
* Every poker game comes down to a high-ranking hand being beaten by an even higher-ranking hand.
* Every political party worships its founders and the politicians who benefitted the party the most by actual getting elected into office. Naming them all would take us to far and create intense flame wars between editors, so let's leave it at that.
* Everypony", caused by the Tantabus, a creature that creates and feeds on nightmares.
* Everypony is awed, impressed, and somewhat scared when a magically-uber Twilight takes out the side of the castle wall. Rarity is furious that she ruined the curtains made of the finest silk.
* Everypony is gay for Braeburn according to the fandom, including his cousin Big Macintosh.
* Every pope changes their name as they rise to the papacy, and they are known by that name rather than their birth name essentially forever. Jorge Mario Bergoglio will be known throughout history as "Pope Francis", and even Benedict XVI, despite resigning as pope, will keep that name in perpetuity.
* every possible human behavior or character type degree or other (as most symptoms of mental illnesses can be described as "doing something normal in an abnormal manner", so handwashing = normal, handwashing every five minutes = abnormal). It's an open secret that it was written this way just to make it easier for mental health practitioners to bill insurance companies.
* every possible route time MIGHT take finds him, he is awestruck to see his entire life at once played out with a different memory on a different single scale of the dragon's massive form.
* Every possible variation of this trope was more or less invented by
* every Power Ranger on Earth out of foot soldiers. Things do not go well for the Troobians.
* Every Presentation Ever. Presenter describes a generic presentation as they present.
* every prisoner aboard in the event of boarding or mutiny. Just getting caught with such a ship — regardless of any evidence that it's ever actually carried slaves — is enough to be shot. A slaver ship's true purpose is impossible to hide from the inside, so if they're boarded and don't have a cargo of slaves they're assumed to have spaced them beforehand and as such are automatically guilty of mass-murder. In the book where this is stated, one slaver captain, while flying without a cargo, muses that it would be better to get caught with a full load of slaves; slaving will just get the whole crew life in prison, whereas being charged with mass-murder will get them all shot on the spot.
* Every Proper Lady Should Curtsy wear dresses or skirts and keep their hair short or pinned up.
* Every properly equipped school has a fight song, a mascot, and two or three school colors.
* Every pro wrestling tag team ever, but some tandems exemplify the big guy/little guy dichotomy particularly well:
* Every public poll credited Hogan's strong anti-tax message and Brown's lack of any strong message for the upset.
* Every quest and significant development in Arcanum are recorded in your journal. Low intelligence characters record their impressions in broken
* Every race from Pandaria apparently speaks fluent Common/Orcish (except

* Every race has a mount favored by its culture, and for a long time, certain races were restricted from certain mounts if they were too large. For the Alliance, only gnomes and dwarves could ride the gnomes' mechanostriders (robot emus) since the other races were too big. On the Horde side, the tauren were too large to ride any ground mounts except their own (a
* Every raid boss in the game uses this trope: the most powerful abilities are employed as the boss is getting low on health. However, magnificently subverted in the Lich King encounter, where
* Every re-airing of the premiere episodes of the second and third season is edited down to the normal 42-or-so minute length as the originals were about 9 minutes longer as they did not feature any commercial interruption. Further, there is one instance in the Season 2 premiere in which some events occur in different orders.
* Every regeneration is a Freak Out in that it traumatically, completely and permanently changes the Doctor's personality and appearance, and catalyzes and concludes whatever that particular Doctor's character development is. A few examples:
* Every religion and power structure has been infiltrated to some extent by Chaos worshipers.
* every) results in her being bullied and ostracized at school since her classmates don't believe her hair or eye colors are natural.
* Every review episode opens with "This is the one with [noun], [noun], and [noun]."
* every roadsign in the land that has a number on it There's also the problem that nearly all UK cars display miles per hour as the primary unit; while kilometres per hour has been legally required to be also displayed for decades, the km/h figures are often small and hard to read.
* Every Robert Palmer video featured a group of models made up to look like emotionless mannequins.
* Every Roman centurion (not the grunts, except in the Olympics one and the palace guard-types) in
* Every romantic interest is portrayed as an interruption to the Booth/Brennan relationship. Brennan had Assistant Director Andrew Hacker, Jared Booth (referred to by Angela as 'Booth-lite'), the Botanist and the Deep-Sea Welder, and Tim "Sully" Sullivan. Booth had Tessa the lawyer, Cam,that Marine Biologist, and in season 6,Hannah Burley - who was met with a knowing scoff by both the viewers and every other character in the show. Booth and Brennan finally got together in the end of s6.
* Every scenario in the Gray Death Legion and Black Thorns sourcebooks for
* every scene, her closet contains nothing but a row of identical uniforms.
* Every school class receives three "crazy cards" per month. These cards are used to commit students to a mental institution — though never seen for very long in the "real" world,
* Every school, from kindergarten to postgraduate, sees this once a year. Not coincidentally, this is when any and all internet communities see a spate of new names piping in, and sometimes settling in.
* Every season 4 episode that aired in 2007 had already been released on "Season 4 Volume 2" DVD before they aired on TV.
* every season, including the premieres of seasons two, three as mentioned above (due to maternity leave and personal issues) and five.
* Every season, the main characters (Bojack, Princess Carolyn, Mr. Peanutbutter) get a new job.
* Every sentence out of Zapp Brannigan's mouth is a triumph of quotable lunacy.
* Every ship can mount a "Singularity Engine Time Accelerator" which can speed up the flow of time up to 10x, depending on the game settings. Its primary use is to speed up travel time in-system for the player's benefit. Activating the device at high settings is heavy on the CPU and tends to cause
* Every show begins with Lucinda giving a different content warning that the following hour will be absolutely fucking obscene.

* Every side has an enormous, Tier 3 artillery piece which takes a half hour to build and fires about once ever 10 or 15 seconds to a range of around 10-15km, enough to cross the small and medium maps and get almost across the large maps (the extra large maps are up to 81km). They're really only useful when used by UEF, and then in large numbers to try and take out the enemy's commander.
* EVERY SIMS MACHINIMA EVER (Parody) machinimas sparingly feature non-white Sims.
* EVERY SIMS MACHINIMA EVER (Parody) that Madylynne and Brandon were dating.
* every since the show is set in Akihabara, which is the center of Otaku culture in Japan.
* every single Ally McBeal. For one character, the fantasies turned into hallucinations brought on by a brain tumor.
* every single animal you meet them (in the case of ghouls, both sane and feral). Like all guns it also demands Perks to keep it usable (Nuclear Physicist and Gunslinger) which means it gets overshadowed by regular pistols as their ammo works on everything.
* every single arc ends in a perfect crime except the last one. It turns out that military Special Forces, with the full backing of the government, are even better at covering up crimes than Yakuza are. It isn't until Rika remembers the face of her killer in the final arc that the 'chain of mysterious deaths' is finally solved.
* Every single army during the 6th edition found itself in a precarious position with the introduction of Flyers, which were hard to hit due to the rule that all non-Skyfire shots fired at them would be snapshots (only hitting on a roll of a 6 on a 6 sided dice). As Skyfire itself is new, no models at the time had it. The only army that wasn't fazed by this was the Imperial Guard and the Orks, who had means of putting enough firepower into the air that they simply did not care about how impossible the odds were; they were only slightly worse than the conditions they're already used to!
* every single aspect, a sequel subverts the premise by having Humanity be the less advanced one.
* every single bit of credit for the Denver Broncos 2011 turnaround. When the Broncos defense intercepts the opposing quarterback's pass in his own territory near the end of the game, leading to the Broncos kicker getting an easy game-winning field goal, and everyone says "Tebow does it again!" it's gotten pretty ridiculous.
* Every. Single. Book. differently and just reuses Robert Langdon, who is nonetheless oblivious to the fact that the exact same plot keeps happening to him.
* EVERY SINGLE BREAK! Every week after that, they played ASPCA and UNICEF ads on every show, which still continues today.
* Every single card has an animated version, even the limited-time reprints of cards that come in base form such as Ta-G, Katana Unsheated and generated card Tokens such as Ghosts. If you use an animated card such as Urd to summon a copy of another follower, that new copy will become animated too. With the release of Seer's Globes, players can now freely animate any card of their choice.
* Every single career tribute alliance in the history of the Games. For example: in the first book, the alliance consists of seven total members: Cato, Clove, Glimmer, Marvel, an unnamed tribute from District 3 who reactivates a set of mines, another unnamed tribute from District 4, and
* every single channel shown by Clamp Cable as the titular critters wreak havoc throughout the building. Bonus points because the technical difficulties title card bear the image of a grinning gremlin.
* every single culture that isn't white, cis-hetero, or even contemporary. In some cases, modern hipsters have even been attributed as being a factor in gentrification of non-white neighborhoods.
* every single day in order for Bloo to avoid being adopted by someone.
* Every single enemy works this way. Since they're all X-Parasites mimicking various creatures, they revert to the cellular form when defeated. The only way to kill that form is to absorb it (which only Samus, or a metroid, can do). If the cell form isn't absorbed, it recreates its body or infects the killer. Some can

even spawn more cell forms, creating even more monsters.
* every single episode Radio just to hear him rage and rage... and rage.
* every single episode, the bad guys would appear right behind the good guys just as they'd discovered the relic of the week.
* every single episode without fail, often with little-to-no justification.
* Every single Esper. Their powers work by substituting their own reality into the real world using AIM (
* Every single game with a codified set of rules once started as Calvinball. Their creators made up the rulings as they went along, sometimes beforehand, sometimes in the middle of a game, adding and removing stuff, sometimes for logical reasons, sometimes not.
* Every single gem monster that the Crystal Gems fight over the course of the series is actually a Crystal Gem rebel that was corrupted by the Diamonds.
* Every single girl except for Kyoko (Tsukune's cute but human cousin) in
* Every single hero myth ever, across any culture, relies on this. The Greeks and Romans had stories like Jason and the Argonauts, Hercules, and the Aeneid, with heroes being sent on quests by a god or a king. The Middle Ages had many legends based around knights going in search of holy objects or to save a kingdom or a damsel or something to that effect.
* every single human being on Earth thinking about him with hope at the same exact moment. He not only restores his youth (having been artificially aged by the Master) but uses TK to form a bubble around him that blocks the Master's laser screwdriver. When the Master turns to fire at the Doctor's companions, the Doctor knocks the screwdriver out of the Master's hand from half a room away. He also uses it to float. Given the nature of the ability, the Doctor only has it for less than a minute.
* Every single incarnation of The Nameless One (prior to the current one) in
* Every single instance of Helen dragging Robert back into the house when he shaped up. The most obvious one, the scene where only her arms are to be seen...
* Every single in trying to sabotage their boss' competition by making Gemma late on her pizza runs, they are also clearly enjoying their jobs a little too much and seem to take a savage delight in putting her through petty abuses and trying to break her spirit.
* every single Jedi but Obi-Wan Kenobi, Barriss Offee and Mace Windu had figured it out on their own).
* every single knight in Oaklore Keep (except for Sir Baumbard, who says that he was never officially a knight there because "Sir" didn't work with his name) has a pun in their name (Sir Prize, Sir Charge, Sir Lee, Sir Vivor...) describing their personality. There's even a joke on a joke when Ash Dragonblade, a young boy in the town of Falconreach, laments that he'll never become a knight because his name isn't even a bad pun.
* Every. Single. Lacrosse match This is not an exaggeration. And there are about 6-7 across two seasons. Originality is not the writers' friend when it comes to Lacrosse games, it seems.
* every single lie spoken in the entire Imperium. The unlucky recipient swiftly went insane and turned traitor in almost record time.
* every single line amounts to a part of an extensive amount of ice-based puns.
* Every single main character's stories is too busy being chased by tentacled monsters and/or slowly losing his sanity to get involved in any kind of romantic and/or sexual relationship.
* every single male Centauri of age. Tellingly, all prominent Centauri characters are extremely dangerous:
* Every single member of Buggy's crew after Luffy's miraculous rescue.
* Every single member of the HUGE Kihara Family believes in this idea. Kihara Gensei, Therestina's grandfather, goes as far as saying that he would be fine with turning Mikoto Misaka (the #3 level 5) into a level 6 for a few seconds even if it would end up blowing up all of Academy City including himself right afterwards because he would have achieved scientific progress, which outweighs everyone else's deaths.

* every single named Gropo character, except for General Franklin and his senior NCO
* every single near the end of the game. Strangely, though, the South American militiamen don't seem to follow the same rule.
* Every single NPC that refer to you as a group, such as saying "what can I help you people with" or "I heard there were travelers on the road", have alternate lines if you have no party members with you. In these instances they instead refer to you as alone and sometimes even comment on your race. For example, after being warmly greeted by the dalish, a dalish player will then be asked why they are traveling without their clan.
* Every single one has long, flowing hair (with the occasional exception of Mercedes when she wears her hair natural) right up until the second season finale when Quinn, having lost her Prom King potential boyfriend, proceeds to fail at villainy as well and gets a cute short haircut from Santana and Brittany to make up for it.
* every single one just to do that. They also didn't see why the Marines would need their own paratroops anyway.
* every single one of his students. Regina at one mentions there was always tension between them, and given his previous students include her mother and half-sister, everyone she tells is understandably and visibly disgusted.
* Every single one of Roger's camping trips has been horrible from the get-go form, he doesn't ever notice that he's the only one to enjoy them: one year, he quits his job (more on that later) and once he gets it back, announces that they won't be able to go camping that year, is puzzled by the kid's (and wife's) obvious joy.
* Every single one of the actors and crew donated their time to make
* EVERY SINGLE ONE of their eponymous channels on 30 September 2020. Less than a year later, Fox shut down on July 1, 2021. The company's other channels (BabyTV and the National Geographic channels) continue to broadcast for the time being.
* every single one of your armies if you go full possession, all your units suffer a heavy debuff to their melee attack if you go full control) that it's widely acknowledged that the best way to play Malus is to actually play as another Dark Elf faction and confederate him. After a patch, the full control does not give penalties anymore, but just remaining at full control is an exceedingly difficult thing in itself.
* every single one, which is fairly unique. Most though end up in non-combat roles.
* Every single one. You can use the terminals in each department's security booth to track who is where on the station; not only can this be used to track down specific people, but it updates in real time to account for NPCs changing locations.
* every single person there gives him a very nasty look for not being a credit-card-using speed demon.
* Every single piece of free software ever. The developers don't expect to be paid. They just write it because it's what they want to do. The bigger projects tend to have paid developers as well, though, for the most part, they were working on it beforehand.
* Every single pitching Presidents' Day sales, most of them for car dealers.
* Every single playable character is a squishy wizard with a different elemental affiliation.
* every single player opened fire on the civilians despite no prompt to do so being given.
* Every single quest includes at least one pun (or at least a reference to some other movie/game/book/whatever) and
* every single regular-season game even if you're (otherwise) perfect in-conference!
* every single Rider. Even the villainous Riders carry swords as well.
* every single room is as hot as the worst parts of Upper Norfair. It's virtually impossible to get anywhere through it without a tool assisted run.
* Every single soldier after a while. Almost as if being a sociopath is a required trait in order for one to qualify as a soldier.

* Every single Special K commercial ever. "Oops! You're about to be tempted by this naughty, sinful piece of candy or chocolate cake. Good thing you're smarter than that, so you'll drink this flavored water and eat this crunchy nutrient-free cardboard instead! Because one little sweet can ruin an entire day of otherwise healthy eating!" Notice how whenever guys need to lose weight or eat healthy, they're just told not to stuff themselves with 2 double cheeseburgers and a jumbo order of fries in one sitting aka "what most people tend to do anyway".
* Every single thing in Nick's Random!Cartoons shorts collection, which was an attempt to capitalize on kids' obsession with surrealist humor and the non-sequitur.
* every single time she takes the elevator, Garibaldi is already in it. Sinclair thinks that this is just a coincidence, until the elevator arrives and Garibaldi is inside. Talia takes the stairs. Sinclair joins her.
* Every single time there is a TV series with nerds and guns, the following happens: Boy meets girl on team (spies, alien hunters, whatever). one or other is a nerd, and quite likes the other one. About the last episode of the series, they finally get round to doing something about it. By the end of the episode, one or both of them is (or are) bleeding to death on the floor.
* Every single universe is apparently a giant frog, which is made in the Sburb game session of the previous universe. I.e. Earth C is in a universe that's a giant frog in Earth A and B's universe, which in turn is in a universe that's a giant frog in the Troll's universe, and so on and so on.
* Every single woman would go on and on about how beautiful they were, though part of this is because Jeannie is massively jealous of all these women because she's in love with Nelson.
* every single word he's told, and eventually storms out not because he discovers the truth, but because he's become so convinced by their lies that he's convinced they're all horrible people. Leads to this classic line of dialogue:
* Every society or species, real, imaginary, sentient or otherwise is terminally dependent on something, oftentimes something which is completely taken for granted. For example, all life on earth is highly dependent on a massive hydrogen guzzling fusion engine in the sky, which we call the sun. The difference between continued existence and annihilation usually hinges on how tamper proof and/or sustainable that something is. In this case, our massive, flaming fusion plant is fairly tamper-resistant and looks to last quite some time.
* every software distributor sites, who often co-install other (not asked for) software or browser extensions such as a Search Tool Bar, by relying on the user just clicking "Accept" without reading to just get through the installation process.
* Every so many months there's a story of some thief who successfully breaks into someone's house... only to be caught when they use the homeowner's laptop to access their Facebook or Twitter. Similarly, a stolen mobile phone automatically uploading the thief's selfies to the rightful owner's cloud drive.
* Every Sonic game and television show is in canon, except that most exist in multiple universes, or 'Zones'. This includes: The 'Prime' Universe, the
* Every so often, a boss stage is played in which one player is transformed into a flying creature that rains projectiles on the other players in changing patterns.
* Every so often (especially in the guidebooks), a structural integrity field is used to explain why
* Every so often, McCartney will vocally gripe about the familiar "Lennon/McCartney" credit for Beatles songs, and how it unfairly implies that Lennon was the main creative force of the group. While this isn't an entirely unreasonable point of contention on McCartney's part, he has also tried on several occasions to convince or force the rest of the world to start using "McCartney/Lennon" instead, at least regarding songs he was primarily responsible for writing. Given how culturally embedded "Lennon/McCartney" is by this point, this quest is quixotic at best, and he appears more or less resigned to defeat in this case.
* Every so often, promotions will give a rookie wrestler a massive push to sell

him as a "young, uncannily talented phenom", with a major part of the push involving having the rookie defeat a couple well-established main eventers or former world champions. Notable examples include
* Every so often, Superman gets infected with a seemingly incurable alien illness. The Virus X in
* Every so often, Superman writers rehash the "Superman goes back to Krypton" plot from 1960 story
* Every so often, the line given will actually fit the scene, which in some ways is just as funny as when the line is massively out of place. For example, in a scene where the premise is a pastiche of Chris's departure from Vietnam in
* Every so often there is an episode where the universe itself seems hell-bent on beating Dale over the head with his wife's infidelity to finally make him realize it, only for him to
* Every so often, you'll see a random object pixellate and flicker, like a hologram whose red layer is momentarily misaligned. This glitching is accompanied by a slight buzzing sound, which is particularly jarring in contrast to the usually calm background music.
* every southern European country (or country colonized/influenced by a southern European country) is a World of Ham. This is especially prevalent in football matches.
* every Soviet book dealing with really distant future or a really developed society will have an Ancient Greece smell.
* Every Space Marine Chapter has its own specialization. The Space Wolves are tough melee fighters, the Raven Guard are masters of guerilla warfare and rapid assault, the Salamanders love flamethrowers, and the Ultramarines... have a thing for logistics. Guess which one is the one with the 500-world empire?
* every species in the series. Dogs are Doogans; birds are Craws, ants are Antottos, and quite a few other examples. The normal versions of the animals have their normal names.
* Every species is part of one or two egg-groups and could mate with any other pokémon of the same egg group as long as it's of the opposite gender,
* Every spellcaster has their own color-coded magic aura, usually based on or complimentary to their clothing colors. Sometimes it is based on eye color: the heterochromatic cleric/sorcerer Tsukiko casts arcane and divine magic in different colors. Vaarsuvius the evoker is pink, Durkon the cleric of Thor is white, Miko the paladin is light blue (most of the Sapphire Guard and people living in the area use blue, actually), etc.
* Every spell characters cast within the lore is fueled by mana drawn from planes. The different effects all come from the way the mana is channeled.
* Every spring since 1972, students at the Massachusetts Institute of Technology drop an old, irreparable piano from the roof of a dormitory six stories high to celebrate Drop Date, the last date one can drop classes at MIT. The resulting noise has spawned a unit of sound volume, known as the Bruno.
* Every squad has a brave soldier who has to open the UFO doors and take a ton of reaction fire when you're raiding crashed alien ships in
* Every star has anywhere from one to a dozen different referents depending on the number of catalogs it is recorded in, with each catalog having its own nomenclature. It can be the number of the star in the order it was discovered/examined, or a positional code. Most of the moons of the gas giants in our own system also fit this trope. Jupiter alone has 63 moons, the smaller ones only have a Roman numeral. A great many asteroids are also only known by a catalog number.
* every Story Arc used the Hogyoku, the same device that created the Arrancar, on himself, but it gradually turned him more Hollow-esque with each transformation. Even in the Lost Agent arc, where the antagonists are essentially superhumans, said superhumans only gained their abilities because Hollows attacked their pregnant mothers in the first place.
* every story either of them ever published was at least partly a collaboration, regardless of what name it was published under.

* Every stuck to this mostly, as did the earlier movies (with the exception of Saavik, a half Vulcan-half Romulan woman, and Maltz, a Klingon crewman). Worf broke the pattern.
* Every sufficiently large school district in the world will have at least one school that qualifies for this trope, or is at least
* Every summer, babies get rescued from the back seats of hot cars because their caregivers forgot they were there. Tragically,
* Every summer, /b/ sees a bit of extra traffic due to school being out. This is referred to by the /b/tards as "Newfag Summer". Naturally, "summerfags" are hardly welcomed.
* Every supublic. Justified in that most villains actively try to kill superheroes (and their sidekicks) and vice-versa, regardless of gender, so not hitting a female back would just be
* Every swing George takes ends with him crashing into something. The
* "Every tale has a beginning, but only one begins under the sea." —
* every team goes into the playoffs. In 2005, this allowed Ohio's Gibsonburg High School baseball team, with a regular-season 6-17 record, to win eight straight playoff games and win the Ohio state baseball championship with a losing record overall.
* Every team in American Football maintains a "playbook" full of dozens of
* Every television channel in the United States took the opportunity to promote
* every that they quickly resort to killing each other whenever there's nothing else around to fight.
* every. The committee's name was derived from the operation's name— "Double Cross", as in "to betray" and also what XX means in Roman numerals.
* every the main character and her friends look remarkably healthy and well-fed for residents of an orphanage in Depression-era America. (Especially considering the heavy implication that the director was neglectful and abusive; even kids in a respectable place would likely have been somewhat undernourished.)
* every, the monsters that XANA sends normally shoot laser beams from various parts of their bodies. Some have other type of attack, though, like Bloks (which in addition to lasers also can shoot ice beams and rings of fire).
* Every, then asking the judge, "If you take away our right to steal ideas, where are they going to come from?" He then points to Marge, whose best "original" idea for a cartoon is "Ghost Mutt."
* every. The war still rages on, but the victor will come out magintudes stronger than before. Unless they manage to kill more of each other quicker than they can each reproduce, that is. Also, once one side or the other wins, the Imperium can swoop in and blow up their planets and stuff before the bio-matter can be processed by Tyranids or used as food for Ork spores to spawn more of them.
* every they founded the Dominion, their people were apparently treated with suspicion, hostility, and outright persecution everywhere they went.
* everything2 a first person, tongue-in-cheek, exploration of this trope to a greater degree than most.
* everything, a bewildering array of requests. Ask Cortana about a restaurant, for instance and rather than just doing a web-search, it will display its menu and hours in a "restaurant" template created just for such questions.
* Everything aboard the Axiom and perhaps the exterior of the ship itself is indicative of this trope.
* Everything about Daigo, including his name, abusive father, tacky fashion sense, and vampiric powerset were inspired by Dio from
* everything about his past life in the fairy tale world... right before Regina decides to kill him.
* Everything about Kanon and Shannon as presented in the earlier games is a herring so strong that it almost caused a
* Everything about the Brexit referendum of 2016 — by which the UK formally voted to leave
* Everything allows players to visit alien worlds with purple grass, green skies, and giant fungi in the shape of trees, among other things.

* everything And they still do this when writing or talking about said era(s), but on the footage itself, all WWF logos and utterances are legal again.
* everything being published on the Internet is extremely useful if an apocalyptic event happens; in the past, war, plague, or an earthquake could raze an entire city and bury or burn everything. Nowadays, however, most important info is already stored in too many places to lose everything at once. Downside is that it's not going to last long past the collapse of human civilization.
* Everything Breaks: It's like as soon as you touch it, it crumbles into dust!
* everything Bubs sells is dangerous. The stuff he sells out back on the black market is quality goods. In fact, in his capacity as a black marketeer, he's so devoted to customer satisfaction (as opposed to his capacity as an official businessman, in which he relies on not having any competition) that if you specifically want something that will cause an allergic reaction, he'll sell you the allergenic stuff. Though he sold Strong Bad a piñata that was filled with...
* Everything but the Girl: A character can achieve or gain everything they want with the exception of their love interest's affections.
* Everything but the Girl: A person with new talents can get everything but the girl he wants
* Everything but the Girl's greatest hit was Todd Terry's dance remix of "Missing", which influenced them to undergo a
* Everything but the Girl: They can achieve or gain everything they want with the exception of their love interest's affections.
* Everything but the Rain flashback arc, Uryuu's father Ryuuken seems to be a Teen Genius as well. Even Aizen admits that Urahara is the smartest person in the series, but Ryuuken, as a mere human teenager, is able to follow Urahara's thought processes well enough to startle him into praising the boy.
* Everything came to a point when one reviewer by the name of Carl Hannigan pointed out that
* Everything Carl does kind of turns up this way, doesn't it? It becomes something of a
* "Everything Changes" again." Harkness's home era is the 51st century.
* Everything does change, except for the one thing that the characters actually
* Everything Dwight, Andy, Kevin, Creed, and to a lesser extent Kelly and Phyllis say in the American version of
* everything either) wear holy relics prominently, many of which are the bones of saints and martyrs. This is justified by Imperial symbolism; To them, the skull symbolizes the purity of humanity.
* everything else becomes irrelevant and your team automatically wins.)
* everything else combined. How does this system remain stable? Simple. The smaller fish breed like crazy and the carnivores keep eating them! Of course, the base of this food pyramid are eating microscopic organisms that are both photosynthetic, like plants, and yet capable of moving and feeding like animals. Depending how you look at it, the things that feed on this base layer are both herbivores and predators. Even then, however, the vast majority (89%) of the biomass is at the very top of the food web.
* Everything Else features the first verse played backwards during the solo.
* everything else, Interstate Commerce has greatly increased and so have the federal laws justified by regulating it. Because after all, if you have to regulate commerce between the states, you also have to regulate the railroads that carry the goods, right? And if you have to regulate the railroads, you also have to regulate the negotiations between railroads and their employees for salaries, right? And if you have to regulate that for railroads, the Fourteenth Amendment indicates you cannot treat a baker different from a railroad worker, right? Similarly, the Fourteenth Amendment is commonly interpreted to implicitly "incorporate" the Bill of Rights (which is usually worded as "Congress shall make no law"...) against the states, thus prohibiting Rhode Island from having a state religion (which it could and Maryland did when the Constitution was passed)
* Everything else (Mercury, most moons, asteroids, etc.) are mostly airless rocks

or ice balls (like Pluto and Charon).
* everything else trying to eat them. A well-known (if now under siege) anthropological theory is that the Amazon is a "wet desert", in which civilization can never arise, and which dissolves the underpinnings of civilizations that try to migrate there.
* everything else will drown if submerged. This also applies to creatures who are otherwise aquatic, like Fishmen. A Fishman with Devil Fruit powers will not drown, but they will still be rendered immobile and need rescue.
* everything, even their own lives, from their deities because they refused to give them anything. Some of the impossible thefts in question were a little regrettable however (their lesson in "if it's too easy to steal, it's because no one wants it" apparently came from stealing plagues from their gods).
* Everything, Everything, in which the two leads grow their bond in, despite Maddy being the one restricted to her home due to an illness.
* Everything, Everything. She allows Madeline to see Olly despite knowing Pauline would not promote this, leading to her getting fired.
* Everything Explodes Ending: An explosion is used as the final punchline.
* Everything Fades: Video game enemies disappear after they're defeated.
* everything, from getting a cup of coffee to petting a cat, which makes him easily annoyed that others don't share this way of thinking. Case in point, in a flashback, he was reluctant to tell Nurp-Naut a bedtime story because he already said "Night-night", and he assumed the Glowkies were invading when they just wanted to pay a visit.
* Everything from the now-infamous icing problem, the arc reactor's "Something Big For 15 Minutes Guarantee," right down to the flares plays a part in
* EVERYTHING Gendo has ever done, it's destined to get her back by his side.
* EVERYTHING glows. The fish glow, the plants glow, the coral glows, the seaweed glows, the giant translucent jelly mushrooms in that one cave glow. Which is extremely helpful, because it is really difficult to see where you are going at night without a flashlight. In a paranoia-inducing turn of events, the few things that don't glow include two relentless predators, one of which is also a gigantic oceanic monstrosity, so it's perfectly possible for them to sneak up on you at night.
* Everything goes except one piece, which an antagonist then smashes just to be a
* Everything goes except one piece, which the character hugs protectively
* Everything goes except one piece, which the character then throws over his shoulder with a sigh just to make the destruction complete
* Everything goes except one plate, which rolls on out of the destruction, then slowly spins to a halt.
* Everything goes, leaving the character to stand in the middle of the destruction, having failed to save anything
* everything got back to normal any collateral damage caused by the ice and the monsters).
* Everything Happens to Mel - a failed pilot for a half-hour musical sitcom starring Mel Torme.
* everything hates humans. But the Emperor of Mankind watches over and protects His servants. Any human, as long as he or she believes in Him on Terra, will have something worth fighting for and have Him as Father, Guardian and God. This isn't just their religion, by the way. This is actually the part of the laws of physics in this universe. The Emperor watches over all mankind, but he cannot, and therefore will not, protect those who do not serve him faithfully.
* everything, he doesn't feel too bad letting her get her way to a certain degree. Things get more complicated when they start to genuinely care about each other.
* everything. He traded away the other one, and the recipient can now see everything too.
* everything including the eyes in a one piece spandex outfit, usually either in one solid color or wild patterns such as leopard spots or zebra stripes.
* everything in her repertoire is pervertible, from literally hypnotizing people with her body parts, to a gun which shoots full-body restraints, to a psychic sense

for arousal and/or arousing situations (dubbed the "Porno Sense"). When mention is made of a global communication spell, Sydney immediately asks Dabbler if she uses it for sexting, which the latter confirms.
* everything is anime in Japan. It's just the word for anything animated. Yes, anime is literally cartoons.
* Everything Is an Instrument: Using things besides musical instruments to make music.
* Everything Is An I Pod In The Future: Apple introduced the iPod in 2001.
* Everything Is an iPod in the Future coming around. The skeuomorphism of the late 90s and early 2000s morphed into a futuristic, yet still glossy interface following the success of Apple's candylike icons and Windows 7's Aero in 2007-2009, then shifted to a more crisp and dual/triple-toned minimalist interface around 2012-2013 with Microsoft's Metro UI and iOS 7 inspiring simplistic yet informational looks. Even Google modified its iconic logo, "flattening" it (in 2013) and stripping its serifs (in 2015) for a cleaner look.
* Everything Is an iPod in the Future: Future technology will all look like it was designed by Apple.
* Everything Is An I Pod In The Future: The iPod came out in towards the beginning of this decade, and with it, a simple and smooth aesthetic for our handheld devices.
* Everything Is Big in Texas, but the two have very different approaches to this.
* Everything is Fine died, but for some reason have to pretend that he's still alive.
* Everything is Fine, is just straight-up ignored. Add to that the plethora of cameras positioned everywhere and the fact that for some reason everyone is wearing a mask that hides their heads completely.
* Everything is going as planned. and your plans are going right down the drain.
* Everything is legal in 0.0 space, where there is no police but that which the players muster themselves. And just like in the real world, drug manufacturing is quite profitable.
* Everything Is Online: "If it exists you'll find it on the Internet" became a popular slogan.
* everything is only $5 is $5 (meaning everything they do or use is $5 each).
* Everything Is Racist: A character accuses something innocuous of being racist for what are often absurd reasons.
* Everything Is Racist: Anything and everything can be taken as racist and/or discriminatory.
* Everything Is Racist: Anything and everything can potentially be misconstrued as racist or otherwise offensive.
* Everything Is Racist: Are you insulting my race, you intolerant douchebag?!
* Everything Is Racist: When someone has put his bar of racial sensitivity too high, everybody else's standards are deemed too rude.
* Everything-Is-Smashable Area: A confined space in a video game where every object surrounding you is smashable, usually for collecting points.
* everything it can do, then spends 96 hours practicing before using it for supervillainy. It fails to mention the administrative override Sinestro builds into each ring.
* everything labelled in this way, which included one item purporting to be sulphur.
* Everything Makes a Mushroom: A mushroom cloud appears even though the explosion did not involve radiation of any kind.
* Everything Makes a Mushroom explosion or sufficiently forceful impact will create a mushroom cloud.
* Everything Must Go: Nick Halsey befriends a neighborhood kid named Kenny who he teaches to play baseball and how to make sales.
* Everything Must Go Nick Halsey spies two of his neighbors engaged in BDSM sex acts, and uses it to blackmail them into letting his use their electricity and pool. Notable that the blackmail isn't explicitly stated, but implied through exchanged glances and looks.

* everything of a character's thoughts and feelings, not just the ones they voice. If all you've heard so far is whining and complaining from the character, no matter how valid their next complaint is, you're simply not going to care.
* everything. Of course, if they're feeling lazy or have to worry about technological limits such as memory, then just the good ol' fashioned blunt "blast" will be used.
* everything, only to find that a choice feature has been removed to save money or dumb-down the product for the average consumer.
* everything on the menu has spam. In fact, the first two items listed are bacon and egg and egg, sausage and bacon.)
* Everything or Nothing greets Bond with a powerful, backpack-mounted flamethrower. Considering that this particular battle takes place on a rapidly-falling elevator platform with no brakes, shooting the backpack merely serves as a distraction. Now covered in flames, Jaws furiously beats himself down, but doesn't notice that Bond has taken to the ejector seat of a nearby fighter jet. Whether or not Jaws survived the platform's crash remains to be seen.
* Everything or Nothing, he is forced to self-destruct his Porsche Cayenne Turbo as a distraction. Just before pressing the button, he looks skyward and says, "Forgive me, Q."
* Everything or Nothing: In "A Simple Exchange," Bond can either shoot at the cameras or hurl EMP-grenade coins at them. Something of a false choice—shooting them will alert the guards.
* Everything or Nothing, R&B singer Mýa, in addition to singing the theme song, voiced NSA double-agent Mya Starling.
* Everything or Nothing rocky outcroppings. And aim and blast bad guys he is rocketing past.
* Everything or Nothing the park explaining that she can't get away. It's his job to prevent her death when he finds out that her cover's been blown.
* Everything or Nothing. The swamps themselves are perfectly neutral here—they're simply being put to evil uses.
* Everything or Nothing. They're variously equipped with explosives, tranq-darts, invisibility cloaks, and missiles (used only once).
* Everything or Nothing to overthrow the Russian government and install himself as dictator, and then conquer Europe from there.
* Everything or Nothing when M mentions that Nikolai Diavolo was tutored by Max Zorin, which Bond replies with: "Yes, we once played bridge together. He lost."
* everything, right down to people's favorite flavor of pudding: Raj is "axiomatically wrong" to prefer tapioca, because the best pudding is chocolate. Period. This attitude makes him a far, far worse scientist than he thinks, as he refuses to even consider any criticism of his methods or results.
* "Everything Right is Wrong Again" has the line, "Every move is false, every four is waltz again." The time signature briefly changes when the singer says "waltz" — not waltz time but it's awareness nonetheless.
* everything (Rule 85) and that rule being accepted in the standard list now. That being said, you would be hard-pressed to find any fandom the bronies as a whole truly do not like. As for vice versa, your mileage may vary.
* Everything Rumpelstiltskin does in the first season, and first chunk of the second, are merely the closing moves of a
* Everything's Better with Dinosaurs in the early '90s, everything from toys and books to underwear and television shows featured dinosaurs. This got so big that when the NBA expanded into Canada in 1995, one of the new teams was named the Toronto Raptors.
* Everything's Better with Dinosaurs — Dinosaurs are way cooler than without dinosaurs.
* Everything's Better with Dinosaurs: These reptiles ruled the world once by kicking the asses of anything else that got in their way.
* Everything's Better With Elves: Sal has shades of this, especially in the prequel, "If You Give an Elf a Cookie".
* Everything's better with lens flares. Photography, digital art, you name it.

* Everything's Better with Monkeys — Look at the monkey! Look at the silly monkey!
* Everything's Better with Monkeys: Monkeys and apes portrayed as funny or friendly vs. monkeys and apes portrayed as evil.
* Everything's Better with Penguins — Way cooler with penguins than without.
* Everything's Better with Penguins: Penguins added to a story just for the sake of having them.
* Everything's Better with PlushiesLittle stuffed versions of your favorite... anything from the work.
* Everything's Better with Plushies — Plushies are always cute, right?
* Everything's Better with Rainbows: A rainbow appears because rainbows are special, represent good things, etc.
* Everything's Better with Rainbows: Everyone thinks rainbows are pretty.
* Everything's Better with Rainbows — Rainbows make any setting more colorful.
* Everything's Better with Rainbows the rainbow is Bifrost, the bridge between Asgard and Midgard, a solid road on which the gods travel.
* Everything's Better with Samurai: Even if it just doesn't make sense, there's a samurai in a work, because they're cool.
* Everything's Better with Samurai — Samurai are so much cooler than without samurai.
* Everything's Better with Samurai: You can bet that samurai warriors will make the story cooler.
* Everything's Better with Sparkles: For the instances where things sparkle for no clear reason.
* Everything's Better with Sparkles — Audiences like things that sparkle, shine, and shimmer.
* Everything's Deader with Zombies — Zombies in works not about them are so much cooler than without zombies.
* Everything's Deader with Zombies: When flesh-eating zombies are added to a story just for the sake of coolness.
* Everything seemed to be lining up for a big Tory win, with new Labour Party leader Jeremy Corbyn having had low approval ratings since he took office, the Liberal-Democrats still being yet to recover from being nearly wiped out two years prior, and UKIP's vote having collapsed following a lengthy leadership crisis and a shambolic attempt to get their latest leader elected to parliament in a by-election.
* Everything Sensor: A plot device that tells the heroes what and where the danger is.
* "Everything's Fine". As she immediately points out, the Gems don't need sleep.
* Everything's for an index of existing tropes using this naming pattern.
* everything's going to be all right. She tells Meg to get paper towels to clean up while she continues trying to calm the rest of the family, and:
* Everything's Gonna Be Okay and Lillian Carrier, who play autistic characters Matilda and Drea, respectively, are both on the autism spectrum. Carrier also works as an autism consultant on the show.
* Everything's Gonna Be Okay attracted to girls, and fears that she'll have to break up with Drea. Happily, it turns out that Drea is asexual but wants to stay in a romantic relationship with Matilda, and thus they work out an arrangement - Matilda and Drea continue to meet their romantic needs together, while Matilda slakes her sexual appetites with boys.
* Everything's Gonna Be Okay, awkward, autistic Matilda seeks to prove that she can function as well as anyone else by landing the attentions of Luke, the handsome black jock in her class. Despite her lack of social skills, she actually does manage to charm him. Unfortunately for her, he turns out to only like her as a friend.
* Everything's Gonna Be Okay (gay main character, lesbian supporting character, queer romance subplot)
* Everything's Gonna Be Okay, Nicholas' attempts to impose rules on his teenage

half-sister Matilda's sex life fall flat because it's hard to tell her that she can't have boys (or girls) over when he lets his boyfriend sleep over all the time. Similarly, he has a hard time trying to tell her she can't drink when he drinks on a regular basis.
* Everything's Gonna Be Okay with Matilda, who is initially presented as an autistic piano prodigy who's got a bright future at the Juilliard School waiting for her, but who has a number of character flaws - she's self-absorbed, bossy, insensitive, and easily distracted by alcohol and sex - that eventually derail her plans. Played more straight with her girlfriend Drea, who is also autistic and almost saintly with all of her good nature and patience.
* Everything's Gonna Be Okay would later discover that he was on the autism spectrum, too.
* everything she is and everything she has, from her weapons to her very existence itself, was stolen from Sora. She's an imperfect clone of him, made as a tool by her all-male superiors. Note however that she could be a subversion as she gets very much aware of it and ends up derailing her creators' plans, although not for too long given that one of those creators is a master at Xanatos Speed Chess.
* everything. Shirou even comments that it's more like he's staring through himself rather than Gilgamesh looking at him, as if he's not even recognizing him as a human being.
* Everything short of explicitly stated to have been successfully executed by
* Everything's Louder with Bagpipes, even if you know how to play them properly.
* Everything's Louder with Bagpipes: Playing the bagpipes to annoy people.
* everything." Some characters refer to it as God, but it is better understood as the personification of Truth: harsh, unforgiving, and immutable.
* Everything Sounds Sexier in French — Parler en français est tellement plus sexy que de ne pas le faire.
* Everything Sounds Sexier in French: The French language is sexualised.
* Everything Sounds Sexier in FrenchWhere the same sentence said in different language can give over different impressions (sexy, funny, charming, grating, etc.)
* everything's Shadow Pokémon and certain Gen 5 legendaries cannot be shiny? Factored in perfectly. Unusual stat totals? It's got that covered. An obscure glitch that only affects five species? Of course. And if a Pokémon has a Trainer/Secret ID of 00666 or some equally unlikely number, it displays the message "Suspicious trainer IDs." The only way past it is to hack a Pokémon that is identical to one that could have been generated by a core series/Gamecube Pokémon title. Which is the intention.
* Everything's Sparkly with Jewelry — Jewelry is so much more glamorous than without jewelry.
* Everything Sucks! features a group of high schoolers trying to figure out their place in the world.
* Everything Sucks! (lesbian main character, lesbian supporting character)
* Everything Sucks!, which premiered (and was canceled) in 2018 and is set in 1996.
* "Everything's Under Control", the protagonist gets one call to organize a solution to his elephant problem.
* Everything Super Meter gain. Of course, the reverse also works. If you're so sick at how evil he is, just put him as your training dummy for training and make him your personal sandbag to make you feel better. Same goes to Relius Clover. Also, for their evilness, it'll be a great catharsis to go online, find someone who uses them, then ASTRAL them.
* everythings with Club Kid's (creates an inescapable vortex that sucks you in and explodes), and Axel's (sends out a shockwave that hurls you into the air) who will, without fail, hit you with two or three of them if you ever dare to come within range.
* Everything's worse with a bear market, despite financial advisors'
* Everything's Worse with Snowclones: Trope names that are too similar.
* everything talking about the lore of heroes, villains, environments, and more. New episodes come out twice a week on tuesdays and thursdays.
* everything that crosses his/her mind in the interest of painting a more

"complete" picture of the author's/character's mindset.
* Everything that does not fit into any of those categories but is still considered an important element is a
* Everything that exists, the whole of creation, is chaotic energy that has been diluted and solidified. This is what creates both physical matter and ethereal souls. Earth, air, food, flesh etc. everything is fundamentally energy from Lady Chaos. Mages who truly understand this gain an
* Everything that goes on there isn't so much for the benefit of mankind as a whole but for the sole purpose of tearing physics a new one. This goes even further than that with Cave Johnson's tests, related through prerecorded audio. Blue paint instead of repulsion gel, mantis men, and replacing human blood with gasoline to name a few.
* Everything that happens in Gurren-Lagann is too crazy to work. And yet it does... Their universe operates in these rules, seen as at some point there are literal giant robots piloted by giant robots!
* everything that has been published purporting to be a newly discovered Sherlock Holmes case, then he would have been among the most prolific authors to have ever lived.
* Everything that has ever happened in the universe and beyond is the result of Tzeentch's plans. Including those plans of his that have been foiled. In fact, if you try to help him, he benefits, if you try to hinder him, he benefits, and if you do neither, he benefits.
* Everything that Sakura Haruno does always has something to do with Sasuke and Naruto. She broke off her friendship with Ino to compete for Sasuke's affections, she makes her hair long in hopes to impress Sasuke, and finally she wants to train with Tsunade because she wants to be equal with them.
* Everything the characters or mechs do, and even the laws of physics themselves, are subject to Rule Of Cool. The fight scenes especially make absolutely no logical sense whatsoever, but it really doesn't matter because they're so awesome.
* Everything the crippled pirate says is untranslated Latin, but always fits the situation.
* Everything the Romans did to mock and humiliate Jesus (the thorn crown, the I.N.R.I. moniker) is now standard Church imagery.
* everything they know that gave them such knowledge over other races, they gained from Prothean relics on their home planet. And the top levels of the Asari government hid this information from the rest of the galaxy while hypocritically enacting laws making it illegal for anyone else to use such Prothean relics. And the leadership's desire to hide these truths from the rest of the galaxy caused them to delay anyone from coming to their homeworld Thessia even as the Reapers were bearing down on them. By the time they allow Shepard to go, the planet is already a lost cause. By the end of the war, the Asari's homeworld has probably suffered the most aside from maybe Earth. were like this, too, though Javik himself argues that he is not representative of his entire species, being a carefully selected soldier who lived during the fall of the Prothean empire.
* everything to behave like this - they are used to carve open tanks like they were made out of butter.
* Everything Trying to Kill You: A location full of all sorts of hostile creatures.
* Everything. trying to kill you is Lady Spookyraven's ghost, the quest-giver NPC. Her also-deceased husband is the violent type, and apparently he turned the whole house evil with some sort of botched demonic ritual.
* Everything Trying to Kill You: Killers, zombies, monsters, mutants, bats, crows, random objects, everything!
* Everything Twilight does is to distract and hold back all the forces planning to attack the Slayer Organization.
* everything under the sun; in fact, in Russia the trope would have been named "Crimea Doubling".
* everything-verse believe the Aes Sedai to be evil and aligned with the Dark One. By and large, the most you could say about them is that they're incompetent.
* everything when their centuries-old buckets started disintegrating from wear,

followed by wooden workshops and beds.
* everything with "I don't know if that's a good or a bad thing." Case in point: One day he wakes up to find his only horse has run away: "I don't know if that's a good or a bad thing." The following day, the horse comes back with a herd of wild horses: "I don't know if that's a good or a bad thing." The day after, his son tries to break in the horses and breaks his leg: "I don't know if that's a good or a bad thing." A war breaks out the next day, and all the village's able-bodied young men are conscripted, sparing the son getting killed on the battlefield.
* Everything Wrong With has, among its many repeated jokes, that 'this movie suggests that stalking is an easy way to get girls to love you when I can personally vouch that this isn't true in real life'.
* Everything Wrong With Justin Bieber: Never Say Never in a hockey suit.
* Everything You Always Wanted To Know About Sex But Were Afraid To Ask.
* Everything You Always Wanted To Know About Sex But Were Afraid To Ask:
* Everything You Always Wanted To Know About Sex (But Were Afraid To Ask) as a sperm.
* Everything You Always Wanted to Know About Sex * But Were Afraid to Ask has a skit featuring Dr. Bernardo, a mad sex analyst whose experiments include measuring premature ejaculation on a hippopotamus and building a 400-foot diaphragm. ("Contraception for the entire nation at once!") The segment ends with Allen's character battling one of the doctor's creations — a gigantic, disembodied human breast.
* Everything You Always Wanted to Know About Sex but Were Afraid to Ask, once sincerely believed that this trope was inviolable law. Along with the perpetuation of the myth that Coca-Cola made an effective spermicide, the preaching of this stereotype was what made the book infamous long after its initial popularity died down. Thirty years later, he recanted this in a revised edition, apologizing for his earlier portrayal. In the new version being gay was treated neutrally.
* Everything you Always Wanted to Know About Sex But Were too Afraid to Ask, with a black sperm standing among all the white sperm about to be ejaculated.
* everything you can do. And yet he consistently makes people fall for variations on the same tricks, time after time. He basically subverts his own combat style at will just to screw with his enemies.
* Everything You Ever Wanted To Know About Sex But Were Afraid To Ask's character says, "There are some things about sex man was never meant to know. And with my luck, never will."
* "Everything You Know Is Wrong" also has the floating disembodied head of Colonel Sanders.
* Everything You Know Is Wrong gets his organs removed by aliens, but doesn't even die until the next verse (for different reasons), after which he goes on to narrate what happened after that:
* Everything You Know is Wrong, is considered a classic: "As my daddy says, 'son, it's in the water—that's why it's yellow'"
* Everything You Need to Know About Slumber Parties (But Were Afraid to Ask)
* everything, you probably can't blame said readers for thinking that the mechanical turtles symbolize something deep.
* Everything you've gone through over the years has been a training program that Equestria was doomed to destruction without the Mane Six there to save the day on the princess's behalf. And, as Twilight points out, the things they learned and accomplished over the years are different than the political experience this position would require.
* Every; this is where they got the idea. It's possible to coordinate a non-ragtag adventuring party with some pre-game work, but a Ragtag Bunch of Level 1 Misfits spontaneously joining up for mutual adventure and profit is the default assumption.
* every). Though it is worth noting that not only does outright warfare happen rarely and that the Turians work more like a militarized police for most of the galaxy, its mentioned that Turians are militarized on such a cultural level that prior to their unification the populations of captured cities were moved out of the city itself and into camps because otherwise there would be such rebellion that the

city would be effectively burned down by the populace. Conscription of teens who are probably raised to think of it as a rite of passage into the space police is a little different than most child soldiers.
* Every time a customer in a certain bar pays for a drink, the bartender puts half a dollar in the register and half a dollar in his pocket. After doing this for a while, he puts the whole dollar in his pocket. The owner says "What's the matter, ain't we partners anymore?"
* Every time an Aeldari Phoenix Lord dies, their soul is absorbed into the armor they wear. The next wearer of the armor adds their expertise to the knowledge and skills of all the prior Phoenix Lords, back to the first one whose name they still bear. No wonder these people can take on armies all by themselves.
* Every time a new character is introduced, dramatic music and sound-effects blare out as their name and role flashes on the screen in
* every time a regeneration occurs that regeneration feels like the death of the current incarnation.
* Every time Draco Malfoy pulls the sheet covering the Vanishing Cabinet in
* Every time Ebenezar McCoy protects Harry, and every interaction between them, gets ten times sweeter when it's revealed in
* Every time Gunha Sogiita is shown, he's fighting criminals, helping people, etc. Amusingly,
* Every time Harriet attempts to make more money, she has the plan fall apart on her and end up costing her money.
* every time Harry fell asleep he ended up in an alternate universe where he had to defend their version of the Malfoys against an attempt to legally execute them.
* Every time Jeremy Hardy appeared, he demonstrated his lack of singing ability; it quickly developed into a
* Every time Kerry Ellison heals someone, she takes on their illness or injury. And
* Every time Laurent and Thérèse try to have sex after they get married (or even try to sleep for that matter) in
* , every time Lelouch dies, he respawns at a random point in the original timeline. At one point he respawns during the Zero Requiem.
* every Time Lord, including their own children and grandchildren. The Doctor has to deal with the consequences of the Time War from time to time and sometimes they or somebody else makes a reference to some events of it, but it's still mostly a mystery.
* Every time one of the Seven Maidens is rescued, they tell a little more about the backstory of the game and what Agahnim's plans are.
* every time popular design of smoke stack; or the owners of one warehouse not only refused to ever abandon it, they also refused to change the style of their smoke stack.
* Every time Shadow Weaver seems to be showing a moment of kindness, it's swiftly revealed that she's spinning a line of bullshit. As an example, in "Light Spinner", she seems to be reaching out to Catra, telling her former ward that she was only
* Every time someone incorrectly accuses someone of being in disguise will be followed by the accuser (usually SpongeBob) yanking off the accused's (usually Squidward) face. Literally.
* Every time Tay Zonday has appeared on national TV he was definitely Adam Westing for himself... but nowhere is this more obvious than in the
* Every Time That It Rains" tells of a romantic encounter between the narrator and a waitress. They try to go for a second date but it's just not the same and they decide to be just friends.
* Every time the Butcher is killed, its powers and consciousness transfer over to its killer. We first encounter it in its 14th iteration, containing the powers and minds of 14 different parahumans.
* Every time the Celestials succeed in this, it destroys the universe. Which doesn't bother the Celestials, since they can survive it, and this is the only way that they can make more of themselves. Galactus was revealed to have originally been a survivor of a previous universe that the Celestials destroyed, and dedicated

his life to stopping them from ever succeeding again.
* Every time the Man of Steel is rebooted, the entirey of his non-essential supporting cast is left behind and forgotten. The only characters who have survived every reboot are his biological parents, the Kents,
* every time, then points out that milkmen don't even exist in most places anymore, listing other defunct professionals his mother might have had an affair with, such as the chimney sweep and the town crier.
* Every time the protagonists need to engage in a rescue there are always five members. The Soul Society arc had five Ryouka (Ichigo, Orihime, Sado, Uryuu and Yoruichi). The Arrancar arc had five invaders (Ichigo, Uryuu, Sado, Renji and Rukia). In response to an effort by Urahara, Isshin and Rukia during the Lost Agent arc, the Shinigami sent five representatives to rescue Ichigo (Byakuya, Renji, Kenpachi, Ikkaku and Hitsugaya). In the Thousand Year Blood War Arc, the Royal Guard is sent to pick up the pieces of a demolished Gotei 13, and sure enough, there are five members in total (Ichibei, Senjumaru, Ouetsu, Kirio and Tenjirou).
* Every time there is a hurricane or a tropical storm passing through South Florida, every news station will absolutely make sure to let the viewer know
* Every time the young, handsome police officer Derek appears in the web fiction serial
* every time they're seen in the thrall of the Dark Lord, but others serve him directly and can form entire armies.
* Every Time We Say Goodbye features an American RAF pilot played by Tom Hanks being stationed in Jerusalem, who meets and falls in love with a Sephardic girl and has to deal with her disapproving and large family. The film is notable for being partially in Ladino aka Judeo-Spanish, the language of Sephardic Jews.
* Every time you get a backstab, or riposte, you stun your enemy, giving you enough time to recover your health, and watch your damage
* Every time you kill a difficult enemy, or a boss that's been giving you a hard time,
* everytime you load a level this way (despite having them permanently unlocked by now).
* Every time you try to sail to areas your map doesn't cover, the King of Red Lions (your boat) says something along the lines of "In that direction is sea too dangerous for you to travel now." and refuses to sail through.
* Every titillating scene has a purpose and it usually takes way longer before the characters share an erotic moment together.
* Every Topic In The Universe Except Chickens agree to focus their vandalism exclusively on the article about chickens. Because "Dudes already know about chickens."
* every to their advantage. By this stage they have refined their sense of timing to the point that regardless of how fast you are, they are still where they need to be before you are. One of the most important things to learn in fighting is how to control the fight. Their experience has taught them their strengths, weaknesses, and how to use them to make their opponent fight to their benefit.
* every, to the point where Wodehouse himself had his own names for all the character tropes involved. The "parent" was always one of his governess sisters, and the resolution almost invariably ended with the Hon. Galahad Threepwood (or sometimes Uncle Fred) blackmailing said sister into letting the marriage through, generally using an element of the B-plot.
* Everytown, America, a revival produced 12 years after the main series ended. Actress Ann Rutherford, regarding the High School Sweethearts trope to be unrealistic, refused to return, so a new character was introduced as Andy's wife.
* Everytown, America: the stereotypical generic small town found almost everywhere in fiction and practically nowhere in reality.
* "Every town has its secrets. Some are just darker than others." —
* Every trainer seems to get their starter Pokémon handed to them by a Pokémon professor. While every game's player character gets their first Pokémon this way (as does Ash in the anime), this is almost certainly a relatively unique situation. After all, there's usually only one professor in any

given region, and he or she only has three Pokémon at most. You also just happen to be living in the same town as said professor. This is further supported by the fact that no one else you encounter have any of the Pokémon the professors give out, and the vast majority of trainers simply have Pokémon that can be caught in the local area of where you encounter them.
* Every type of Gem has a power, and so on. There are three caveats to this:
* Every UK detective drama features a stolid Detective Sergeant or Constable who the Detective Inspector can explain things to.
* Every unicorn has magic based on their special talent, and Cadence is
* Every unit has a team mom. They even give them presents on Mothers' Day. And yes, they are all male. (Gravi's mom is Aoi, Procella's is Yoru, SolidS' is Rikka, Quell's is Eichi, Growth's is Kouki.)
* every Unsurprisingly, you'd actually be hard-pressed to find a player running around in the TMP costume, though there are a number of players who are clamoring for the "skant"
* every Ursula) being the former and Jafar (ironically), Lady Tremaine, and Drizella Tremaine being the latter.
* Every vampiric clan has a nickname. It can be playful or an obvious slur. The Tremere, for instance, are more commonly nicknamed the "Warlocks," but those who hate them (and there's no shortage of Kindred who hate them) call them the "Usurpers" for all the ways they seized power to become a prominent clan. The more common insulting nicknames belong to the Brujah (Rabble), the Toreador (Degenerates), the Tzimisice (Fiends), and the Ravnos (Deceivers) - though the Tzimisce use theirs as a badge of pride.
* Every version of the Android operating system has a different Easter egg that can be found by going into the "about device" section of the system settings and quickly tapping the Android version number several times.
* Every version of the Pokédex has been made into a real life plastic toy with a digital screen in both Japan and the West; capable of displaying its respective region's Pokémon along with key attributes. The Pokédex for
* Every version starts the same way: the gang hear a loud noise and the main character (usually Hiroshi, but this applies to Takuro in the Korean fan remake of 2.0) goes off alone to investigate it. He enters the kitchen to find a recently-broken plate and returns to an empty main hall.
* Every video ever made. Normal thumbnails, normal names like "How to make lasagna", but everything goes straight to hell the second you click play...
* every villain besides himself. It was an era-appropriate early model, operated with a hand crank (although this was slightly undermined by the ammo belt; hand-cranked models invariably used a gravity-feed hopper). In the anime, he was stopped when it jammed after one of the villains stuck a poison dart in the ammo belt; in the manga, he simply ran out of bullets after mowing everyone down.
* Every violent multiplayer video game ever is a meta-example, if you think about it. However, there are
* Every Warren Miller ski documentary (there are over 50 of them) is this. They all have some nominal hook that claims to explore some concept in skiing, but films are a series of short vignettes following different skiiers, followed by a lot of amazing shots of people skiing which are the real reason people watch the movies.
* every. When the contractor was caught there again, Sinclair didn't charge him - he did something more drastic.
* everywhere all the time). Every other threat to humanity is either small (like chaos cults), disorganized (like beastmen), or far away (like the gods of chaos). So while the Skaven aren't the most serious threat they're the one most likely to cause paranoia and constant terror.
* everywhere, asks the driver to "please back the fuck up," gets little in the way of a response, and calmly walks back, telling Colbert their progress getting out is "Not going well." He earlier complains about a panicked colleague babbling Portuguese in the same scene with the comment: "Fucking Baptisa, how would he like it if I joined the Brazilian Marines and only spoke English."

* Everywhere at the End of Funk, prompting outrage from the rest of the greater community.
* "Everywhere At The End Of Time" allows the user to "access higher dimensional planes", essentially making them intangible at will and allowing them to teleport around. On top of that, their attacks will warp the victim's body, resulting in an almost certain
* Everywhere At The End Of Time, and uncertainty, a representation of the final degenerative states of dementia.
* Everywhere at the End of Time is about a person suffering from dementia. Their loss of memory and personality and eventual death is alluded from the very beginning with song titles such as "We don't have many days" and "A losing battle is raging". This doesn't make the project any less horrifying and saddening to listen to.
* Everywhere at the End of Time. While the albums have a description discussing the different stages of dementia, Stage 6 has a one sentence summary:
* everywhere doesn't freak out nearly as badly initially, but continual use throughout the story degrades his health and strains his brain as his eyes get more powerful and start showing him the death of things he shouldn't normally be able to comprehend (like buildings and concepts).
* everywhere. However, Ghazghkull Mag Uruk Thraka is trying his damnedest to fix this problem (and as of 8th Edition, he's doing a pretty good job at it).
* "Everywhere I Go", which is about stalking, was used in a Fruitopia commercial.
* everywhere in the background. And the intro for the next mission shows a little girl getting off her bike watching the Soviets drop down from the sky while a panicked man who calls into a local radio show can be heard screaming in the background "They're here! They're coming from the skies man! ... Look up in the skies man we're being invaded!" Seriously, how could you not notice that?
* everywhere in the Kingdom (and in a lot of places beyond) by the start of the series, both in physical hardcopy and in still quite popular songs based on the rudest bits, strangely enough. Oops.
* everywhere. In the same movie, though he's chiefly a warlord, he also explicitly has a head for self-promotion and a line of merchandise. The two-pronged symbol appears on his ships, troops and merchandise. Every one of his underlings (including Tempest, on the spot of her cutie mark) display it, and the seized Canterlot Castle is adorned with several banners to show the change of owner. Even the weapons of the common soldiers are spears with two blades in the same shape.
* Everywhere. Most blatant example: You go to hell for a "C" school note equivalent. No, I'm not making this up, read "Ole Lukøje."
* everywhere on their planet and in their culture, plus their technology is crystal-based.
* everywhere) Patricia Givens was a man for two books because she was always referred to as "admiral Givens" or "Pat".
* everywhere; portable technologies have lesser infrastructure requirements, leading to cases of farmers riding donkeys to the rice paddy while chatting on their cell phones. Phones and mobile Internet are also used for bill payment and tracking crops in developing nations (in some parts of Africa, transferable mobile phone minutes are used as currency substitute).
* everywhere. This applies to personality, fighting styles, what the kids want to be when they grow up, etc.... Occasionally the kids will have certain aspects of their grandparents if they showed up in the series and they were likable enough. When you get right down to it, many of these "original characters" are the same damn people and the only difference will depend on what the writer's favorite name is.
* Everywhere. Those who don't Remember are completely out of the loop, and even those that do are not spared. Thanks to the varying times of death, a lot of people who do Remember are still missing a lot of important information. Only those who made it to the Second Long Night have any real idea of what's going on. Take, for example, the Starks. Ned Stark is completely out of the loop even though he Remembers, thanks to his early death; the big explanation at the beginning is

mainly for his benefit. His wife and eldest son, Robb, hardly fare any better, since they died at the Red Wedding. Rickon, the last Stark to die in the previous timeline prior to the Long Night, is the only one who takes things relatively well, thanks to his young age and late death (he died at the Battle of the Bastards).
* everywhere. What's an RKO? A flat back bump. Taking a Rock Bottom or Chokeslam? Jump up, flat back bump. Taking a clothesline or superkick? Run into your opponent's limb and flat back bump. Receiving a suplex? Do a beel (or biel) bump, jump into a front flip and do a flat back bump while your opponent holds you. Sunset flips, senton bombs, DDTs, dropkicks, powerslams, suplexes, powerbombs, all involve variations of the flat back bump or beel bump, and once you know what to look for, you'll see them all over the place.
* everywhere, whether the target has a place for it or not. During the outbreak, it was a safe bet that a new "Pearl Diver" class would contain the ways to use it in every existing setting... even desert ones.
* Every Which Way but Loose, a big good ol' boy at a bar gets annoyed when Philo repeatedly reaches across him to grab a handful of peanuts from the bowl (presumably to bring home for Clyde the orangutan). When Philo takes his last handful, the guy yells, "Put 'em back!" and begins mocking Philo, earning him a punch to the jaw.
* Every Which Way but Loose's character constantly damages the Biker gang's motorcycles in different ways.
* Every Which Way but Loose. Their friendship survived the film's production, but afterwards they agreed that it'd probably be best for the sake of their sanity if they didn't work on the same film again.
* every which way —- the exact same plot as the "Dirty Hungarian Phrasebook" sketch!
* Every Which Way You Can where the Black Widow motorcycle gang appear ridiculous after losing their hair in an asphalt spray. But that might have something to do with the fact that they're wearing silly wigs to compensate — two highway patrolmen break down laughing rather than arrest them, much to their leader's fury.
* Every wide receiver who ever played the game of football, with the possible exception of Don Hutson
* Every... will chase you down to the ends of the earth in order to maul/feast upon your flesh. They will come after you through villages, forests, rivers, lakes, mountains, and plains, from the farthest western point of the map to to the farthest eastern point, in an all-consuming, single-minded drive to wreak vengeance on you for entering their line of sight.
* every wish she hears, including wishes like "I wish you were defeated." She even says "I... I must obey!"
* Every Witch Way: Andi harbors it for a zombie from a video game, even going so far as to consider him her actual boyfriend.
* Every Witch Way likewise got huge episode orders and enough viewership to justify a spin-off despite nearly every critic who screened it claiming it was almost literally unwatchable.
* Every Witch Way moment, as Andi is too short to reach the window and has to enlist the help of Katie (who has a legitimate reason to be there).
* Every wizard has their chance to overdo their lines when they call down the Great Magics. Put a couple big casters in with the right weapons against Lezard Valeth and watch the
* Every wizard is potentially one of these. When a wizard is dying they can unleash a Death Curse that will seriously mess up its target. The scope of the effect varies by the power of the wizard. Some Death Curses will just strip the killer of all their magical power (potentially lethal to another wizard or magical being) while others might destroy a few city blocks or an island.
* Every World's Fair. Ever. The Futurism of the 1962 Seattle World's Fair, and the Bell Telephone Company in particular, is captured in "
* Every writer of the horror genre or who includes supernatural elements in his books can be accused of this.
* Every year around the Thanksgiving/Christmas timeframe, TVs are flooded with

little vignettes of happy families being happy, usually involving food: eating meals with relatives, baking cookies, etc. At the very end of each, there's a brief mention of some grocery store.
* Every year during Thanksgiving, the sitting President of the USA "pardons" a turkey so that he can go live out the rest of his days on a farm. While this is often treated as if it were a long-standing tradition, it actually is much
* Every year in Boston, the days around September 1 see intense moving activity, as a disproportionately large share of residential leases start on that date (no doubt connected to the freakin' huge number of students in the area). Every year, the city and local universities warn movers not to take their moving trucks along Storrow Drive, a major thoroughfare in the area that often shows up on GPS as the quickest route from Point A to Point B... but also features an ungodly number of low overpasses that result in this very trope. Every year, several movers don't listen. And
* Every year it becomes less and less plausible can be a Holocaust survivor, with writers having to regularly de-age him through various means so that he doesn't become a decrepit old man. However, this aspect of his backstory is synonymous with the character and is unlikely to be changed anytime soon.
* Every year on Naharrai is a bit drier than the year before it, while the storms likewise grow more violent. The ellaticurids are well aware that their race and their world are dying, and they can do nothing about either.
* Every year people get ads in their newspapers showing collectibles for the big local pro or college sports team. Ceramic villages with the team logo on it, Santa wearing the jersey, etc. What you don't really see until you go online to their website is almost every city got the same ad for the same village and often the only thing different in the picture is the team logo and colors.
* Every year, Sander's Markets, a local supermarket chain located within the Lake Erie region of the United States, hosts a sale known as Moonlight Madness. When it comes time to promote the sale, they love squeezing their ads into almost every break to get people to buy the items on sale. Sometimes they'll air the ad
* Every Year They Fizzle Out for the Chicago Cubs, who won the game 8-7 in the 10th inning, ending a 108-year-long drought between World Series titles.
* Every Year They Fizzle Out make him easily the most-covered coach in college football.
* Every Year They Fizzle Out tendencies). Then the 1995 relocation controversy sent the original Browns to become the Baltimore Ravens, and what has haunted the league since the franchise was revived in 1999 can only be described as a punchline for the saddest joke to ever torture the good citizens of Cleveland.
* every year. Whoever was elected to replace the previous Overseer got to be in charge for a year before sacrificing themselves.
* Ever." (Zii then gets angry because she thinks Gary has been holding out on her.)
* Eve's Bayou and men are supposed to have better control over themselves and respect another man's "territory."
* Eve's Bayou does die at the end, as a direct result of Eve's actions, but it is never explained whether or not the voodoo had a hand in what happened.
* Eve's Bayou, Jurnee Smollett (Eve)'s real-life brother Jake plays Eve's younger brother Poe.
* Eve's Bayou. The movie taking place in relatively recent times, she's aware of the imagery and seems to enjoy playing it up as part of her fortuneteller act, and gets cheap laughs from scaring children.
* Eve's Bayou, the title character's father Louis is a southern doctor who makes house calls, and doesn't really try to hide from his daughter the fact that he often has sex with his younger female patients.
* Eve's Bayou When test audiences disliked this, the ending was changed to reveal a more definitive version of events.
* EVE's head and arms are even more easily detachable, since they just float alongside her body, as if they're connected by some kind of energy field. This creates some confusion for WALL•E in the repair ward.
* Eve's Other Children" and proceeds to tell Najeeb everything about baseball. We

don't see the game itself, but no doubt it's splendid. And what could be more American than that?
* Eve, the First Woman, was Lucifer's first love. All the stuff in the Bible about the apple was a metaphor for him seducing her.
* Eve, the "Mother of All", can disable angel powers, see and hear everything her children do, and custom-build monsters (including hybrids like Jefferson Starships). She's the creator of all of the Purgatory residents above except for Leviathans.
* Eve, the Mother of All Monsters, predates Angels, Humans and Demons and was implied to be related in some way to the Leviathans.
* Eve Torres and had the referee draw an X on Nikki so she couldn't switch. Ironically Brie won the match anyway.
* Eve Torres her (as she'd be retiring once she dropped the title), but she insisted on having a segment where she quits in kayfabe.
* Eve Torres is a really dark brown naturally (the colour she had when she won the Diva Search) but has since been recognised for dark blonde and light brown hair.
* Eve Torres: Peaked in 2012 after turning heel, retired the next year.
* Eve Torres. The only problem here might be that the chants persisted long after that storyline had faded from relevance.
* Eve Torres - they had a backstage segment after the match and she was definitely a little upset.
* Evetta Muradasilova, best known as the voice behind the Plain Doll and Lady Maria from
* Eve, unplugging Project Eternity involves removing a thick blueish cord connected to her stomach. Swaps abruptly to the other end of the metaphor when the teenage boy realises it's hurting her and, to save her life, thrusts the phallic plug at the end back into her middle...
* EVE Valkyrie features head-tracked missiles as the most prominent secondary weapon, and it's one of the major reasons why the game requires a VR headset to play.
* Eve Was Shamed: The cover of the book has Lady Justice holding her sword and scales, with her face marked off. This makes sense since the book is about how the British justice system is failing woman.
* Eveybody Pees, everybody pees, so let's be sure to keep our kidneys healthy.
* Evey gets her courage to go back to "regular" society after she is tortured.
* Evey Hammond is the queen of the Little "No". At the end, she replies to Finch with one when
* Evey Hammond, she had actually been looking forward to having her head shaved.
* Evey was V all along and her interactions with "V" were just hallucinations keeping her from noticing her own disassociative identity as he gradually molded her into a replacement.
* Evgenia Medvedeva in episode 10. She has been quite vocal about her love for the show on social media, cosplayed as Yuri (using an actual Team Japan jacket), and had art drawn of her, Victor, and Yuri, by the series creator.
* Evgeni Plushenko developed a back/spinal problem, aggravated by his work on quadruple Lutzes and Salchows. It would eventually get bad enough that he had to withdraw after the short program warmup for the 2014 Olympics and retire completely from the sport afterwards.
* Evgeni Plushenko watches fellow Russian Yurio's performance in episode 9.
* Evgeny Katz, a chemist at Clarkson University, has developed a way to use live snails to generate a small amount of electricity. The idea is to eventually make implanted medical devices such as pacemakers self-powered by applying similar principles to the human body. He eventually moved from snails to lobsters.
* Evidence: A sort of variation on the trope; the movie revolves around investigators searching for clues in video footage recovered from the scene of a mass murder.
* Evidence Dungeon: The villain has a lair where lots of incriminating evidence is.
* Evidence has shown that Dowsing is not better at detecting the flow of water or location of pipes than

* Evidence is essentially a found-footage horror movie framed by police investigators viewing the footage to try and determine who the killer was.
* evidence of foul play and possible murder in the apartment across the street
* Evidence of Immortality: Exposition that shows a character to be immortal or otherwise older than he appears to be can happen in any of the forms listed in Exposition of Immortality. However; memories, conversations, and flashback sequences don't tend to hold up too well as evidence. Photos, paintings,
* Evidence of Things Not Seen: Alvin Clark's dad, who owns the salvage yard, shoots tools that don't work properly. He tells the other tools, "This is what happens to lousy tools."
* Evidence of Things Not Seen: At the end of the class, when the teacher was droning on about due dates and the final, Tommy used to tap his pencil and jerk his legs to try to make time pass faster.
* Evidence of Things Not Seen is an illegal immigrant who learned most of his English from reading comic books.
* Evidence of Things Not Seen, she goes straight to her room with a bottle of wine and drinks until she passes out.
* Evidence of Things Not Seen: The highway pull-out where Tommy's motorbike is found is a popular spot for horny teenagers, as well as the subject of a lot of terrible jokes about girls putting out or boys pulling out.
* Evidence of Things Not Seen: When a cop tries to arrest Alvin, he repeatedly smashes his own head into the car door, hoping that his threat of a police brutality complaint will get the cop to leave him alone.
* Evidence of Things Not Seen: When Rachel asked Tommy what he was doing, he would often answer, "Talking to you." She would have to ask more specific questions, like "Where are you going?" or "What are you going to do?"
* evidence ramble about his intellectual superiority, which Nale would have done.
* Evidence revolves around a group of people on a bus to Las Vegas that crashes in the desert, leaving them stranded and ready to be picked off by the masked killer.
* Evidence, robots are better suited for public office than humans are. In fact, she claims there's no difference between a robot and a fundamentally decent person.
* Evidence room clerk Smitty in "Katastrophe" has a sergeant's three rank chevrons on his sleeves. No other sergeant has these. Confusingly, they're on his dress shirt,
* Evidence Scavenger Hunt: A scene about protagonists searching for clues.
* Evidence shows that some Sauropods — mainly, the Diplodocids — had
* Evidence": The different countries of Earth are replaced by nameless Regions, and laws are justified with references to individual Rights under the Regional Articles. It's made more explicit in the collection I, Robot, and Dr Calvin says the Regions of Earth formed a Federation in 2044.
* Evidence, there are two surviving girls...who then turn out to actually be the killers, who took turns taking on the role of the masked bad guy to throw everyone off.
* Evidence when Byerley points out that even if said someone spied on him, all they know is that he wasn't eating or sleeping then.
* Evidence": When Harroway attempts to surreptitiously x-ray Byerley, he learns that Byerley is wearing a personal shield that causes x-ray photographs to become overexposed, preventing anyone from invading his Right to Privacy.
* Evidence where the robot becomes willing to injure a human in order to prevent harm to a greater number of human beings.
* Evident Domain, a Soviet official is suddenly taken off from his job and is put under surveillance. After learning that his home is bugged, he fakes a fight with his wife about a lover that he "wasn't supposed to see anymore" so that she'll have an excuse to leave town while he investigates the matter.
* evidentiary hurdle that enabled him to present an open-and-shut case (or threaten to present it in order to force a plea). The most common example was a "Depraved Indifference" murder, where Jack only had to prove the defendant acted recklessly or neglected a legal burden to act in a given situation, even if they were not provably guilty of the actual murder.

* Evidently averted by the likes of Dr. Gonapus, Dr. Cyborg, and Cyrista's Bane during the
* Evidently, Frasier didn't listen, as a later episode has him and Roz discussing how Roz's unwanted collection of ceramic animals got destroyed in an "earthquake". After a moment, Frasier recalls how his last Christmas gift to her was also destroyed in said earthquake. They agree to just send one another booze next time... but another episode shows he forgot this. Learning from his mistakes is not one of Fras's defining attributes.
* Evident with Bluestar, who ends up pregnant with her lover Oakheart's kits, but due to them being in different clans, she has to leave her kits with him and not acknowledge her relationship with him or her kits for the rest of her life, up until she
* Evie and Margie, Evie tries out for the role of Cinderella in a school play. The play includes a scene where Cinderella cries after not being allowed to attend the ball. Evie figures out how to make herself cry by remembering a particular incident in which she was at a birthday party and didn't get a cupcake because they ran out, and they offered her a carrot stick instead.
* Evie and Margie, Margie gets the role of Cinderella in the school play while Evie is her understudy and a tree.
* Evie herself gets a moment like this; before they go on their expedition, we are used to seeing her in dowdy and plain librarian's clothes; but after they escape from the ship, Evie appears wearing an
* Evigishki Zealgigas is Steelswarm Hercules brought back with a Gishki ritual.
* Evil!Alice, after Arawn has let the heroes sneak into her bedroom to try to assassinate her.
* Evil Alien Conquerors stomps into a restaurant and starts screaming at the diners. Why? Because he's CROKER!!!
* Evil Alien Conquerors: You must acknowledge CROKER!!! or he will eat your head! It then gets played with when he gets shrunk down to human size as a result of being teleported to Earth, but doesn't acknowledge it and still acts as if he's gigantic.
* Evil Alien Overlord Grand Warlord Voss takes over the Earth if he has 10 or more Minions in play at the start of his turn.
* evil alien warlord called the Dark Matter Thieves to attack Earth. Their spaceship's energy cannon blows up most of City A, and they likely would've been able to conquer the whole planet had Saitama and the other elite superheroes not defeated them.
* Evil All Along: A character finds out that someone they believed was on their side and trusted was evil the entire time, manipulating them and never genuinely returning the favour.
* Evil All Along: A character thought to be good turns out to be evil.
* Evil All Along: An unsuspecting character turns out to have been behind the bad things that happened all along.
* Evil All Along: A villain's true colors are revealed via plot twist.
* Evil All Along episode "The Winning Edge", who works as Bane's caretaker and nurse, is never named on screen, but is identified on the credit as Jackson Chappell.
* Evil All Along: If the fans continue to insist that they are a good guy.
* Evil All Along: Oh no! It turns out the person I thought was my friend was actually a villain the whole time!
* Evil All Along: Someone pretending to be a good guy was actually a bad guy this whole time.
* Evil All Along. The fact that his characterization does a near complete 180 after the reveal makes this even worse.
* Evil All Along: the former dons a white longcoat coat over his Shihakusho, but eventually switches the black robes with a white Arrancar-style outfit plus a pink sash; and the latter dons a white long-sleeved robe first over his Shihakusho, and later over his own Arrancar clothing.
* Evil All Along: to get dumped. Whilst a Disposable Fiancé of this type is

the most straightforward in terms of getting the audience to root for the romantic lead, it can backfire if the audience can't see why the heroine got engaged to him in the first place. But in real life, many an abusive relationship involves a partner who starts off ideal, before gradually slipping into old habits and violent tendencies.
* Evil All Along variant surfaces when he hints to Jim that he dodged a bullet by not marrying Pam.
* Evil alter ego ("two percent of me," in his words) makes time stand still with Penfold frozen in it and challenges DM to a fight in "The Good, The Bad and the Motionless."
* evil and disgusting was to get fresh running water between it and you. Crossing a stream usually worked.
* EVIL and must be ended at all costs. Omnivores get a pass if they're willing to go vegan; obligate carnivores are out of luck.
* EVIL and winning multiple NJPW tag team titles over the rest of the decade.
* Evil Angels), based on the real life Azaria Chamberlain murder trial, has two of these:
* Evil Annie & Evil Jeff are together in the Darkest Timeline. When Evil Annie asks if he has a problem with the age difference, Evil Jeff says he wishes she were
* Evil Atom's wife used to be a superheroine known as Star Force, she retired after the wedding, while he decided to found Evil, Inc instead of pulling off conventional supervillainy.
* Evil Balloon is the one to die in an instant rather than Balloon. Balloon is, of course, delighted about surviving the episode.
* Evil Batman" Wrath have been motivated by hatred of cops, though this is usually due to the law coming down on his parents rather than him.
* Evil: Being nocturnal scavengers, especially with their ability to completely devour a body and leave not even bones behind, hyenas have long been seen as wicked and vile. Medieval Bestiaries use them as a symbol for the untrustworthy, the two-faced, the greedy and the lustful. This belief still influences Western cultures, and even in their native lands, hyenas are often seen as vile creatures — the Korè cult in Mali symbolically become and emulate hyenas specifically to put on elaborate
* Evil Belle features Sweetie Belle trying to become a dreaded villain-for some reason-, only to end up being this trope.
* Evil Belle, Sweetie tries every cliche from the black cloak to speak in a guttural voice.
* EVIL: Betrayed Los Ingobernables de Japón in 2020 to join Bullet Club, winning the IWGP Heavyweight and Intercontinental belts soon after.
* Evil Bomber. After getting 5s on every level on the first five planets to unlock the sixth planet — the toughest part of which is probably getting 5s on the boss levels — and going through two of the most insane levels in the game, you get to the last boss and...he's about as tough as Nitros, at worst.
* Evil Bong, isn't even a horror movie, but a combination of fantasy/adventure and stoner comedy.
* Evil Breed: The Legend of Samhain, Barbara grabs Steve and drags him into the shower where they have sex.
* Evil Breed: The Legend of Samhain, Barbara is grabbed by the ankles and dragged under the bed by the inbred cannibal hiding there.
* Evil Breed: The Legend of Samhain descended from Sawney Beane who are so inbred that they barely even look human anymore.
* Evil Breed: The Legend of Samhain even ends with a shot of Mark's torso rotating slowly on a spit over the fire.
* Evil Breed: The Legend of Samhain: Gary, the caretaker at the cottage, is younger than the traditional crusty caretaker, but was born on Samhain and has psychic visions. He keeps lunging out unexpectedly at people to warn them in the most cryptic and ominous way to stay on the paths.
* Evil Breed: The Legend of Samhain is set is Ireland but was shot in Quebec. It more or less works, especially as there is supposed to be a dreamlike quality to

the landscape, but they failed to secure any right-hand drive vehicles.
* Evil Breed: The Legend of Samhain, Shae hears someone coming around the corner in the mine tunnel and, assuming it is one of the cannibals, stabs them with a machete, only for it to turn out to be Paul.
* Evil Breed: The Legend of Samhain Steve remains hidden and watches the Shape gut Pandora without making any effort to help her.
* Evil Breed The Legend Of Sam Hain Steve says that she should be safe then.
* Evil Breed: The Legend of Samhain strung between two trees while running from the Shape.
* Evil Breed: The Legend of Samhain, the maggot-covered head found by Gary the caretaker is actually the head of the director, Christian Viel.
* Evil Breed: The Legend of Samhain, the Shape murders Gary by shoving his hand up Gary's ass and ripping out his intestines.
* Evil Brit and hates the "yanks" enough to try and cancel Independence Day!
* Evil BritAny character with a British accent, particularly an upper class English one, is likely to turn out to be a villain.
* Evil Brunette Twin: An evil twin who is dark-haired while the good twin is light-haired.
* Evil Brunette Twin: You can tell they're worse by their darker hair.
* evil. By the 2010s, most North American and European circuses had either closed down or were on the verge of. Ringling, Barnum, and Bailey, the last major American circus, filed for bankruptcy in 2017.
* Evil can brutalize, torture, humiliate, and abuse students to its heart's content, while the administration turns a blind eye. Whenever a student pisses the seniors off, the seniors arrange a cage match in which the student is usually beaten half to death.
* Evil Cannot Comprehend Good: A character is evil if they're unable to understand the reason behind the heroes' actions or assumes that the heroes' good deeds were actually done for evil reasons.
* Evil Cannot Comprehend Good: Inability to comprehend good altruistic behavior because of an incredibly selfish and evil nature.
* Evil Cannot Comprehend Good, in which the Devil often shown in this fashion, being unable to appeal to anything other than selfish desires when manipulating humans.
* Evil Cannot Comprehend Good: The villain is unable to understand the hero's motivations.
* Evil Cannot Comprehend Good: The villain misinterprets or is unable to understand why the good guys do what they do.
* Evil Cannot Comprehend Good). Thus, a lawful person could speak Lawful, a chaotic person could speak Chaotic, and so on. And if your alignment changed you forgot how to speak it, but could now speak the language of your new alignment.
* Evil Cannot Comprehend Good: Villains fail due to their inability to see how virtue motivates their adversaries.
* Evil Cannot Comprehend Good, when the reason for doing the good thing simply doesn't occur to them.
* Evil Cannot Stand Cuteness: A character's evil is characterized by their disgust of cutesy or adorable things or topics.
* "Evil Carny" punishes wicked souls by subjecting them to all the worst things about carnivals and amusement parks, including bad food, dangerous rides, long lines, and surly employees.
* evil CEO consists of nothing but "Evil Deeds", except for an hour break for "Lunch with Mom".
* Evil Chancellor and possessing seemingly no redeeming qualities, often willingly saves his assistant Wa'at Alahf from certain death, only to reveal when thanked by him that he did so because he required his help for things such as carrying important files or cleaning his shoes. In contrast, he often is willing to use Wa'at as a lab rat for his various plans.
* Evil Chancellor, and they now have the complete trust of the Earth King. Oh yeah, and the thing with Toph's parents was actually a trap set by people trying to

kidnap her.
* Evil Chancellor hams it up in every scene he's in, even to the point where other characters start commenting on it.
* Evil Chancellor has a pretty good one, seen (among other times) when Crono and gang escape through a time portal.
* Evil Chancellor: The "good emperor, evil chancellor" trope appears again and again.
* Evil Chancellor: The king's top royal adviser is evil and disloyal to their boss.
* Evil Chancellor: The ruler's top royal advisor is evil and (usually) trying to overthrow them.
* Evil Chancellor Traytor. The 'Evil' is just a title, and he carries around the poisoned knife Kingslayer to kill evil kings, and so that he would take the blame for killing a king. Traytor is ridiculously nice, donating large sums of money to charity and writing legislature for the disabled.
* Evil Chancellor. When Jafar actually convinces Hades to give it a shot, the big blue guy admits that "It's cleansing."
* Evil Chancellor who would destroy the Star League and plunge human space into 300 years of war. The symbol of the RWR? A shark.
* Evil clerics could use poison, non-evil clerics could not. Likewise, evil bards could use poison, non-evil ones couldn't.
* evil clone of Ian Nottingham. He also got beat to a pulp surprisingly regularly on the show.
* Evil clones of Cameron and DJ take over as the antagonists in the Nova arc.
* Evil Colonialist; depictions of the Horsemen only replaced Conquest with the more familiar figure of Pestilence starting around the time of the Black Death. This makes sense, given the amount of oppression that Judaea had endured under Roman rule by the time the Book of Revelation was written.
* Evil Colonialist, I help them with conquering weaker nations and subjugating inferior races.
* Evil Colonialist (not always but quite often related to race and racism)
* Evil Con Carne also is in a jar... and developed its own sentience. And both are occupying the body of a Russian circus bear named Boskov who can still act on his own despite his brain being replaced with Hector's. It's a weird show.
* Evil Con Carne and a disembodied stomach with a mind of its own, originally used in the pilot cartoon for the sake of a cheap pun on the phrase "listen to your gut."
* Evil Con Carne, Con Carne's brain ends up trapped outside his usual container, and as it crawls along, the bugler announces mess call. Cue Con Carne realizing he's in between his troops training area and the mess hall! This trope follows as he ends up trampled by his entire evil army ending with an elderly soldier using a walker walking over him.
* Evil Con Carne during their later seasons had additional scenes from the show's episode.
* Evil Con Carne episode "Christmas Con Carne" had Hector Con Carne attempt to take over Santa's body so he could give the children of the world toys with mind control devices inside them.
* Evil Con Carne episode "Devolver", General Skarr is seen devolving into lower life forms. After he turns into a smelly skunk, he turns into a lawyer.
* Evil Con Carne episode "Gridlocked And Loaded" where the team was in a traffic jam had Billy in a car next to them irritating General Skarr. Billy moons Skarr in one segment, after which Skarr turns his cannon on the car and blows it to kingdom come.
* Evil Con Carne episode "The Right to Bear Arms", where Boskov and Skarr switch arms but can still control their arms on the other's body, Boskov makes Skarr do this to himself. When they're recovering in the medical wing after Ghastly has chainsawed their arms off and reattached them to their respective bodies, she also sewed Skarr's face back on but sewed his lips together.
* Evil Con Carne. Ghastly handwaves this as being caused by "the miracle of love."
* Evil Con Carne shorts, one episode features the character Max Courage and his

family in what was apparently intended to be the pilot for a spin-off that never materialized.
* Evil Con Carne, Skarr rants against his mother and the military while crawling up a hill.
* Evil Con Carne; the plan falls apart because everyone at the meeting claims that he or she is the most evil and the most fit to lead the group.
* Evil Con Carne, there was a Girl Scout troop among the invitees. Even Skarr is afraid of them, and they gave him a box of butterscotch cookies that exploded in his face.
* Evil Con Carne: This trope was the reason Hector decided to start the League of Destruction. It only helps to make all the criminal masterminds butt heads directly at the same time which leaves his island ruined, all the villains passed out and a very perplexed invading security force.
* Evil Con Carne to keep an eye on them. Skarr then has the robots reprogrammed to obey him by putting his name on the controls. Afterwards, Skarr has Ghastly create a robot in his image that he calls his son, Skarr Junior. And when Skarr entrusts Junior to watch over the robot army, Junior puts his name on the controls to take over the robot army. When Skarr realizes that his son has betrayed him, his last words before he’s killed are that he’s proud of his son.
* Evil Costume Switch: Upon becoming a villain, the person switches to more sinister apparel.
* Evil Counterpart, as Livia/Eve, except she doesn't lose her memories.
* Evil Counterpart: A villain who is essentially an evil version of the hero and may be a rival with their heroic counterpart to accentuate their nature as the hero's moral opposite.
* Evil Counterpart, a womanizer who manages to seduce rich women into revealing their bank codes and bleed them dry. In comparison, Sam just finds himself a sugar-momma and provides genuine affection, company and is monogamous.
* Evil Counterpart backstory outlined that he only had his speed whenever he wore his costume, which was a Flash costume he'd found in a time capsule and scientifically increased its residual speed energy (from Barry's constant use of it) before then dyeing it in reverse-colors.
* Evil Counterpart Ben has to point out to him that he can phase through objects. He does get more creative in his power usage after realizing he's got so many different abilities, though.
* Evil Counterpart Black Mist/No. 96 is primarily black, red, and teal.
* Evil Counterpart, Bunny, and the stories are all framed as Bunny's memoirs.
* Evil Counterpart but Armand is absent much of the story and seems useless when he is there.
* Evil Counterpart Captain Pollution, is weak against pure wind, water, earth, and fire while being composed of concentrated pollution. This makes it interesting in that they're literally walking kryptonite to one another.
* Evil Counterpart, Count Sinestro, Blockbuster, and Doctor Felix Faust as the Society of Super-Villains.
* Evil Counterpart Drago Bludvist. He lost his arm at a young age seeing his whole village destroyed by dragons. He manages to hide the stump with a false arm, and is generally a bastard.
* Evil Counterpart explodes after going off a cliff — in spite of both vehicles supposedly being coated in a substance that makes components like their gas tanks effectively indestructible and incapable of exploding.
* Evil Counterpart fastest being in existence, and causing Linda Park's miscarriage.
* Evil Counterpart has no qualms with crying and begging when Sage takes over his show and proves far scarier than he could ever be.
* Evil Counterpart is a straight example of this trope. Moira O'Deorain, formerly of Overwatch's Blackwatch division, uses the setting's healing technology (biotics) to suck the life out of her enemies. She is responsible for giving the wraith-like Reaper his abilities and now works for the terrorist organization Talon, where she can continue her experiments unfettered "by law, by morality, and by fear." Her

character design is highly reminiscent of an evil witch, contrasting Mercy's angelic design.
* Evil Counterpart Ivan Vanko/Whiplash seemingly just slapped an arc reactor together out of stuff in his garage.
* Evil Counterpart Kevin 11 retained the same voice in all his forms when he was shapeshifting into several of Ben's different alien forms.
* Evil Counterpart of Batman who specialises in murdering law enforcement officials.
* Evil Counterpart of the Federation. While the latter is bounded by love and peace, the former is bounded by fear and intimidation. In addition, it's far more theocratic than other villain empires in the franchise. It was intended to have multiple Dominion races appear about their starships, but they ended up just having the Founders, Vorta, Jem'Hadar, and their Alpha Quadrant allies.
* Evil Counterpart, playing along with the "beguilement" and "deceitful" part of this trope.
* Evil Counterpart Race. To drive this point home, the unlockable Octoling Armor doesn't show nearly as much skin when worn by an Inkling of either gender.
* Evil Counterpart religion, whose deity is not so much worshiped or prayed for rather than appeased and bribed towards leaving mortals alone.
* Evil Counterparts, and they make Death bring them back each time, citing the number of games at which they beat him.
* evil counterparts, Cere Cere of the Amazoness Quartetto manipulates flowers. There were also several monsters with this ability- such as Petasos and the three Plant Sisters.
* Evil Counterparts) death by killing Belkar (who has it coming about a hundred times over). Nevetheless, he seems to have no qualms about letting the rest of the guild destroy a whole town if it means he can get to Belkar.
* Evil Counterparts grenades to the face on the highest difficulties before dying (if you could even make the stick, since in their earliest appearances, plasma and spike grenades would merely bounce off their armored sections). Other elite Brutes include Captains, Bodyguards, and Jumpers.
* Evil Counterpart similar Marvel character except, again, Tigra when her powers are really misbehaving) and has been speculated to be a catlike creature who can transform into a human instead of the other way around, but it's not made explicit.
* Evil(?) Counterparts of the Reds and Blues. While they didn't cause the main events of the series, they would be used as models for every subsequent simulation outpost, which plays a big hand in the events that would follow over the years. This also means that they were indirectly responsible for the formation of the Blood Gulch Crew.
* Evil Counterpart, the Iron Warriors, differ from most other Chaos Legions in that they don't view mutations as a sign of the gods' twisted favour; instead, they view them as annoying inconveniences, and tend to replace them with cybernetics at the first opportunity. It's not to honour their founder or anything of the sort, because the Iron Warriors are brutal pragmatists of the first order; it's just that if an arm can't be used to kill people effectively, the Iron Warriors don't view that arm as useful.
* Evil Counterpart), the Wizard sought a new supervillain to replace her. Among the applicants was a fellow named the Osprey, who had nifty-looking wings attached to his back. When the Wizard discovered the wings were nothing but decoration, and that the Osprey had no powers at all, he stuck an anti-gravity disk on the fellow and sent him floating helplessly into the upper atmosphere.
* Evil Counterpart (though oddly not Fantastic Four enemies), naturally also included an evil version of the Richards couple: Vector and Vapor.
* Evil Counterpart to. Midnighter killed Teuton, then he and the rescued Apollo massacred the rest of the G7 Authority.
* Evil Counterpart to normal dwarves) rarely drink much. Since their history is somewhat more traumatic than the regular dwarves, they avoid drinking, lest they risk revisiting memories of their centuries-long torture by the Ilithids.
* Evil Counterpart to the point that we'd be calling it The Kevin Effect if the

series had come along earlier. Waaaay later, we get the explanation: he can do matter and energy, but absorbing energy warps his mind. He has to stick to matter or he'll go evil again.
* Evil Counterpart; whereas Kise just copies his opponents' abilities, Haizaki is considered to steal them, since the players become unable to use their abilities once he copies them.
* Evil Counterpart, who has Colonel Moran as an Evil Watson, the Conduit Street Comanche as Evil Baker Street Irregulars, takes "cases" that are strangely parallel to Holmes's, and in his spare time breeds wasps (evil beekeeping).
* Evil Counterpart with bone-white skin, a skull-like face, bone-like spikes growing out of his body, insane glowing eyes, and teeth as long as a man's finger.
* Evil Counterpart, with his own counterpart to the Omnitrix, also demonstrates this trope with the only difference being subtle pitch variations, while Ben's aliens are still performances by multiple voice actors.
* Evil Counterpart Yes, any remotely clean source of drinking water sprayed in his face will make him bow down and crawl helplessly. This seriously deters his ability to establish himself as a credible threat.
* Evil Cripple. An injury from high school left him with a limp. It doesn't impair him overly much, and is only noticeable when characters call attention to it. At the same time, said limp is at the core of his anger with the world, and twenty years after receiving it, he still wants payback on the man who gave it to him.
* Evil Cripple, because being unable to take action also trumps a male character's morality.
* Evil Cripple: Observing their evil army from the comfort of their wheelchair.
* evil crossover review, he got extremely pumped up when Superman (one of his idols) defended his mother with extreme force, saying he could empathize.
* Evil Dead (2013), Olivia is in the bathroom and suddenly starts to become possessed by a demon, proceeding to vacate her bladder onto the floor.
* Evil Dead (2013), which is bloodier by far than the original series and features graphic dismemberments and mutilations (some self-inflicted), including a more brutal version of the original's tree-rape scene.
* Evil Dead 2, Ash amputates his own demon-possessed hand and replaces it with a chainsaw to battle the undead.
* Evil Dead 2, Ash does this on finding that the bridge is out and he can't escape.
* Evil Dead 2, Ash steps on the neck of a wounded Deadite then proceeds to give it a point blank shotgun blast. Considering that it's a Deadite, there is no need to mention the resulting copious gore.
* Evil Dead 2, Ash Williams wields a shotgun and a chainsaw in either hand. The shotgun is sawn down to wield in one hand, while the chainsaw is attached to his arm-stump.
* Evil Dead 2 contains a mounted deer head. In a state of stress, Ash hallucinates that it's laughing at him along other pieces of furniture.
* Evil Dead 2 for the first time, Russell walked up to him, shook hands, and without preamble demanded Campbell "say 'Work shed'."
* Evil Dead 2, in line with the increasingly comedic tone of the series, featured gallons of stage blood of various colors and visual gags involving zombie parts as it essentially parodied its own (more straightfaced) prequel.
* Evil Dead 2 is a retelling of the first movie, but cuts out a lot of the tedium and filler, as well as removes Ash's and Linda's two friends from continuity.
* Evil Dead 2 is full of creepy stuffed trophy heads. Who laugh at Ash.
* Evil Dead 2 moves like a creepy ballerina. The body pirouettes, the head stays still.
* Evil Dead 2 of it after blowing a hole in the cabin wall with his shotgun.
* Evil Dead 2: Revenge of the Krampus series, this one has Ash saving a kid who has been taken by Krampus.
* Evil Dead 2 sings "The Mockingbird Song" to try and lull her daughter into a trap. Later, Annie distracts her possessed mother long enough for Ash to get the edge over her by singing the same song.
* Evil Dead 2, when Ed is possessed, he grabs Jake by the face and throws him

vertically into the ceiling where he smashes a lightbulb.
* Evil Dead 2, whose neck starts extending when it escapes the fruit cellar.
* Evil Dead: A Fistful of Boomstick, can swap out his chainsaw hand for a gatling gun.
* Evil Dead: A Fistful of Boomstick, several vortices materialize in the town of Dearborn, and Ash is tasked by the local priest to close them with silver. This leads to a mission where he has to hunt for biker gang members who had raided stash of it recently.
* Evil Dead: Ash is for the most part a total idiot; but if there's one thing he's good at it's making dead things deader.
* Evil Dead Ash, who seems to be otherwise dumb as a post, actually catches on!
* Evil Dead, but his original choice for a weapon to fight the Deadites with was an axe.
* Evil Dead" can even appear to change back into their former selves, only to lure their former friends into reach.
* Evil Dead contains a haunted book, so, for all intents and purposes, it is haunted.
* Evil Dead film, but by the beginning of the next, he becomes a witless coward again.
* Evil Dead films could have saved themselves a lot of trouble by just leaving that tape recorder alone.
* Evil Dead film series is considered one of the big names of horror, despite consisting of only four movies (the original trilogy, made between 1981 and 1993, and a controversial reboot from 2013), compared to other big horror franchises which often go well into the double digits.
* Evil Dead: Hail to the King, which provides tips to repurpose any undrinkable results (namely how to create fuel and healing items with mushrooms).
* Evil Dead/Marvel Zombies crossover...but it was actually Ashley G. Williams, a supermarket employee who happened to be the Marvel Universe version of Ash.
* Evil Dead musical, where the trees are monsters and attack the main characters.
* Evil Dead. Not only does it possess human corpses and dead trees, but also damaged tissue on a still-living body. From there, it spreads rapidly like an infection, turning the afflicted into a Deadite. The spread can be stopped by amputation or sucked out like snake venom, but it can still animate anything it's already corrupted.
* Evil Dead, on the other hand, are straight horror films with next to no comedic elements.
* Evil Dead: Regeneration, Ash's half deadite sidekick. He gets better each time, but he still doesn't like dying. Killing him is actually a gameplay mechanic as well as something Ash does in the cutscenes.
* Evil Dead seems to takes place in the span of about three days (minus the epilogue), making the entire series happen in about a week.
* Evil Dead: the entire broadcast area is enveloped by the demon-summoning spell (let's be glad it was a local station).
* Evil Dead: The Musical: Ed, a person who gets constantly interrupted dialogue-wise and later gets turned into "the bit-part demon" because of it, is about to break out into his own musical number, and is promptly shot by Ash.
* Evil Dead: The Musical: "Join Us" has Ash state, "I'd rather look like this moose" than join the Evil Dead. Unfortunately, said moose is also a Candarian demon, which bites his hand.
* Evil Dead: The Musical's autobiography, and to have created the phrase "fo' shizzle, my nizzle!"
* Evil Dead: The Musical, with lots of "Oh no, now my [X] is torn." by the heroine. Followed by her ripping the offending bit of clothing off.
* Evil Dead. There was certainly no lack of talent in the original, but having 10 times the budget for the sequel definitely shows.
* Evil Dead the stuff you normally yell at people on the screen for not doing:
* Evil Dead Trap is held captive in a room with two deadly booby traps that are set to go off once the main character finds her.

* Evil Dead ups the ante with an upgraded one with extended guide bar and diamond-tipped cutting chain.
* Evil Dead, which totally dropped the Evil Dead name as well as most of the gore to make it more marketable to mainstream audiences and got so popular as a stand-alone movie that it's not uncommon to find fans of it who don't even know the rest of the franchise exists.
* Evil Dead who worshiped the evil entities (later named "Deadites") contained in a hellish dimension beyond ours. They wrote the book as a way to summon these entities into our world by reading the inscriptions aloud.
* Evil Dead wife Henrietta, and his failed attempt to survive the night. Unfortunately, he'd also recorded the recitation of the demon summoning spell that'd accidentally caused the mess to begin with, meaning that anyone who listens to the whole tape ends up going through the exact same thing.
* Evil Debt Collector: Alice collects debts for others by acting nasty to their debtors.
* Evil Debt Collector: Collections is a heavily regulated industry, and the actions agencies can take are heavily controlled. Harassing debtors, publicly shaming them, continuing to contact them after a debt is disputed or proven to be invalid, or other common sleazy collector practices will, at the very least, result in a big fat payout from either a successful lawsuit against the agency or from regulatory fines (often both).
* EVIL definitely evokes this trope, although his is a bit more casual with an unbuttoned collar and loosened tie.
* Evil-Detecting Dog: A dog or other animal is able to sense when a person is evil.
* Evil-Detecting Dog: A dog (or other animals) can sense when an evil being is present.
* Evil-Detecting Dog: An animal is able to sense the presence of evil people, dangerous situations, and/or supernatural phenomena.
* Evil-Detecting Dog, in which Merlin uses magic to disguise Uther as Gorlois but a dog is not fooled.
* Evil-Detecting Dog Ruby keeps staring at him: she's noticed a demon sinking its claws into her master's shoulder, making him very miserable and angry, so she's glaring at it to make it leave her master alone.
* Evil Diva, a webcomic about a devil girl who can't help doing good deeds for others.
* Evil Diva comic, Michelle is wondering where Diva and Loki have gotten to when people come running by screaming "They're headed for the gym! Run for your lives!"
* Evil Doppelgänger: A bad guy with an uncanny physical resemblance to a good guy.
* Evil Doppelgänger Black Siren. Despite his continual denial, it's apparent he sees her as the original Laurel and a second chance to save her.
* Evil Dread", Sam gets stung by a jellyfish and runs into Lake Wawanakwa to pee on himself to alleviate the pain.
* Evil Dread" when a trap triggers behind him, prompting him to turn around.
* Evil Duo: Two villains where one is cunning and bossy, the other is obedient and dim-witted.
* evil'd up Black Mage forests. After the conversation actually appeared, the major deaths that happened right before it were reverted, and the creator admitted that it was just made to distract people from actual important mysteries.
* Evil Easter 3 The Final Easter embodies multiple stereotypes of Nazis:
* Evil Egg Eater: If it eats other animals' eggs, it's depicted as being an evil trait.
* Evil Elevator in "It's a Terrible Life" and being splashed by blood.
* Evil Elevator: Sometimes controlled by a ghost or similar malicious entity.
* Evil Emperor Zurg pulled this during a climactic fight scene with the title character in an episode of
* Evil Empire and are still heavily involved in clandestine operations to kidnap or covertly buy elves from the officially slave free south. But they gladly will, and do, enslave people from any race. It's just that elves, being second-class citizens

at best, are much easily acquired and much of their original slave "stock" descends from the survivors of fallen Arlathan. Elven Magisters are uncommon but far from unheard of, and we even meet an elven Tevinter soldier who identifies as a Tevinter first and an elf second.
* Evil Empire and doesn't lose any sleep over it. Or when he recruits a Qwardian Weaponer and worshipper of the Anti-Monitor (destroyer of multiverses), because "he'll do less damage on Maltus than on Qward."
* Evil Empire named Ace Partner goes to a bar to search for a new victim, he is shocked to see a group of 5 woman with a men tied to a table. The woman are bragging that the man wishes that he was spending another night at that brothel instead of the bachelorette party, implying the women were having a bachelorette party and hired a male stripper they planned to murder.
* Evil Empire named Ace Partner goes to a bar to search for a new victim, he is shocked to see a group of 5 women with a man tied to a table. A woman is bragging that the man must wish that he was spending another night at that brothel instead of the bachelorette party, implying the women were having a bachelorette party and hired a male stripper they plan to murder.
* Evilenko, enabling him to lure his victims to their deaths. It even goes so far as to suggest that American or European agencies wanted to whisk him away in order to study his hypnotic powers but were denied.
* Evilenko: When Evilenko is finally captured and escorted to the courthouse, he has to be transported in an armored vehicle and accompanied by multiple guards to prevent the livid crowds of parents outside from ripping him to shreds before he can even stand trial for his murders.
* Evile references both using blood to restore youth and the vanity that would entail.
* Evil Ernie's murder spree began with him killing both of his abusive parents.
* eviler personality of LG Creepybloom who was already a version of Applebloom, but later she turned into the good side in HTF+CC 2.
* Eviler Than Thou: A villainous force claims themselves to be superior to the others.
* Eviler Than Thou: A villain proves themselves to be more evil than the other villain.
* Eviler Than Thou: A villain proves they're more evil than another villain.
* Eviler Than Thou when they ended up aiding Ash significantly in their defeat).
* evil-esque feud between Pridelanders and Outlanders, complete with massive public shaming and assault against by the former against anyone exiled, while the latter outright brainwash their cubs into treating everyone different from them as the enemy.
* Eviless manages to pass herself off as one of the Holliday Girls even to the girl's close friends and to Diana and Steve who had faced her before in her guise as one of the Saturnian Empire's slavers.
* evil examples of this. They don't care what planet they're helping the alien villains to conquer and why. As long as they get to fight and destroy things, they're happy.
* Evil eye beads, found throughout Greece, Turkey, Armenia and parts of the Middle East, stem from ancient beliefs that they can protect the wearer from any ill karmic effects given by a death glare.
* Evil Eye charms, consisting of round beads with blue eyes painted onto them said to ward off the effects of the evil eye, have been popular in Armenia, Turkey, and countries in the Middle East since ancient times. The "evil eye" is said to be a sort of
* Evil Eye Sigma if it's actually a tank on wings as it's often described. It can be assumed that magic, more than its sinister bat wings are what keep it airborne.
* Evileye was rescued by Ainz' warrior disguise Momon. Thankfully, neither Albedo nor Shalltear know about it, because while they're in agreement that Ainz is indeed everything a young maiden's dreams are made of, none will relinquish the proud title of
* Evil Falla has a disregard for other people's lives that borders on sociopathic,

openly comparing everyone around her to
* Evil Feels Good: Doing evil to others in general makes me feel good!
* evil flotilla of zeppelins in the finale are also largely CG. Unfortunately, in some wide shots, the CG suffers from an obvious low frame rate as compared to both the hand-drawn characters in the shot and the moving background paintings, causing them to visibly jump back and forth as the scene zooms out.
* evil foreigners, possibly stronger than him, almost as agile and easily as evil.
* Evil for Evil show up to collect his gear and end up taking him, too, thinking they can ransom him to the enemy. He eventually escapes after becoming ultra paranoid that they'll do just that.
* Evil Former Friend: When the arch-enemy used to be your best friend.
* evil (fraternal) twin brother have eye patches, and are some of the most competent fighters in the series. Dr. Director is primarily a parody/homage to Nick Fury.
* evil future Nightwing, called Deathwing, has a costume that includes shoulder spikes, a plunging neckline, and a nipple ring.
* Evil Genius 2 has a literal Trojan Horse as a loot item. When you finally steal it and place it in your base, a large group of ANVIL soldiers will jump out of it. After you defeat them, you can use the Horse in lucrative heists around the world.
* Evil Genius 2 Maximillian tries to buy a country early in his campaign. The mission only costs $20,000. He tries to buy a country for less than the cost of some of your lair's lab equipment.
* Evil Genius allowed you to create chains of traps that trigger one another. The more traps an enemy agent triggers in rapid succession, the more bonus cash you are awarded. A single trap triggering does not offer any reward (other than dealing with that pesky, pesky agent).
* Evil Genius, a lot of the evil plans you can do involve this, up to and including stealing the Sword in the Stone by just grabbing the stone and stealing the Eiffel Tower by shrinking it.
* Evil Genius, and you'll see how one of them, after trying to back off, is the victim of your hidden shrinking beam. Incidentally, it's the same one who gave you trouble by being too ballsy and had to be "convinced" to attend by force.
* Evil Genius: An extremely smart villain whose intelligence is their most important skill.
* Evil Genius, any object that catches fire will take damage continuously. After it takes enough damage, it explodes. This means any object in your base, even bunk beds and lockers, will explode and cause everything around them to catch on fire, leading to some humorous situations in, say, a room filled with bunk beds. True story.
* Evil Genius around the world, has the form of a tabletop map complete with little pawn figures for the mooks that get flicked over when they die.
* Evil Genius. As the videogame is essentially a big parody of spy fiction the agents sent after you from the forces of justice are all very colorful and stereotypical, making this trope inevitable.
* Evil Genius bodyguards once your Notoriety is high enough. If you're playing as Alexis (the female socialite), the trope is Gender Inverted and Bodyguard Hunks in Chippendale's-type outfits are deployed.
* Evil Genius, but managed to escape after one month. As a result, he is able to be recruited as a Henchman for the Evil Genius.
* Evil Genius eventually allows you to develop a shrink ray. Afterward, it becomes a mission goal to steal the Eiffel Tower.
* Evil Genius game where players take control of a wannabe overlord and set off to conquer the world with various criminal means.
* Evil Genius has a control room, which looks and acts like a war room. Except you dispatch mooks instead of conquering territories. It also has Inner Sanctum with Type 2 conference table.
* Evil Genius has the Venus Man Trap, which you can research. While it doesn't outright kill agents, it does take a big bite out of their health. There's even a sign next to it saying "Do Not Feed." The agents are obviously illiterate.

* Evil Genius, he notes that he never gave Experiment 626 (Stitch) a higher purpose.
* Evil Genius in your employ. The purpose of this is to get the mook killed in order to make the World Powers believe your Evil Genius is dead and lower your heat level.
* Evil Genius is a Diabolical Mastermind simulation, where you select one of several evil supergenius characters and build up a globe-spanning criminal empire, dealing with any spies or secret agents sent to take you out or disrupt your operation.
* Evil Genius, is a specialist in nuclear fusion and in charge of helping the evil businessman detonate a nuclear weapon in Fort Knox in an attempt to cripple the American economy.
* Evil Genius is entirely about building one of these, the larger and more full of traps the better! Now you just have to watch out for those pesky law enforcement agents sneaking in to make trouble...
* Evil Genius is making elaborate death traps for unwitting foreign agents.
* Evil Genius is to launch one of three Kill Sats to blackmail world leaders into total surrender. It works.
* Evil Genius. Lampshaded in-game, where a couple of the Acts of Infamy point out that the Evil Organization is equal-opportunity, and thus will spread pain and misery in equal amounts to everyone. One mission involves burning down a national park, if only because "we've been focusing on urban mayhem lately."
* Evil Genius. Later, Mannoroth is killed by Grom Hellscream, leaving Tichondrius as his only Dragon. Then Tichondrius is killed by Illidan, apparently Anetheron became Archimonde's new Dragon.
* Evil genius Mojo Jojo vs the girls and their superpowers. Chemical X is the cause of both; think about that. Possibly subverted in that the girls,
* Evil Genius no matter how much you do it. Still, given how much trouble these guy give you before you finally figure out how to get rid of each one, simply doing it is a good way to blow off steam.
* Evil Genius, one of the possible tortures your minions can inflict on your enemies is forcing them to watch as the minion does Michael Jackson dance moves.
* Evil Genius players have learned to exploit this behavior by creating a dummy entrance on the other side of the mountain that leads to either nowhere (running out the clock on the agent) or into a series of traps.
* Evil Genius scheme. He often builds it himself. One time, they let him fiddle with electronic gadgets in prison as a hobby, and he escaped by inventing a device that lets him turn into electricity.
* Evil Genius, sink her". And yet you can recruit him to be your henchman.
* Evil Genius smarts, you ask? It sucks the patient's brain out through their ear, washes it with a special chemical concoction, then sticks it back in again.
* Evil Genius. So until you figure out what their particular weakness is, your options are limited to locking them up and torturing them regularly to keep their stats down.
* Evil Genius that will hold the whole world hostage. There are three possible devices to build: a Gravity Disruptor (uses some kind of moon-tethered ray to force anti-gravity over a large area), an Earthquake Ray (strong enough to crack open the tectonic plates and erupt lava), and an ID Eliminator (that basically turns everyone into your minion, most of whom are genetically overwritten to a single phenotype).
* Evil Genius. The Investigator/Agent mooks from PATRIOT come without shades and in suits of various colors, but otherwise conforming to the MIB template. SABRE's equivalent MIGs may also count. The other defense organizations stick to a more military garb.
* Evil Genius, the player, as the titular Evil Genius, must do this near the end of the game. The UN laughs off your ultimatum, so you are forced to deploy your doomsday weapon.
* Evil Genius, the world is divided up between several NATO-like alliances with varying degrees of logic. The United States and Japan form P.A.T.R.I.O.T., Europe

and her former colonies form S.A.B.R.E., Russia and Cuba are H.A.M.M.E.R., what's left of Asia forms A.N.V.I.L., and the oddest is S.M.A.S.H., an alliance of Africa, South America, and Antarctica.
* Evil Genius to fight him one-on-one rather than let them gang up on him.
* Evil Genius Trilogy, and frequently arrives to class disguised as one of his own students. One of the 3 teachers that escaped the institute alive.
* Evil Genius Trilogy Cadel crossdresses several times as a disguise, starting in his disguise class at the Axis Institute and continuing whenever he needs to escape some kind of surveillance. He has a whole alternate identity for his female persona - Ariel Schaarp.
* Evil Genius uses a synchronized swimming number performed by scuba diver character models as the background of one of the menus.
* Evil Genius video game has three alert levels: Normal (green button, normal duties), Warning (yellow button, everybody is armed and ready), and Danger (red button, everybody is armed, ready, runs, and fires at will). Warning and Danger both cause a klaxon to sound continually in the background. This gets annoying really fast, especially at Yellow Alert. All you want is for your minions to walk around armed, in case enemy soldiers show up. So why do you have to keep listening to that annoying klaxon? There is, fortunately, a glitch, where if you double-tap the button in rapid succession the klaxon stops.
* Evil Genius was creating death courses for the AI heroes to attempt. The more elaborate they were, the more points you got if they tripped them.
* Evil Genius who's essentially a living AI and a lethal (but imperfect) copy of Asgard's Destroyer, but they also have a vastly powerful necromancer who animates undead dragons. On the heroic side, there's Wakanda and MI13, the former of which runs on vibranium powered technology (and magic) and is ruled by a King empowered by an ancient Goddess, while the latter employs wizards and muggles (and mutants, come to that), combining magic and technology to better handle menaces from both sides.
* Evil Genius, you can naturally do this while your enemies are being tortured. Be warned that super agents can escape as you gloat over their misfortune.
* evil girlscouts. Fortunately, one of the scouts tests positive for steroids and beaver tranquillisers, so the Joe's win by default. Another scout walks up to the offending scout and shouts, "God damn you, Bernice!” at her for added effect.
* Evil Gloating and trash-talking, Kaname is so frustrated with her own team's wussiness that she actually agrees with Garasuyama and laughs along with their taunts.
* Evil Gloating: Even when the villain intends to kill the hero in a straightforward fashion, they still feel the need to gloat about it immediately beforehand, thus giving the hero time to escape or fight back.
* Evil Gloating over the situation he wouldn't believe her when she tried to tell him of the plan.
* Evil Gloating when he thinks he's won, and Buffy responds with this trope.
* evil gods, the only source on its existence being the words of a mad and evil god).
* evil grin status. Later on, he does indeed talk about "These hands of mine"... All while wearing a malevolent smile and as a prelude to a maniacal laugh.
* Evil Hand, he wrote "kill kill kill" all over sheets of paper during a meeting.
* Evil Has a Bad Sense of Humor: Being unable to comprehend humor or having a tendency to make sick jokes at their victims' expenses proves that this person is evil.
* Evil Has a Bad Sense of Humor sick and twisted sense of humor to complement their evil deeds.
* Evil Has a Bad Sense of Humor: Villains either have no concept of humor or have a habit of making sick jokes at the expenses of their victims.
* EVIL has one of the variety that goes over his left eye but leaves the eyeball itself intact.
* Evil Hat Productions RPG. A spin off company 'One Bad Egg' produced a whole setting seed and race of intelligent apes for Dungeons and Dragons 4e.

* Evil her daughter. David later arranges an emergency exorcism, but she gives birth before it can be completed, to a seemingly-healthy baby boy.
* Evilhumour" in each world, a set of entities who each have a Purpose, Role and Duties, and their involvement with their worlds and others.
* Evilhumour" series of interconnected fanfics has the titular Powers as positions that can be handed down, making their Bearers into this trope.
* Evil (i.e. Satan) also remains in office until he's killed or kills himself. It normally defaults to the most evil person in the world, but it can be claimed before that happens, which is how a good man ends up with the job.
* evil." "I hate yogurt, it's just stuff with bits in it" "Are you trying to poison me?" culminating with being so offended at the taste of a slice of bread and butter that he goes all the way down the hallway to the front door so he can fling it across the yard in disgust.
* Evil, Inc., Grandgamer's Personnel File says that "he is obsessed with games and has mastered every one developed by a group of civilized, sentient beings in the universe. And Activision."
* Evil, Inc. has an employee credit union, withdrawals are made at gunpoint.
* Evil, Inc. has a sentient piece of paper who can only communicate this way by producing writing on himself.
* Evil, Inc. has recurring filler comics where Lightning Lady answers calls from dissatisfied customers. And insults them a bit; they market to and employ supervillains, after all.
* Evil, Inc. in the Vennema Multiversal created by Kashmir Vennema incorporating all of her multiversal counterparts in one company, then Deconstructed when one wants her own life which causes it all to unwind.
* Evil, Inc., Lightning Lady's two ex-boyfriends argue this way over who's the current boyfriend. When her mom tells her to pick one and produce grandchildren, both men switch claims.
* Evil, Inc. Moments later, it's subverted when he sees a man with a club robbing an old woman, takes it from him- and shows him that his downswing's all wrong.
* Evil, Inc.. Try again." The young lass replies "One day I will rent the world!"
* Evil, Inc. union (though the company was restored to its original ownership).
* Evil, Inc., unliaterally sends a cleaning service to her house, objects to her supervillain outfit, and tries to fix her up with Dr. Muskiday. She resorts to pretending to be in a relationship.
* Evil, Inc. when he turns to Dr. Haynus and socks him while shouting, "YOU!"
* Evil is about a trainee priest, a techie and a psychologist teaming up to distinguish between real and false hauntings and possessions; many of them turn out to be real and linked to a diabolical conspiracy to corrupt humanity.
* Evil Is Angular: How to get across you're evil? Be imposing. How to be imposing? Start by removing every smooth and rounded shape in your design.
* Evil Is Angular: You will know evil by their lack of rounded shapes.
* evil is a petty and nasty old lady who believes infamy is the shortest path to fame.
* EVIL is a webcomic about villains, and aside from white, ONLY uses the colors red and black.
* Evil Is Bigger: Evil characters tend to be larger in size than good characters.
* Evil Is Bigger explains why this usually applies to villains and/or destructive monsters.
* Evil Is Bigger factor can be easily increased if the viscera and other organs are portrayed as much larger than even a single human.
* Evil Is Bigger (the reason many of these tropes are more common among villains)
* Evil Is Burning Hot: Bad guys hang out in a hot area vs. bad guys hang out in a cold area.
* evil is called "Bury Me Not On The Lone Prairie". The second verse starts, "But we buried him there, on the lone prairie".
* Evil Is Cool and the impressive design, Nightmare Moon is popular among the fan fiction too. But the villainess was a result of Princess Luna's jealousy and corruption - and the princess is plagued by guilt over her actions. But Princess

Luna herself is also quite popular, lessening this somewhat.
* Evil Is Cool is peppered with talk of endless availability to amazing sex with beautiful people. Even the most mundane of announcements sound oddly seductive due to the smooth, deep voice of the narrator.
* Evil Is Cool tropes to a T to provoke this sort of reaction from anyone who hears of the story, thus immortalizing him into a legend.
* Evil Is Deathly Cold: Are sometimes portrayed as having ice powers, and are always associated with winter.
* EVIL is easily the biggest and strongest character, but also the nicest.
* Evil Is Hammy: The bad guy wouldn't be much of a villain if he didn't chew the scenery at every opportunity.
* Evil is human evil. Evil characters are usually willing to lie, cheat, and steal with abandon, and think empathy
* Evil Islands: Everyone and their mother is named like that in Gipath. Examples include Erfar Silvertongue, Gort Skullcrusher and Babur Tightfist to name a few. Hilariously, a handful of non-human NPC's such as Goblin Chieftain Gogo averts this. It's also averted in Ingos and Suslanger.
* Evil Islands, except two dragons that are too tough to kill even this way and a frog in the tutorial, which only survives because the player has no ranged weapons at this point. This slaughter, nicknamed "Project Genocide", completely breaks the game scripts, making quests play in the wrong order, NPCs making references to future events, and corpses and empty spaces participating in conversations.
* Evil Islands: Shops have limited quantities of items (randomly generated after you complete a mission, meaning they do restock after a while), indicated by a quantity number on the shop screen, and if you change your mind after selling them something, you can buy it back... provided you have enough extra cash to meet their higher sell price.
* Evil Islands: They come in two flavors: normal, lumbering ones (including recruits, warriors and experienced ones) and better preserved ghouls that for all intents and purposes behave like human enemies.
* Evil Islands, this is the key trait of the Old Dragon. He has grown so strong over the ages that there are no longer any worthy opponents for him on the allod.
* Evil Islands: You'll find several types of wolves, boars, toads, tigers, trolls... that look the same except for color or size.
* Evil Islands: Zak gets captured twice by the Khadaganians, and must be rescued (first by the Hermit Lizard, later by the Odalisque).
* Evil is more pragmatic and practical. It is the evil of banality, tyranny, slavery — in other words, evil for a specific purpose. An Evil creature will destroy a kingdom to claim its territory for itself or to enslave its populace or any other purpose; a Chaotic Evil creature will destroy a kingdom just because it's a convenient target. This means that Evil creatures typically
* Evil Is Not a Toy and any demon powerful enough to be worth the effort is also too powerful to be controlled.
* Evil Is Not a Toy: Don't dare to open the can if you can't control the evil inside of it.
* Evil Is Not a Toy: Someone plans to free the evil being from their imprisonment in hopes of gaining an ally, but they learn the hard way after releasing the evil being that the evil being has no interest in serving them.
* Evil Is Not a Toy's "Super HG", BxB Hulk's "Killer Hulk", Gamma's "Gamma Daio", Kikutaro's red mask, and many others.
* EVIL is noticeably darker than the rest of the cast (aside from Kahn, who is black), but her ethnicity is never mentioned.
* Evil Is Not Well-Lit: Areas where evil lurks have little to no light.
* Evil Is One Big, Happy Family: All the villains get along just fine.
* Evil Is One Big, Happy Family. Outside of the three members of the Inter-Fiend Cooperation Commission working together for a common cause, the webcomic's big villains tend to exploit or backstab each other for their own conflicting agendas.
* Evil Is One Big, Happy Family: Villains are mutually nice to each other.
* Evil Is Petty: A villain who harasses others for the sheer delight of it and

takes pride in being a disreputable person, and is as far from nice as can be.
* Evil Is Petty: Bad guys who are willing to do misdeeds over slights that serve no purpose other than to prove what petty douchebags they are.
* Evil Is Petty: Besides plotting for world domination, I do other things like kicking your puppy and being an all around jerk!
* Evil Is Petty teleports the VISOR off his face so Geordi has to grope for them on the ground. When the others try to guide him, he then reteleports them a short distance elsewhere just to troll him.
* Evil Is Petty: The villain will do cruel things over insignificant slights just because they can.
* Evil Is Petty to the situation at hand and backed with a sense of righteousness.
* Evil Is Petty: Villains are willing to commit the most heinous of atrocities just because they're pricks.
* Evil Is Petty: Villains are willing to do deplorable things for the most trivial of reasons.
* Evil Is Petty: Villains doing assholish and cruel things just because they can.
* Evil Is Sexy deal(Shocker also had male partners for his Guapos Internacional branch)
* Evil Is Sexy: When a villainous character is portrayed as physically attractive.
* Evil Jesuit at the time by Protestant AND Catholic writers to the point that they were expelled in 1767. Jesuit Cardinal Richelieu of France has been cemented as a baddie by Dumas Sr. in his novels.
* Evil Jesuit) than the Jesuits—who tend to be, if anything, viewed more fondly by outsiders.
* Evil Jim's, he proclaims to Jim "I am your exact opposite! Everything that you love, I hate! Everything you hate, I love!" Later on Jim confronts him again with this exchange.
* Evil Josh And Billy, run through a door, and... cut to Josh jumping outside a window.
* evil, just hyper-ambitious. Humans managed to get a Council seat after being on the galactic scene for only a few years, when other races have been lobbying for a seat for centuries. If the Citadel Council is killed near the end of the first game, guess who steps into the power vacuum.
* Evil Karma having Cole deciding not to fire the RFI and joining with John/the Beast's plans, activating all Conduits at the expense of all other humans (sacrificing millions for only a few thousand).
* Evil King. Their attempts do, however, illustrate both their political and moral similarities... and differences.
* Evil Knockoff — when a robotic duplicate or clone is made of a hero with the purpose of destroying them.
* Evil Knockoff: A villain makes an evil copy of the hero to serve them.
* Evil Knockoff versions of the RANGER armor, which in some ways are actually superior to the originals.
* Evil Laugh accidentally urinates on a sunbathing couple, and must run from their wrath.
* Evil Laugh at the camera. But he's just demonstrating how well it's coming along.
* Evil Laugh before escaping and Space Ghost reveals that he will be captured by the Galactic Patrol. Jace says "He who laughs last gets caught" and Jan, Jace and Blip all laugh.
* Evil Laugh, it comes out really weak and Doc tells him that he might want to keep trying on it.
* Evil Laugh loyal to his boss, Integra. Which just means he massacres threats to her with even greater glee.
* Evil Laugh: Villains always have a signature laugh to highlight their evil.
* Evil Lawyer Joke. Admittedly, the lawyer in question does work for vampires.
* Evil Lawyer Joke (as in "legal profession") or eating it (as in "candy").
* Evil Lawyer Joke: Because of how ill-reputable the legal profession can be, it's a source of humor.
* Evil Lawyer Joke: Jokes on how lawyers are considered to be bad people.

* Evil Lawyer Joke: The poor reputation of the legal profession is a source of humor.
* Evil Lawyer Joke: The work or characters within it joke about lawyers being evil.
* Evil Learns of Outside Context: An evil or antagonistic force has become aware of characters or settings previously outside of their scope.
* Evil Learns of Outside Context: The villain encounters a character from another land, universe, time, society, or genre.
* evil liberal ''pacifists'' to slaughter U.S Service personnel out of naked hatred for American men-in-uniform, no less.
* Evil Librarians: People with direct control over the spread of free information to the youth aren't trustworthy.
* Evillious Chronicles, a dark multi-media series heavy on magic and science-fiction technology. This is epitomized by the kingdom of Levianta, where they carried out a project to impregnate a woman with the souls of a god and then raise them in scientific test tubes. After the kingdom's fall, much of the chronological series is almost strictly magic, even featuring sorcerers in medieval civilizations—until the rest of the world starts developing technology again and the lines once again become muddled. That's not even mentioning the odd machines used in the series' versions of heaven and hell.
* Evillious Chronicles also does translations that are even rougher to learn what new information is being released in each novel.
* Evillious Chronicles"). Also, gears are something of a symbol for the Clockwork Lullaby series.
* Evillious Chronicles and Gear serve as these for Pere Noël and the awakened vessels, respectively.
* Evillious Chronicles an example but was later deposed, which ironically coincided with her reforming herself.
* Evillious Chronicles are hosts that cause large scale disasters with the demons' power.
* Evillious Chronicles as the only human she saw for most of her life was completely insane.
* Evillious Chronicles expresses this viewpoint from time to time, seeing her immortality as more of curse due to her loved ones being lost to her and sees her life as being mostly about killing time.
* Evillious Chronicles franchise, all of the setting is inspired by real world countries and their cultures. It takes place on the fictional continent of Bolganio, which is overall Eurasia, with the titular region of Evillious being Europe. In Evillious, the country of Lucifenia is France, Elphegort is Germany, Marlon is Great Britain (with a country that's absorbed into it, Lioness, as Ireland,) Asmodean is the Arabian Peninsula (with Eastern European elements), Beelzenia is Italy/Spain, Levianta is Russia, and at one time there is the Tasan Empire which parallels Ancient Rome with Beelzenia. Some of these countries later form the Union State of Evillious, representing the modern European Union, and on the Eastern side of the continent in a Japan parallel. Off the continent is Maistia, which parallels the Americas.
* Evillious Chronicles, Gammon Octo has dreams about events that happened hundreds of years in the past.
* Evillious Chronicles goes by the code name 'Santa' at one point and dresses appropriately.
* Evillious Chronicles has failed, Adam realizes that his love for Eve is genuine.
* Evillious Chronicles has this as the twist to "Moonlit Bear", where Eve Moonlit, supposedly under the impression that she was taking apples away from a bear, was in reality stealing a set of infant twins from their mother, Meta Salmofer, whom she then killed. Moonlit later raises the children as her own.
* Evillious Chronicles: In "Daughter of Evil", when Riliane is at the guillotine, she looks to the crowd and says, "Oh, it's time for tea", her signature line aside from "Bow down to me". "The Servant of Evil", however, reveals that it's actually Allen, Riliane's servant and twin, up there, disguised as her, with Riliane in the crowd, bawling her eyes out.

* Evillious Chronicles. In fact, it's quite possibly the best-known song in the series behind the beloved Daughter of Evil and Servant of Evil for this reason. You'll find few people who know the backstory or emotional themes behind the whole ordeal, even though they are hinted at in the song.
* Evillious Chronicles: In "Judgement of Corruption", when Gallerian Marlon has a choice between giving up his money and going to hell, he chooses to go to hell.
* Evillious Chronicles. It's worth noting that the son was totally unaware that the woman he had an affair with was his long presumed-dead mother; while he did notice a resemblance, he figured that she was just a devotee of his mother and was too young to actually be her, not knowing she was immortal.
* Evillious Chronicles Not to mention all of the murders and brainwashing he committed to keep it quiet.
* Evillious Chronicles: Some members of the Octo family — and anyone possessing their bodies — can dream of the future. Typically, the dreams come as flashes of images all colored in distinct hues, which carry meaning to the dreamer — most importantly, once a purple image appears, the rest of the visions in the dream are inevitable.
* Evillious Chronicles song "Five the Pierrot" is implied to be this — he was taught by "Ms. Santa" that his job was to punish "bad children" (i.e. he kills prostitutes a la "Jack the Ripper"). It's implied that she groomed him to be an assassin and that he's very delusional about what exactly he does.
* Evillious Chronicles that Hanne Lorre and her sister Hedimarie are actually Elluka and Gumillia under false identities was so obvious that most of the fans took it as a given when the site went up when the reveal itself in the novel doesn't occur until past the halfway point.
* Evillious Chronicles: The Clockwork Lullaby series is about singing, clockwork dolls.
* Evillious Chronicles: The entirety of "Judgement of Corruption" has the titular judge, Gallerian Marlon, exonerating criminals if they pay him enough. Though... that didn't end well.
* Evillious Chronicles: "The Lunacy of Duke Venomania" ends with the titular duke trying to confess his love for one of the women he has wronged while dying of a stab wound, but he dies before being able to say it out loud. An answer song from the woman's perspective, however, shows she understands it.
* Evillious Chronicles: The music video of "Moonlit Bear" reveals that the apples that Eve is carrying the entire time are crying babies, which she's stolen from their mother.
* Evillious Chronicles: There's a difficult to learn spell called the Swap Technique which allows for mages to move their souls into other bodies—they could also go the entire way and swap the person's soul into their previous body. The character Elluka Clockworker has used the spell to swap into at least three bodies over the course of the series.
* Evillious Chronicles they're based on and nothing is made of it. But in the credits of the franchise's songs said Vocaloids are credited as having played the role, with others who didn't show up credited for things like makeup and lighting.
* Evillious Chronicles to be Gammon Octo's (probably) prophetic dream about what will happen when the Clockworker's Doll achieves her utopia.
* Evillious Chronicles to save her from execution, which reveals that they are twins after all.
* Evillious Chronicles who didn't understand the pain of losing someone. And being possessed by the Demon of Pride probably also contributed to it.
* Evil Living Flames: Malicious motes of animated fire that live to set things ablaze.
* Evil Luddite: The baddies are convinced that science/new technology is bad.
* Evil Luddite: They're utterly convinced that all technology and other artificial creations are evil... along with anyone who uses them.
* Evil Luddite: Trying to remove "evil technology" makes you the evil one.
* Evil-Lyn, who many a times has worked behind Skeletor's back for her own purposes. There's even been a few times when Skeletor was aware of her treachery.

Unlike Megatron, Skeletor doesn't take kindly to this and usually attempts to make her pay with her life. However, Evil-Lyn usually gets lucky and manages to get a little leverage over Skeletor that forces him to accept her back into his ranks. In
* Evil magic is almost always conspicuously lime green — Queen Chrysalis' magic field is this color, as is that of all other changelings
* Evil Makeover; now she's wearing extremely flattering Hot Topic style outfits, giving her a dark alluring appeal.
* Evil Makeover: When a character becomes evil, their appearance changes.
* Evil Makes You Ugly: A villain's actions lead them to becoming hideous.
* evil masterminds foiled by Jack Bauer's Indy Ploys. The man hitched a ride on the bottom of a garbage truck ... no, you're not going to beat a man like that with anything less than nuclear weapons. (And actually, not even then).
* evil, material released after the 80s has begun rolling with the sympathy, showing these races with detailed cultures and personal values on their own terms - even if the average member isn't someone you'd want to have a drink with, it doesn't excuse genocide.
* Evil Matriarch: A mother or mother figure who is terribly wicked to her children.
* Evil Matriarch - A woman who rules her family with an iron fist and very little kindness.
* Evil Matriarch: Because you almost never hear of a good matriarch, this is another trope full of underhanded sexism against powerful women.
* Evil Matriarch) play themselves as having come out of the Underdark so they can have better goals in life than being the "lucky" consort of a powerful enough woman that gets to be a walking sperm bank for longer than a few mating sessions before she tires of him.
* Evil Matriarch ruling over domain with a iron fist even threatening to "eat" her minions showing she may be a cannibal too. In short Big Mom is one mother you definitely don't want to mess with.
* Evil Matriarch: The mother of one of the characters is the main antagonist.
* Evil Matriarch types will use copious amounts of guilt tripping to ensure that their "loved" ones dance to their tune.
* Evil may be a lot more tangible than Good — often manifesting as some sort of
* Evil Mentor: A character who mentors the hero for their own evil purposes or to corrupt them.
* Evil Mentor loyalty system during the latter half of the Tribulation.
* Evil Mentor (whom, canonically, Harry burned to death) may somehow still be alive, and involved in the events of the various novels (this was eventually confirmed to be the case).
* Evil Mentor whose solution to every problem is "just start killing people and it'll sort itself out."
* Evil Me Scares Me: A character is terrified of an evil version of themselves.
* Evil Minions to act as his Space Pirate crew. Only since this is the normal universe, they don't really have anyone to rob out in space.
* Evil Offspring about that kid. The parent may be the only one who can stop the child or perhaps feels responsible for doing the deed personally.
* Evil Old Folks for her daughter who died in a long-ago tragic accident.
* Evil Old Folks: Witches, stepmothers and evil wizards frequently fall into this category.
* "Evil" once the real Gadget pulls a plug in the back of "Evil" Gadget's neck.
* Evil Orphan: An orphaned child who went down a dark path, most likely due to their dead parents' abuse.
* Evil Orphan you adopted becomes a welcome addition to the family. Other times...not so much.
* Evil Otto was a bouncing, smiley "have a nice day" face which was trying to kill you. So great is Evil Otto's urge to destroy the Humanoid that he will literally steamroll over his allies just to get a shot at you — grinning all the while. His hatred was so great that he'd go through the electric death walls to get to you, curse his bright smiliness.

* Evil Overlooker: The cover shows the villain's face looming over the heroes.
* Evil Overlord and comes back to save him at the end. It helps that she's identical to his dead mother Eva.
* Evil Overlord, and whose facade of affability crumbles after things stop going his way.
* Evil Overlord at the library between Gilda, Twilight Sparkle, and Fluttershy, dyeing Princess Luna's coat pink, and making a former enemy board with him in hopes of returning home.
* Evil Overlord' , but reduced to a pathetically small scale after his armies are routed and he is cast out from Isengard. He spends the remainder of the series running the Shire into the ground, turning into a sort of bandit leader with a mob of 'ruffians'. He is stabbed in the back (completely literally) by his servant at the end.
* evil overlord easily makes him one of the most awesome and popular villains from the comic books.
* Evil Overlord, getting brighter the longer they've been a Dungeon Keeper, eventually hitting a baseline glow, which still intensifies when angry.
* Evil Overlord. In doing so he was held up to Roman Schoolboys for ages after as an example of faithful public service.
* Evil Overlord in season 3, and sets out to train the Avatar to help him overthrow his father.
* Evil Overlord in shadow as usual and the new kid seen) is our first glimpse of Azula at the end of season one.
* Evil Overlord is a far better idea and charismatic enough to pull it off.
* Evil Overlord List #139: If I'm sitting in my camp, hear a twig snap, start to investigate, then encounter a small woodland creature, I will send out some scouts anyway just to be on the safe side. (If they disappear into the foliage, I will not send out another patrol; I will break out the napalm.)
* Evil Overlord List: A list of things one must consider if they ever decide to become an evil overlord in order to prevent ever being defeated.
* Evil Overlord List, although face-concealing headgear is discouraged for security reasons.
* Evil Overlord List Cellblock A recommends hooking up capacitors and emergency batteries so those pesky heroes can't win at the very last second.
* Evil Overlord List Cellblock B discusses invoking a fake weaksauce weakness, both to hide any real weaknesses and to catch the hero offguard when he tries to use it.
* Evil Overlord List climb some monument in the main square of my capital and denounce me, claim to know the secret of my power, rally the masses to rebellion, etc. That way, the citizens will be jaded in case the real thing ever comes along."
* Evil Overlord List, drugs, and blatantly graphic sex, but he's also published six cookbooks and a children's book about a teddy bear protecting its child from the monster under the bed.
* Evil Overlord list has a particularly thoughtful one: pretending to morally reform so the hero will leave him alone for a few months.
* Evil Overlord List! I AM INVINCIBLE!!!" (After that, death is usually instantaneous.)"
* Evil Overlord List: If the scientist says the device is not ready, the overlord shall listen. "No one conquered the universe using the Beta version."
* Evil Overlord List in their biological design. They wear no helmets (1, 130), wear carapaces that have no semblance to Nazi uniforms (21, 130), have superior eye sight that makes them expert marksmen (4, 56), possess exceptional strength and hand-eye coordination (236) are asexual in design (33, 43, 51, 84, 153), gain sustenance from a single source the Founders have absolute control over and require nothing else to function (127, 200, fark-9), require no sleep or rest (172, fark-9), work for the pleasure of obeying the "order of things" imprinted in their instincts (44, 48, 94, fark-9), have no fear or qualms using human wave attacks for the "order of things" (75, 234), memorize the entire manual with eidetic memory (57), and finally, can camouflage themselves to match the surroundings (237). And that's just the "design" part, not including their equally thorough training.

* Evil Overlord List is pointing out common flaws in the plans of fictional evil overlords.
* Evil Overlord List. It advises this not because being pragmatic is more moral, but because it tends to ensure long-term survival.
* Evil Overlord List: "I will hire a talented fashion designer to create original uniforms for my Legions of Terror, as opposed to some cheap knock-offs that make them look like Nazi stormtroopers, Roman footsoldiers, or savage Mongol hordes. All were eventually defeated and I want my troops to have a more positive mind-set." One that the Nazis actually followed.
* Evil Overlord List, mostly about using surge protectors or not consuming power sources bigger than one's head.
* Evil Overlord List, Number Seven, lists the only acceptable One Liner for villains:
* Evil Overlord List one's adversary when in position to do so, rather than take unnecessary risks.
* Evil Overlord List page presents a few helpful guidelines for Evil Empresses.
* Evil Overlord List specifically recommends being this; recruiting people of both genders and all races into your Legions of Terror, allowing handicapped people to work for you to prevent a few common mistakes, and spreading oppression and terror equally amongst all your subjects, and not singling out a specific group who will form the core of a rebellion.
* Evil Overlord of his own solar system. However, the vampire-like Lord Transyl was last seen imprisoned floating in space with a nice view of the sun, so it's safe to assume he won't become a regular part of the rogues' gallery.
* Evil Overlords to have ever lived, this is not the only time Applejack ends up feeling like this.
* Evil Overlord story by Conan's creator Robert E. Howard, who was given to quite doomy and poetic descriptions.
* Evil Overlords United has a character named Zworgue, who uses a sign stolen from Framed!.
* Evil Overlord that the other two Wizards of the Order were at work in the distant South and East helping good folk of those races resist Sauron's domination.
* Evil Overlord, the Hell-Lord is a kind and considerate leader to his subordinates. When one of his Hell Marshals ends up unable to get information from the Princess for a second time, he notes that her failure must be dealt with and declares that... he and all of his followers should be extra supportive so that she doesn't get discouraged.
* Evil Overlord to the Northmen, too). Even when ordering horrible atrocities upon the peasants and prisoners of war, or threatening to cut off his cupbearer's tongue for speaking out of line, he never raises his voice or loses his calm. Bolton believes in purity and self-perfection, practicing a strict health regimen for himself, and seems to be of the mindset that emotions are unnecessary, unlike atrocities.
* Evil Overlord with earth-conquering ambitions. They often have one specific quest they are on, but you can count on them running into unrelated trouble along the way.
* Evil Parents Want Good Kids: Some criminals want their kids to be honest citizens.
* Evil Parents Want Good Kids: Villainous characters who become parents strive to raise their children to be model citizens.
* Evil Pays Better: A character turns to crime because they find it more profitable than earning money the honest way.
* evil per se), and after becoming Tyr sets in motion plans to establish draconic dominance of the world.
* Evil Plan, 6 months before morphE was launched. Evil Plan's creator is sprite artist for the morphE webcomic and it was in design phase when this page of EP was published.
* Evil Plan, Amazingman improvises the Amazing Punch during his first battle. The minions only realized he was a superhero after he invoked this trope.

* Evil Plan By the end of this chapter he rationalizes super villains escaping prison rather than being killed or stripped of abilities is more a matter of profit than justice.
* Evil Plan: Doctor Kinesis has a multi-level lab, complete with minions and a vat of "acid".
* Evil Plan gloat-mode, accidentally knocked a vial of poison onto a plant.
* Evil Plan is to wipe out humanity and replace it with a "master race" under his rule.
* Evil Plan, Kinesis takes it a step further: he hacks into all television network and web browsers to deliver his ultimatum to Amazingman.
* Evil Plan, knowing that with Kairi's life in danger, Sora will be that much more motivated to fight Heartless.
* Evil Plan (literally) of gold, despite being up against fairies with considerable magical powers and a very vested interest in making sure he doesn't get away...
* Evil Plan means she can't be killed, and more importantly for her captor, he can collect multiple copies of each organ.
* Evil Plans. His successors and helpers, however, do seem to want everyone to die, and expect them to do dumb things — which they do. All the time.
* Evil Plan, so there's no reason for him to have developed the technique.
* Evil Plan subverts this, usually. Lemon and Lime employ potentially a variety of lethal traps at their office entrance, solely for the sake of snapping humiliating pictures of the trespassers/invited guests.
* Evil Plan, the elevator down to the lab is hidden behind a sliding bookcase.
* Evil Plan: The villain's scheme to do something very evil and illegal.
* Evil Plan. The webcomic is about supervillains, so this trope applies heavily.
* Evil Plan) wants to use the satellites to fry 99% of the life on earth and be known as the biggest monster in history.
* Evil Plan where the US government runs on a "hero economy" that sells merchandise and licensing of the heroes. In Chapter 17 after Amazingman is paralyzed he is taken in and given a cybernetic spine which he is charged crippling debt levels to repay and told that he must work off his debt within The Company by promoting his brand and selling his hero status for the profit of The Company.
* Evil Plan while gloating about his plan, eventually leaving them to their fate, enabling them to make their escape. Not only that, but he apparently left some tools behind that Dr. Light was able to use to help them escape.
* Evil Poacher: Check out how many coats they can make out of those innocent wolf cubs!
* Evil Poacher considers trying to feed an eight-year-old kid to crocodiles to be his idea of fun.
* Evil Poacher: Someone who illegally hunts wild animals, especially if they're legally protected species.
* Evil Poacher'' to systematically demolish Jessica's house while she is inside it.
* evil powers where there's no possibility for the accused to survive: either they die while proving their innocence, or they survive the ordeal and get executed afterwards.
* Evil Power Vacuum: New villains step up when the old villain is taken down.
* Evil Presence can turn any land card into a swamp. Not happy with your neighbour's depressingly wholesome Tropical Island getting sunlight all over your yard? Slap an evil curse on it. Instant swamp!
* Evil Prince who twice attempts to usurp Elric's throne. Though Elric cared little for his throne, Yyrkoon also attempted to usurp his lover Cymoril both times by placing her into a sorcerous sleep.
* Evilprodigy, Catboy, and Lord_Roem have less focus on them in seasons 3 and 4.
* Evil Queen Regina has a scar on her upper lip. While not disfiguring, its placement does make it pretty noticeable. This is a scar actress Lana Parrilla has in real life (she got it in a dog attack when she was ten years old), as of yet its origin in-universe has not been given.
* evil queen she'd ever sink to the depths that she actually spends most of her life in.

* Evil queens of mysterious kingdoms in hidden valleys really have a thing for
* Evil Queen yet leave them not only alive, but subject to her will. It's implied or explicitly stated that she's done this many times, yet she has to send Snow White into the woods with the Woodsman to get him to cut her heart out mundanely, rather than doing the job herself and turning her hated step-daughter into a slave and puppet ruler.
* Evil races are generally more monsterous, consisting of Dark Elves,
* evil, rapacious animals that preyed upon innocent livestock and humans kill livestock and, at least in Europe and Asia, the odd person). However, the negative association of wolves are still prevalent in Asian cultures, especially in Chinese media.
* Evil Reactionary: A conservative villain who wants to restore old cultural norms and traditions from the past, no matter what they have to do or who gets hurt in the process.
* Evil Reactionary: A villain whose goal is to remodel the world based on their old-fashioned beliefs and/or interests.
* Evil Reactionary elements of his reverse-engineered Captain America formula.
* Evil Reactionary. His power allows him to transform high tech items into low tech, non-functioning equivalents, such as transforming a suit of powered armour into a suit of medieval knight's armour or a blaster pistol into a flintlock.
* Evil Reactionary: I will make things as they were in the past, when they were better!
* Evil Reactionary: Ultra-conservative extremists who intend to regress society backwards in accordance to their traditionalist ideology.
* Evil Redhead, into marrying each other specifically so Julius would possess the required bloodlines.
* Evil Redhead who gained growth power similar to that of Apache Chief by stealing his powder.
* "evil reptilian kitten-eater from another planet". McGuinty instantly responded with "I like cats" with a self-deprecating smile that charmed the public and caught a lucky break during a photo-op when a cat wandered to him and he got to pet it for the camera. The result is that he won the election with a solid majority.
* evil reputation gained during the Warsaw Uprising (to which the Reich leadership contributed willingly, documenting a lot of things by film and photo, to make an example of the death of rebellious Poles).
* evil robot — are mostly an aversion. They may not have much interest in writing sonnets, but they're extremely dangerous because they constantly adapt to attempts to destroy them, learn from their mistakes, and improve themselves. Though their "greatest advancement" is to make humanoid versions of themselves, they mainly do this to flaunt their perceived superiority to humans.
* Evil Roy Slade, Roy and Betsy travel from the West to Boston on the underside of trains.
* Evil Russian Alex Koslov works well enough in places like AAA, but was unexpectedly popular in ROH. When he demanded everyone to stand for the Russian National Anthem at
* "evil Santa" who brings you dangerous and annoying toys if you're bad, and socks and underwear if you're good. Similarly, another time he had a dream that Santa had reversed his moralities and was bringing all the presents to naughty children.
* Evil share the video with anyone—thus practically guaranteeing it will be everywhere.
* Evil Smells Bad: Evil characters have an unpleasant stench to mark them as evil.
* Evil Smells Bad smells like an infected wound. Its lair smells like stagnant blood, urine, and stomach acid.
* Evil Sorcerer, and his "faith" is maintained through rigorous Soviet-style "re-education".
* Evil Sorcerer into a griffin in an attempt to get away, and griffin feathers are exactly what will heal the Sultan.
* Evil Sorcerer makes a note to himself to have this phrase tattooed on the back on his hand after being foiled by our heroes shortly after leaving them alive in a bad

situation.
* Evil Sorcerer. Nobody really knows why, beyond her having a seriously bad trip upon reading him.
* Evil Sorcerer. Other characters even acknowledge that he makes no sense by the series's rules, and Maldis himself finds himself to be intrigued at how armed spaceships like Peacekeeper Command Carriers can advance his power and allow him to just wipe out any opponents with the press of a button.
* Evil Sorcerer: Particularly dangerous when you're apprenticed to him.
* Evil Sorcerers, like Thoth Amon, Yara and Thugra Khotan to name a few.
* Evil Sorcerer, was enamored with powerful clockwork automatons, and in fact was entombed in a "living" clockwork sarcophagus.
* Evil Sorcerer, who knew all the details of John Crichton's life without being told. As he said once "Your mind is an open book. Big print and lots of pictures!"
* Evil Sorceror, and for both, it's a combination of a supervillain perk and to hide how dangerous and cunning they actually are.
* Evil Sorceror in fighting styles like Tang Soo Do and Escrima. At one point he loses access to his powers, and it transpires that his actual, native skill level is closer to a novice.
* Evil Sorceror Tevesh Szat, who had posed issues to Dominaria in the past. As it turns out, he ends up turning on his comrades and slaughtering a few of them. And Urza was fully expecting this to happen - he hired Szat just because he had hoped he would betray the team so that he'd have an excuse to siphon out the souls of Tevesh Szat and his victims and use them as bombs. Really, by this point the only thing keeping Urza anywhere close to the side of good was the fact that he was doing this in order to kill someone a hundred times worse than he was.
* Evil Sorceror Thulsa Doom and he is antagonized by the wizard Thoth-Amon in the second film.
* Evil Sounds Deep: A villain with a deep voice will sound all the more fearsome and intimidating.
* Evil Sounds Deep: Evil characters generally speak with much deeper voices than heroes do.
* Evil Sounds Deep parts of it by being very kind and having a very high voice, even as an adult.
* Evil Sounds Deep: Usually. Although this is subverted far more often than you'd think. There are many good guy low voice-ers (Figaro, Hamlet, Billy Budd, Cenerentola, and Rosina par example) and more than one high voiced baddy (Duke of Mantua, Queen of the Night, Pinkerton and Turandot to name a few) in operatic repetoire. However, it is generally safe to guess that the baritone is not who you should be rooting for.
* Evil Sounds Raspy: Villains tend to have much harsher, rougher voices than heroes do.
* evil split personality. At every opportunity, he tries to distance himself from any unusual happenings, with little success.
* Evil Star or something, eventually leading her to drive a truck full of kerosene into Matt's happy-wappy little school.
* Evil Stepmother, she and Clara end up having a conversation about how she actually wanted to be a mother to Clara and ended up lashing out when she felt she was rejected. They make up and she tells Clara how to break the curse.
* Evil Stewie appeared to have been killed by Brian, but the other Stewie turns to the screen with
* Evil Stole My Faith: Being teased and mocked forces you to abandon your faith.
* Evil Tainted the Place: A location that has been corrupted forever because it was once home to an evil presence.
* Evil Tainted the Place: The site of a tragic and violent event becomes haunted.
* Evil Takes a Nap: A powerful evil is asleep, and bad things will come if it ever awakens.
* Evil Takes a Nap: When a monster or some sort of evil creature is dormant because they are in a deep sleep.
* Evil Tastes Good: Villains compare their evil deeds to food and drink.

* evil team leaders), but most wild Pokémon try to maul anyone coming through their territory. When the player attempts to walk through tall grass without Pokémon of their own in the first games Professor Oak stops them as if they're a child about to stick a fork in a light socket, and whenever the player's party gets wiped by a wild Pokémon they drop money in a panic and run for their life to the nearest Pokémon Center.
* Evil!Tommy got in one or two good ones during the "Green With Evil" saga of
* Evil Tower of Ominousness: That tower that's larger than the mountains? Definitely not the Evil Overlord's lair!
* evil triplet. This was his exit storyline, as his marriage never recovered even after regaining his sanity.
* Evil Twin — When a character has an evil sibling or alternate reality duplicate.
* Evil Twin, and the occasional burst of aforesaid temper, after he witnesses a massacre or something else heinous.
* Evil Twin: Any villain who happens to be a clone of the hero would technically be their genetically identical sibling.
* Evil Twin because Nale feared that Sabine had a crush on Elan. She reassures him and they go back to committing evil together.
* Evil Twin: Cyprien's Chronicles features a giant spider who is actually very friendly.
* Evil Twin: Cyprien's Chronicles has the Sea Sewers, robots so huge that they are able to cross the sea by walking over the sea bottom. They are tasked with decimating every last trace of the old world.
* Evil Twin escapes, he stops a woman driving and cuts her down the middle with a machete before stealing her car.
* Evil Twin. For example, in double-blind studies, patients given what they told was anti-cancer medication tended to have their hair fall out... even if the medication in question was sugar.
* Evil Twin. Good!Jackie smiles and enjoys the music. Evil!Jackie scowls and waits.
* Evil Twin infects her with an "airhead virus". She and Morgan get on very well when it happens.
* evil twin, it worked. The case also became a landmark in American legal praxis, and led to changes in how cases with metahuman involvement were handled. The lawyer, in his role as the narrator, states that there is no way that defense would fly in the comic's present.
* Evil Twin Lore (who, unlike Data, has emotions) is able to become a sort of crazy cult leader to them because they're so desperate for guidance.
* Evil Twin Nale from falling off a cliff, despite Nale literally stabbing him in the back moments beforehand.
* Evil Twin: Often parodied, subverted, recognized as a cliche, or just plain joked about whenever there are twins in the cast. But it's still a useful tool for inducing drama in shows.
* Evil Twin. Originally loyal to Scourge (Sonic's counterpart), he eventually convinced the rest of the Suppression Squad to turn on him, and soon after set himself up as their new leader.
* Evil Twins of "Moebus" managed to take Freedom HQ (which is all that's left of Knothole from said Death From Above) but this time, they could crash at New Mobotropolis (they got it back). However, with the Iron Dominion figuring out that they could control the helpful AI there, let's just say they press their advantage and take over the city. This time, only a few manage to get out but several of the heroes manage to fight within the city.
* evil twins was built on an Indian cemetery. Though, that wasn't enough to anger the spirits, as the owner, one night, dug up the bodies, pissed on their bones, and buried them back upside down.
* Evil Twin that grew up to be a warlord rather than a hero like his prime counterpart.
* Evil Twin: The protagonist's evil (twin) sibling, clone, doppelganger, or counterpart from another universe.

* Evil Twin word base per sentence. This phenomenon is depicted in Russian humour; for example, in jokes about construction workers or engineers forced by the new superior (or a foreign consultant) to stick to decent language. This results in their inability to communicate and complete their tasks.
* Evil Uncle approach him ("Ahh, my friends..."), only to be begging for his life moments later as they proceed to rip him apart for denouncing them in a cowardly episode that he thought that no one had heard or witnessed.
* Evil Uncle at which point Jason renounces the throne and leaves for exile with his wife.
* Evil Uncle, but Jenny is the first one which is treated as really difficult to forgive because it was after their long relationship instead of before.
* Evil Uncle Fueling this theory is the claim that the right-handed Dipendra "shot himself" in the left side of his head, which is a relatively unlikely suicide. The theory persists even though Gyanendra's own wife, Komal, was wounded in the massacre.
* Evil Uncle: The wicked uncle (or sometimes aunt) that mistreats their niece/nephew.
* Evil Under The Sun During Poirot's summation, we see it from their window, and they're struggling not to laugh at the melodramatic lines.
* Evil Under the Sun is set on an island resort in the Adriatic kingdom of Tyrrania (apparently Albania). The source novel was set in Devon.
* Evil Under the Sun: Kenneth Marshall, described as "one of those incurably chivalrous men", is said to have serially rescued two women from infamy by marrying them (the second after the first's death). A variation in that the reason for the women's ignominy was something other than sex.
* Evilutionary Biologist: An evil geneticist who has the goal of improving the human race on their terms.
* Evilutionary Biologist: An evil geneticist whose goal is to improve the human race on their terms.
* Evilutionary Biologist: An evil scientist who believes humans need to evolve more and it's up to them to make it happen.
* Evilutionary Biologist before sending him on a one-way ride into deep space.
* Evilutionary Biologist: I will use science to better humanity, regardless of any morals or consequences!
* Evilutionary Biologist race who are continually experimenting with genetics so as to "perfect" themselves. They still look human now but it's hard to say what the future holds for them.
* Evilutionary Biologists. Somewhat mitigated by the fact that their victims are mostly other scientists deliberately chosen because they would find the research opportunities presented by their transformations (if not the actual transformations themselves) intriguing.
* Evilutionary Biologists, which they use to "improve" the living things of Ravnica.
* Evilutionary Biologist: The mad scientist's experiment involves improving the human race on his terms.
* Evilutionary Biologist, who regards the world as his petri dish and uses his advanced knowledge of human genetics to perform all sorts of monstrous acts.
* Evilutionary Biologist whose funding has been cut by Cadmus, imagining himself taking out a laser gun and wildly shooting at the people responsible.
* evil version of Superman was a normal human astronaut who, like Animal Man was put back together by aliens.
* Evil Version: Parker Robbins was a fan of Supervillains who later ended up becoming
* evil Vice-President in this season alone, the other two instances being when Daniels takes control of power due to Palmer's slipping in and out of a coma.
* "evil villain turned good guy" (or has it pointed out to her), and she's since become friends with both of them.
* Evil Virtues: Being a bad guy doesn't always mean that a character has no redeeming qualities, after all.

* Evil Virtues: Being effectively evil requires strengths of character.
* Evil Virtues: Polite and friendly villains will often hold "good" morals and values in order to win support for their followers.
* Evil Virtues: The villain has strength(s) of character thought to be typical of a hero, and that's what makes the villain more efficient than other villains.
* Evil vs. Evil: A conflict between two people or groups who are both villainous.
* Evil vs. Evil and there could be nothing but good from letting Imperial powers fight each other to the death.
* Evil vs. Evil arch-enemy in the form of Maglubiyet, god of goblinoids.
* Evil vs. Evil cosmology, it's believed that Yeenoghu once betrayed Baphomet at a critical battle and almost cost the other demon prince his life, which Baphomet has never forgiven.
* Evil vs. Evil Dimmu, some Mesopotamians turned to the evil demon Pazuzu.
* Evil vs. Evil, fans may forget that the first party is actually still evil too.
* Evil vs. Evil introduces the Movellans, a race of humanoid robots locked in a centuries-long stalemate with the Daleks. Neither side can gain an advantage because both sides rely on supercomputers to calculate battle strategies, and they're so evenly matched that neither computer can come up with a plan that the other can't immediately anticipate and counter.
* Evil vs. Evil, to the point that he can't sleep at night for fear of being Sludged.
* Evil vs. Evil: Villains are fighting each other with no heroes in sight.
* Evil vs. Evil: Villains who oppose each other, one usually being more amoral than flat out evil.
* Evil vs. Oblivion: Similar to the reason above, but the villain is more likely to be humanized and beloved when they're the one to take the stand to stop an even more monstrous threat than themselves.
* Evil vs. Oblivion, translated as justice or truth) and allow the universe to be destroyed by the ensuing entropy. Set, one of the nastiest and most demonised of all Egyptian deities, was the guy whose job it was to protect the sun from Apep. He was also one of the sun god's favorites.
* Evil Weapon but not destroying it, it gradually turned him evil causing a sundering between the Elf factions (one being led by his illegitimate son) and a civil war that continues to this day. The Dark Elves led by his son are still trying to reclaim the sword where it lies on its altar, which would give them to defeat the High Elves and possibly any further Chaos Incursions - it's possibly the most powerful weapon in Warhammer.
* Evil Weapon is an Egyptian sword who's blade can pass through objects to cut an object behind it, as demonstrated soon after its first appearance, when it slices a cow and a man behind it, but only cuts the man.
* Evil Weapon" is only one of the things it has been called. Fans and then Torg eventually settle for "Chaz".
* Evil Weapons are floating living weapons that possess the bodies of earth spirits to fight for them.
* Evil Weapon the Speaking Gun is made out of meat, just to up the "ick ick get it away from me" factor.
* Evil Weapon: This weapon has a mind of its own, and wants to use you to work its evil will.
* Evil Welcomes Defectors: Evil factions are very welcoming to traitors and defectors.
* evil, whenever he starts to get serious in a fight (ie, goes Super Saiyan) and drops his normal, goofy demeanor, Sean Schemmel adopts a noticeably deeper and slightly raspier voice for the character.
* Evil Will Fail loses not just because the heroes were stronger, but because it is inherent to nature that evil will fail.
* Evil Will Fail: You can pursue a life of evil if you wish, but there'll be severe consequences.
* Evil Wizard. He gets some additional creepy points for fooling you into thinking he's dead right before this phase: a huge chest falls down on him and seems to

squish him, like most bosses in this game when they die. So you walk up to the chest, it opens and the giant spidery abomination pops out... Rather eerie if you're seeing it for the first time.
* Evil Zone: Just look at Danzaiver and Greg, add Setsuna and Midori as well.
* Evil Zone the anime-inspired fighting game, the arguably second-most powerful character is Kakurine, a 40,000-year-old sorceress/priestess/goddess who looks like she's about 8, can teleport at will, enjoys playing with hoops made from pure destructive energy, and giggles cutely as she throws armored warriors and huge mercenaries about with ease. However, she's a goddess who simply chose the form as pure amusement.
* Evil Zone, which takes the concept to an unforeseen level of ridiculous.
* Evita, and have a show that they tour together. As a result, a lot of fans seem to ship them, despite the fact that they are both married.
* Evita "Denigrate me for having a lifetime of success, but cut me some slack: I'll suffer for it in the end." Eva presumably intends the former meaning, but the latter is what ends up happening to her.
* Evita discovered that she was pregnant with her first child. The film directors went to great lengths to cover up the possibility of "Eva Peron" getting pregnant, even if it meant removing some scenes of her being carried out of the church for fear she might slip.
* Evita does this frequently, most notably at the end of "Good Night and Thank You".
* Evita, Eva Peron gesticulates during her speeches, especially the inaugural speech. It's likely a stage direction in the original musical as well. The real Eva Peron was actually a big fan of this gesture when she spoke, so it is, at least, historically accurate. Look up pictures of her speaking and you're sure to see her doing this gesture.
* Evita harsher and outright calls Eva a slut who doesn't belong in high society.
* Evita, Juan Peron and other generals play a game of Musical Chairs to the music "The Art of the Possible," symbolizing Juan's rise to power in the chaos of post-revolutionary Argentina.
* Evita, known in Latin as Eva, meaning that the chant can be read as a prayer to Eva Perón herself.
* Evita. Other Peron henchmen, however, are dressed as 1940s gangster types.
* Evita, the corrupt government's lavish spending is explained in the song "And The Money Kept Rolling In (and Out)", which is all about Eva's charity work until the last verse:
* Evita: The film begins with the eponymous protagonist's death in 1952 and then a series of flashbacks leading to it.
* Evita, the song "And the Money Kept Rolling In (And Out)" strongly implies that Eva and her family were taking money from her charity foundation and secreting it in a Swiss bank account.
* Evita the song "Another Suitcase In Another Hall" is sung by the woman whom Eva has just supplanted as Juan Peron's mistress, and serves as a perspective flip in which we suddenly see the effects of Evita's triumphant progress on someone else, for whom it resulted in defeat not triumph.
* Evita visible, he's usually playing a role (e.g., a nightclub waiter, a reporter).
* Evita (with Lisa as Eva Peron), but the end credits include the statement "On the advice of our lawyers, we have never heard of any musical about the life of Eva Peron".
* +EV knows about this trope, tries to use it, but doesn't really understand it.
* EV Nova and are well-shielded, but they're quite fragile once the shields go down.
* EV Nova and top out at roughly the same level of intelligence as a smart dog.
* EV Nova are fairly useless: at best, you use them as a distraction for the AI and make the kill yourself. The exception is with the Polaris, whose Manta fighter mounts a main gun worthy of a destroyer, making it a credible threat to enemy capital ships in numbers.

* EV Nova controls the remaining network in its entirety, and gaining access requires their approval.
* EV Nova due to industrial pollution making the surface uninhabitable.
* EV Nova, is connected to the surface by six space elevators, colloquially known as Kane's Ladders.
* EV Nova officer who defected (outside the USA, it is fairly common for marines to be a branch of the navy but use army ranks, and just because the Federation uses US ranks doesn't mean it is organized like the US military).
* EV Nova Polaris Manta, which is well-shielded, faster and more maneuverable than any other ship in the game, and mounts a gun worthy of a light capital ship.
* EV Nova ruling council having imbued their minds into their nanites in the backstory, which makes them human offshoots instead of actual aliens.
* EV Nova the closest thing to this is the Auroran Empire, which isn't a single polity so much as a loose confederation of warrior clans that fight among themselves as often as they fight the Federation or the Polaris. Collectively they control a huge swathe of territory along the bottom half of the map bigger than the other two superpowers put together.
* EV Nova, the Federation Navy is quite capable of the lesser kind. They do it by bombarding the planet from orbit with nukes and biological weapons. Any survivors will die of disease and starvation.
* EV Nova, the Polaris grow their ships around artificial skeletons. The smartest class of ship have roughly the same level of intelligence as a smart dog.
* EV Nova to increment between 1 and 3 days depending on your ship's mass. A smart player will memorize the hypergate network, as it's sometimes the only way to get rush jobs done by the deadline.
* evocative of the Candy Stripe jumperskirt, with a few extra ruffles and ribbons thrown in.
* Evochron added nebula with sensor disrupting effects for player-versus-player combat, where the Fulcrum drive often cannot be activated.
* Evochron averts it with a fully Newtonian flight system. However, switching out of inertial mode has the ship's computer use thrusters to approximate space friction. The Newtonian system still underlies it all though, so manoeuvring still tends to be a bit trickier than games which play this trope straight - trying to take a sharp corner at high speed in a race will tend to result in you flying sideways out of the course, as well as the thrusters constantly using fuel for every slight movement you make.
* Evochron: Most asteroids are clumped together, with 10-20 asteroids in a 10x10x10 KM area. Some solar systems however, have asteroids very thinly spread out across the system.
* Evoked for laughs in the Fred Godfrey song "Now I Have to Call Him Father" (the protagonist is "A"):
* Evolution (2018), WWE's first all woman pay-per-view, while having some minor hiccups, was generally well received. Matches that particularly shined were Becky Lynch against Charlotte Flair in the first ever Last Woman Standing match, and the finals of the
* Evolution (a carnivorous "tree" and a large green bug) have mouths like this.
* Evolution actually sings the song quoted at the top while preparing a rendezvous on a golf course... and is promptly eaten. Slight subversion in that the pair hadn't actually gotten around to the deed (and the woman survived).
* Evolution and Nature through normal evolution takes over. New human sub-species appear and the last of them is a small monkey-like creature that lives in symbiosis with trees in the searing-hot red plains of the future supercontinent.
* Evolution, and one of the characters even holds the bottle backwards.
* evolutionary arms race with garter snakes. The evidence suggests that each newt eaten adds more to the snake's overall resistance.
* Evolutionary biologists believe that multicellular organisms are descended from single-celled organisms that formed 3-D colonies.
* Evolutionary Levels, also revealing that he was the strange man beside Simon over in the prologue of the first episode, acting as the second in command.

* Evolutionary Levels, this led to an incredibly prejudiced classification of the human races along the evolutionary spectrum.
* Evolutionary Retcon: As graphics technology improves, the appearance of the enemies changes so they are scarier, more detailed, and/or more lifelike.
* Evolution be susceptible to selenium poisoning by going two rows down and one to the right of nitrogen (the aliens are nitrogen-based), same as arsenic (two down and one right from carbon) is poisonous to humans. So they load up on selenium (in the form of Head & Shoulders shampoo) and take a fire truck to kill the aliens. It works. They never bothered to test their theory on any alien samples beforehand.
* Evolution, but it was extracted through his ass. Not willingly, either.
* "Evolution": Dr. Crusher sees that a replicator is producing a glass of drink and the liquid is overflowing but the replicator won't stop (due to a computer malfunction). It only stops when Crusher tells the computer to deactivate the replicator. Also, a deleted scene from that episode has a sickbay nurse get electrocuted from a malfunctioning replicator.
* Evolution: During the stage of alien evolution where the meteor crash site resembles the Carboniferous Era, numerous monsters are shown preying on each other.
* Evolution, especially with Scott. Whenever he got into a rough situation, his shirt would usually get ripped, exposing half of his chest.
* Evolution from an alien that's somehow gotten into a water tank, reacts by slowly backing out of the room and closing the door, as if to say, "I was never here. This is somebody else's problem."
* Evolution, he invents a species of pterosaur dubbed the "air whale" with wings a hundred metres across. Living off tiny creatures in the stratosphere, it had paper thin hollow bones. They mated on the highest mountain peaks and it is suggested there are very few of them due to the lack of food. Able to circumnavigate the globe with the aid of wind currents, it need never touch the ground.
* Evolution: Humans evolve over time into mole-like and elephant-like forms, among others.
* Evolution insist on calling the flying aliens "birds" even though they clearly resemble either winged Velociraptors or dragons.
* Evolution, in the first flashback. There's mention of a dinosaur that's smarter than the others, but all this means is that it's "smart enough to go insane" - it submerges its survival instincts in order to hold a grudge against one of humanity's ancestors for eating its eggs.
* Evolution, it's enough to get her high for about 10 minutes and still keep fighting.
* Evolution-like trees (and symbiosis means that they're literally born of said trees) on the Mars-like, arid, and hot plains of Pangaea Ultima.
* Evolution of Evolution, but this time with Randy as the leader of the group and his quest to keep hold of the WWE Title paralleling Hunter's own quest to remain World Heavyweight Champion.
* Evolution of tank armor has been cyclical. Early tanks were lighly protected, while armor grew thicker during
* "Evolution of the Daleks" argument, by pointing out that the human mind has so much more potential than simply destroying.
* "Evolution of the Daleks" Dalek Sec spouts the following line after his transformation (note the other words besides "ambition"):
* Evolution of the Daleks everywhere. The prime turning point being that as Sec starts to let go of said genocidal xenophobia, he's able to ask the other Daleks the obvious question "If we're so superior, why are we the last survivors?" while turning to humanity and recognizing that for all their short comings, they always survive and continue.
* "Evolution of the Daleks". In a subversion, it doesn't actually land as far as the audience is left to imagine, and Martha later retrieves it.
* "Evolution of the Daleks". Just as the gamma radiation is about to strike the Empire State Building, the Daleks declare there are "40 Rels left" then immediately starts counting down in seconds! What, is the Rel just the Skaro term for second?
* Evolution of the Daleks. Oh, and he said it right before he was killed by the

people he was trying to, in the words of the Doctor, "lead from the darkness."
* evolution placed souls in them (often a specific pair, from which Adam and Eve were inspired, has been claimed), making them humans with what they feel are attributes which wholly set them apart from other beings. Obviously, this is not proven (and likely unprovable), nor part of evolutionary theory, but a reconciliation of it to Christian doctrine.
* Evolution Selenium Sulfide, which they hadn't even tested on an alien organism beforehand.
* Evolution: The aliens started out evolving to fit the ecological niches they found themselves in, but were eventually shown as evolving along a fixed path, becoming dinosaur-like things and then primates for no reason. In addition, despite the rapid evolution that was the point of the film, there was no sense that the creatures were going through multiple generations particularly rapidly (there was also a cartoon series based on the movie that made the same mistakes, only more so). One interesting aversion, however, is that the final form achieved by the creatures when forced through rapid evolution was essentially a giant amoeba. It's explained that this is the most efficient form for its particular environment so it can be considered the best adapted even though it's one of the simplest.
* Evolution: The Americas are visible as the alien spacecraft sails to Earth.
* Evolution: The military points their guns at an elevator that turns out to be empty. Then ape-like aliens ambush them from an alternate opening.
* Evolution." Then she opens the door... and is faced with a dragon-like alien.
* Evolution: The third part, "Descendants", depicts the regression of humanity back into non-sapient, tree-dwelling primates. In the section's first chapter, a squadron of soldiers are awakened from cryostasis an uncertain number of millennia into the future and encounter a troop of hairy feral posthumans. By thirty million years hence, they have returned to being arboreal apes. Their nests vaguely resemble small buildings that they decorate with glass fragments to ward off predators, but they are otherwise little different from a chimp or australopithecine. Numerous other posthuman species have emerged by this point, including arboreal hunters, elephantine giants "farmed" by carnivorous rats and burrowing creatures living in underground hives. By half a billion years hence, when life on Earth is coming to an end, posthumans are the last mammals: small, russet-furred monkey-like animals that live in chemical thrall to a species of tree.
* Evolution, the trope title plays out literally when fire induces rapid growth in the alien invaders.
* Evolution: The World Of Sacred Device, all but two of the party members use Cyframes, ancient technology that has been repurposed for combat. Of the cyframes, two fit this trope the most:
* Evolution to his former commanding officer, who's in charge of the napalming.
* Evolution!" To which the idiots reply that they read it off the bottles. "It's right on the ingredients list..."
* Evolution was going to be a serious sci-fi movie but became a sci-fi comedy.
* Evolution, when a party of women encounter what most resembles a green pig, they are unnerved but also endeared- until it opens its mouth and something like a tiny vulture's head reaches out to bite one of their fingers.
* Evolution, when the doctors have to get the alien insect that cut its way into Harry's body by going in through the colon and pulling it out, and the scene plays out in this way.
* Evolution Worlds, Mag can actually acquire and equip Bowling parts for his cyframe which can knock over enemies in the form of this trope.
* Evolva: According to the backstory, the Genohunters are used to exploration tasks because of this trope. They somewhat show it in the actual game: the DNA you acquire from the native wildlife will improve your physical condition, thus allowing you to perform better across the levels.
* Evolva. A giant egg comes to the planet, develops lots of tentacles, creates an army of aliens, and uses the planet's resources to make new eggs, supposedly to send them to other planets.

* Evolva confuses your Genohunters (if the affected Genohunter is the one being controlled, it inverts the controls; on non-controlled Genohunters, it makes them start attacking each other).
* Evolva gives us a rare heroic example. Your Genohunters absorb their enemies' bodies to obtain their DNA and use it to get their attacks and skills.
* Evolva, one of the skills you can get allows you to use it. It makes you invulnerable during the time is turned on, except against lava (you'll still catch fire as normally, although you won't lose health until the shield wears off) and sea water.
* Evolva: Switching into several of the weapons, like the Spore, makes the Genohunters' hands transform into this.
* Evolva, the Genohunters are able to get claws able to slice rock walls to pass through them.
* Evolva, the Parasite proves to be able to fill the whole planet with its mooks. Seriously, just compare the huge number of aliens and the number of indigenes you see in each level.
* Evolva: The sea that appears during levels 9 and 10 is mentioned in the manual as being made of acid, and it proves it by being instantly lethal, should you dive into it.
* Evolva: The towers you have to destroy in several levels? If you watch the initial cutscene, you'll see that the Parasites create them through dilatations from its tentacles. Which means they're made from the same matter as the tentacles.
* Evolva, you're forced to split your four-men party several times. Level 5 forces you to split it into two groups, as at least one of your Genohunters (and it's recommend two) has to stay watching over a tunnel entrance. In level 6, two Genohunters are initially apart from the others, and in levels 9 and 11 each Genohunter starts on his own.
* Evolva. Your enemies can do the same thing to you if a mucus and a flame parasite stick together, though. Thankfully, such a situation can only happen at the end of level 11.
* Evolva, your Genohunters will change their physical appearance (change colors, develop spikes or horns) based on the DNA (acquired from your enemies) they've used to mutate themselves.
* EVOLVE 31: Hero at that, though Hero was the one who insisted it be a title match. To hammer it in, after becoming champion, Galloway would also try to put the belt on the line when he didn't have to only to be denied by the referee, as to not violate the new ranking system that came into effect after he won the belt.
* Evolve, Abe has a modified version with "team" in place of "army". Still a valid point when what you thought was going to be a few months of keeping wild animals away from colonists becomes a desperate planetary evacuation.
* Evolve a horde of monsters that can rip through planetary defenses like they weren't there, constantly mutate new strains to become even deadlier, and can appear on any planet with no warning.
* Evolve all have this as their shtick; they grow stronger by consuming animals, also becoming larger and spiky with each progression. They start out weaker than the human hunters out to kill them in the first stage, are roughly equal in strength during the second stage, and exceed them in the third and final stage.
* Evolve, all known space is controlled by one of three human superpowers that exist in an uneasy stalemate.
* Evolve all the hunters are color-coded by class. Red is Assault, Green is Trapper, Blue is Medic, and Yellow is Support. On the monster's side, each monster has a distinctive armor glow: Goliath is red, Kraken is blue, Wraith is white-pink, behemoth is orange, and Gorgon is pale green. Overall, the monsters are identified by an orange dot when viewing the map in replays.
* Evolve and interesting characters. All that is shoved into the backseat and hidden under a blanket by how you get to play as the giant alien monsters that serve as the threat of the game. For bonus points, one of them is even described as "Godzilla crossed with King Kong".
* Evolve and is slowly mutating, so that not only is there the possibility that's

she'll snap and attack them but a certainty that when that happens she'll transform into an alien killing machine.
* Evolve, and Torvald, Jack, Lazarus, Slim, and Crow never had their roles in the story finalized and may have died anywhere from their time on Shear to the final battle.
* Evolve are dented and worn, with paint worn off the edges. The ship has lockers marked with strips of labelled duck tape and the hold has graffiti scratched into the walls. Its especially prominent when looking at the Broken Hill Foundry map where the habitation section has just as much junk, markings, and general wear and tear that you'd expect to find in a town.
* Evolve are this in spades. Massive extraterrestrial predators at least as smart as humans, they have an almost pathological drive to hunt and kill people. Humans too well equipped to kill? They'll hide in the wilderness, feed on other animals, grow, and repeat until that's no longer true.
* Evolve as a result. Rather then try and reverse it or sever the affected portions, she added cybernetic systems to allow her to use the abilities of the monsters.
* Evolve, Bucket and Cabot, used to be partners in the Hub Marshalls. By the events of the game, they've been retired for some time, but the mutual respect they formed had them stick together as Planet Tamers.
* Evolve, Bucket's right arm from the elbow down has been replaced with a missile launcher and targeting laser.
* Evolve can eat the corpses of dead hunters, as well as the colonist casualties that can be found on the maps. While hunters aren't the most filling of prey (2 meat for an intact hunter, 1 for a casualty) they still provide an adequate meal, with the added bonus that Lazarus can't revive eaten corpses.
* Evolve can use their scent ability to see the outlines of various things through walls. It's also color-coordinated, wildlife is yellow, dangerous creatures and technological items are orange, hunters and their tracks are red, and map objectives are purple.
* Evolve deals poison damage with three of its abilities and is by far the most horrific and unsettling of the monsters.
* Evolve. Depending on who you pick you could be armed with an armor piercing sniper rifle, a napalm grenade launchers, or missile pods. Justified, as hunting gigantic extraterrestrial killing machines unarmed would be a good way to get killed quickly.
* Evolve did this before becoming a Planet Tamer and still uses modified equipment from that job to hunt the monsters.
* Evolved infected civilians cannot be dismembered in normal combat. This results in them being sent flying away after receiving quick follow-up strikes from even the Claw power.
* Evolved stars show also very well the effect of the square-cube law. In red giant and red supergiant stars, evolved medium and (not very) high-mass stars, while the
* evolved. Strong Bad is also this in relation to Strong Sad and The Cheat. He's a bit harsher on Strong Sad, and quite a bit friendlier to The Cheat, but all of the relationships have a bit of friend and a bit of enemy in them (usually on Strong Bad's part).
* evolved to better survive in the Underworld. The ones that are left — and there aren't many — have largely given up hope of ever seeing the surface again. Conversely, drow are perfectly capable of having dark elven offspring if they give birth on the surface, but these children are more or less considered a separate race from the originals due to the millennium of time between the two generations, and are culturally far more similar to their drow parents. Drow and dark elves are functionally two morphs of a single species and each will exist at least in potential as long as the other does, but what little is left of the original Dark Elf culture is doomed.
* evolved with humanity and technology, and once took the form of the "witches cause milk to curdle" myth.

* Evolve. Each monster that appears isn't necessarily stronger then the previous one, but does have advantages compared to the previous one in order to overcome an obstacle. Kraken is smarter than Goliath, Wraith is more stealthy than both of them, Behemoth is more durable than all of them, etc.
* Evolve fall under this. Story-wise, they're at least as intelligent as humans, identifying specific threats and adapting their tactics in response. One can only imagine the horror as the colonists realized that not only were these things massive and deadly, but intelligent as well. In-game, their intelligence depends on the player controlling them. This could range from simply being able to recognize a few strategies to openly toying with the hunters by dissecting and countering their advantages and tactics.
* Evolve glow brighter the higher their armor. They come in variety of colors, with Goliath being red, Kraken blue, Wraith a white-ish pink, Behemoth orange, and Gorgon a pale green. For non-monster examples, the blitzleopard and mammoth bird wildlife have this as well.
* Evolve: Gorgon has an acid spray attack. This is one of its most damaging attacks, rapidly melting through the health of anything caught by it.
* EVOLVE had a case where the initial "hero" Mercedes Martinez did not even
* Evolve, harpoon traps are standard equipment for colonists. Meant to be deployed in a perimeter to trap large and dangerous animals before they can get close to humans, the playable character Maggie can put these out in combat to ensnare monsters.
* Evolve, has a large cybernetic covering the that was lost during the attack on his colony. Torvald has heavy scarring across his torso from when he was torn apart. On the monster side, the Goliath has several scars across its chest and abdomen, befitting its nature as the most primal of the monsters.
* Evolve has four legs for walking and two limbs that act as both wings and bludgeoning weapons.
* Evolve has Hub, the Earthly centered galactic superpower. It replies to attempted rebellions with extreme force and isn't above killing off colonies because they found a source of material Hub wants the monopoly on.
* Evolve has Hyde, of the psychopath variety. He joined the military as an alternative to jail time and was promptly assigned to the Chemtroopers, soldiers equipped with flesh and armor melting chemical weapons. While there, he refused to wear the filter mask so he could look into the eyes of the people he killed.
* Evolve has numerous groups employed by the gigacorps such as Hightower and Orion Secure Solutions. The group seen in game is Ebonstar Tactical Solutions, the hired guns of Nordita. Several of the maps (Armory, Barracks, King's Fort, Wraith Trap) are Ebonstar facilities and you can make use of some of their equipment in the Evacuation campaign.
* Evolve has these for its melee attacks. For bonus pain, they crackle with electricity and are tipped with bony hooks.
* Evolve has this as part of his backstory. He was the leader of a mercenary group that dedicated itself to helping the little guy, often against the will of Hub. When a rescue attempt when wrong, the media blamed him for the loss of his own ship, the other ship, and every member of both crews.
* Evolve, hitting the monster in the head deals double damage. Behemoth is the exception, with its weakspot in its underbelly. Conversely, hitting a limb does half damage. This only affects projectile-based weapons, as all other weapons deal flat damage regardless of where you hit.
* Evolve, humanity already encountered various non-sentient alien life. Their first encounter with extraterrestrial beings equal to or greater than humans in intelligence was a single, massive creature that slaughtered the population of an entire world and demolished their technology with its bare claws. Since its massacre was efficient enough to prevent any word from getting out, this situation replayed an unknown number of times before anyone realized first contact had been established.
* Evolve, Hyde's flamethrower and Lennox's autocannon are both mounted to their user's forearm.

* Evolve Idle allows the player to research the possibility of a Dyson Sphere after getting to space. Initially they're described as impractical, if not outright impossible and the player can instead construct swarm satellites to fulfill a similar function. Later a flexible Dyson Net can be constructed around a neighboring star as a superproject. Late game the player can upgrade it into a full Dyson Sphere, which grants an achievement.
* Evolve Idle and stationing them in the various systems. There's even an achievement for eliminating all pirate activity.
* Evolve Idle in other universes have demons, which follow this trend.
* Evolve Idle, where Hell planets are replaced with Eden worlds and the demons that would normally evolve on them are replaced with angelic beings like cherubs. The Hell dimension is the same everywhere, though.
* Evolve, if the Hunters win on the Armory map these will be deployed next match to hunt the monster.
* Evolve injector. Lennox has the most elaborate one, modified from a magmadiver suit, which has a plasma lance built into one arm and an autocannon in the other, plus the standard gear.
* evolve into Gyarados allow them to be found at Level 100, which prevents them from evolving into Gyarados and leaves the player with a useless Pokémon.
* Evolve is a mother. She also walks around in four tons of armor and weapons while fighting titanic extraterrestrial monsters.
* Evolve is now locked away unless 2K decides it might be worth releasing.
* Evolve is quite skilled at this. Among his cobbled together devices are a satellite uplink and override, a motion negator, and a hybrid assault/medical droid.
* Evolve. It grants him increased movement speed, firing rate, and jump height while decreasing reload time at the cost of some of his health.
* Evolve justifies this with material assemblers, which can create nearly anything if given the blueprints and raw materials.
* Evolve, Kala suffers from this during her brushes with the minds of the monsters. As a result, the talking is less 'amusing non-sequitur' and more 'wordless rhythmic chanting mixed with ominous statements in the voice of an old man'.
* Evolve. Left torn basically into pieces in a wrecked spaceship floating through space with all other crew dead, he gave the ship's robots one final command: "Repair me." Now he's a head, one arm, and a chunk of a torso grafted onto a robotic body that includes features like a jetpack, mortar cannons, a target designation laser, and a personal forcefield, all powered by a fusion core that burns what he eats as fuel to keep him alive.
* Evolve monsters are clashing with the full military might of three galactic superpowers and assorted mercenary groups.
* Evolve. Originally a group of twelve, and eventually a group of twenty, every member of the group is both willing to put their life on the line to stop the Monsters and capable enough to survive doing it. Though they have their differences, especially with their newer recruits, they function like a surrogate family to one another.
* Evolve part by having just as much health as the other classes and carrying some useful weapons.
* Evolve. Played differently than usual as he doesn't really care for bounty hunting, considering it something that you do because you don't have many other options. On the other hand, he does have a healthy respect for the money it can bring.
* Evolve plays with this in regards to Bucket, and by extension all other Rank-Rajat Minds. He has the capability to speak any and every language but is limited by which dictionaries he currently has loaded. Bucket himself doesn't have many at a time, but he still has more than any meatbag.
* Evolver features a robotic AI toy that just happens to have been installed with a state-of-the-art weapons-grade military AI chip; the robot is meant to be a harmless children's game, but it soon begins learning how to arm itself with more lethal weapons. The Evolver unit was originally a military battle robot prototype

that was re-purposed after killing people in a field test. It got made into the grand prize for the top scorer of the Evolver VR Game so that they could play it in real life. The problem starts when its military programming that was left in gets reactivated by the protagonist's sister dramatically "dying" after it scores a "kill" on her and then getting back up. It realizes that its "weapons" aren't lethal, as they're "supposed" to be; to it, the Evolver game is a live fire War Game and refits itself to compensate.
* Evolver involves a failed military robot (which ended up killing dozens of soldiers during a training exercise) being re-purposed as a household laser-tag toy. Needless to say, the robot reverts to its original programming and starts killing people. When its creator attempts to use the verbal shutdown code that worked during the training exercise, the robot simply rejects the override and kills the guy.
* Evolve's ambiguously canon Deepest Dark mission shows the last stand of the hunters. After being stranded on Shear and reduced from twenty to just a handful by the Hybrid, the few remaining hunters take up their weapons and delve into the nest of the Queen Gorgon to kill her and destroy her brood.
* Evolve serves as this. Kala injected herself with a small amount, only for it to mutate her arm and face, while influencing her mind. Even with an artificial immune system booster the monster portions are spreading, with Caira giving her 14 days before she is overwhelmed. In the meantime she is susceptible to the monsters mental influence, causing her to scream out their thoughts when downed and mutter in her sleep.
* Evolve SMS, allow you to include a delay when sending a message so that you can cancel sending the message if you catch a typo in your message.
* Evolve, specialized mercenaries employed by various governments to reduce the levels of dangerous wildlife on colony worlds. While their individual motivations may vary, the colonists undoubtedly view them this way when they kill the alien nightmare beasts that keep eating their friends.
* Evolve Sunny pulls this with the destruction of the Sword and Solaris. Justified, as if she had been killed in the explosion there wouldn't have been anything left to find.
* Evolve switched to a free-to-play business model on the PC, as well as making plans to do the same on consoles. The player base exploded, as a result, reaching numbers higher than even its initial launch.
* Evolve takes place on one planet over a relatively short period of time, while additional information revealed creates a much larger universe with the human-monster war lasting years after what we see in the game. Add in the monster's ability to create new breeds opening up the possibility for fan made creations and their extradimensional nature serving as an easy excuse to drop them into any other fictional universe and you have ripe grounds for fanfiction.
* Evolve, the bounty is so high because the only people in any position to take advantage of it would have been rooting for the rebels.
* evolve the Humanform design and convert the entire mass of the planet to replicator blocks. At this point Thor called in SG-1 to help fix the problem, Carter reset the device to work properly and reactivated it and the episode ended with a frozen tableau of replicators inches from the device controls, which they wouldn't reach until a season later.
* Evolve the planet Shear serves as this. There are massive predators, large herbivores, acid lakes and ponds, packs of smaller predators, and man-eating plants, all of which will kill an unwary player.
* Evolve, the planet Shear was going to be one of these but was changed later in development as the writer felt it added nothing of value to the narrative.
* evolve. The quarians made constant modifications to them over the course of decades, if not centuries, in order to make them better workers and increase the scope of their abilities. A little tweak here and there without much thought about the cumulative effects of all of those adjustments.
* Evolve, the support character Hank can target an orbital bombardment fired from a modified mining satellite. His modification replaces the artillery barrage with a

laser beam.
* Evolve this is Daisy's basic purpose. She can find the monsters tracks, even when they are hidden due to sneaking, and follow them to the monster. While this is useful for remaining on the monster's trail it is less useful for actually pinpointing the monster due to its speed, necessitating players to anticipate the behavior of their foe. On the monster's side, it can smell all animals, hunters, and pieces of equipment within its smell range, as well as hunter tracks. This allows it to track the hunters or avoid them by detecting them first.
* Evolve, this is part of the process of a monster invasion. While the defenders are busy fighting the beasts, they fail to notice the atmosphere becoming toxic and the weather becoming unstable. Once there are no more humans, structures are razed and the planet is practically immolated as the monsters use key positions as nesting grounds.
* Evolve to read 'This facility has gone 0 days without anyone being eaten'.
* Evolve, Torvald underwent this in order to survive a monster attack. While it cost him most of his body, he got a jetpack, personal forcefield generator, and in-built mortar cannons out of it.
* Evolve to slither through the air just above the ground. Fittingly, its also the most likely of the monsters to induce paranoia through its ambush tactics and illusions.
* Evolve, was instigated by a corporation inciting a cluster of worlds into rebellion so they could then take over.
* EVOLVE went from a highly strict and regulated promotion with harsh punishment for violators with a constantly changing hierarchy based around mixed style fights to a very loosely enforced fed which
* Evolve. When she sleeps, she is forced to fully connect and communicate with them. Naturally, this makes her teammates uneasy.
* Evolve you are the last hunter alive, this is a necessary gameplay mechanic. While certain hunters may be able to evade or slow the monster down for a while, the only real recourse it to survive long enough for the rest of your team to respawn.
* Evolve you can do this as the hunter. Even as you lie bleeding out on the ground and the monster is preparing to finish you off, or just watching you die, you can fire your peashooter of a pistol at it until you die.
* Evolving Credits: The opening sequence changes between episodes and/or seasons to reflect new characters being added and other major developments and changes made to the series.
* evolving robots), robotic Neanderthals thought that, despite humans being made of substances they’d never seen before, Leela and Amy were hot enough to kidnap and make their wives.
* Evolving Trope: As mentioned above, many a discredited trope has regained use through transformations. In some cases, these tropes end up changing beyond recognition.
* Evolving Trope, as most spaceships in fiction had been up until that point. It also makes no sense from an engineering standpoint, but that is true of most spaceships in anything but diamond-hard sci-fi.
* Evolving Trope: The trope evolves after a period of disuse and become relevant again.
* Evon, a good spellbook is this for magic users. Not only do the books give the user access to a wider range of spells, but by studying and meditating on the spells within, a caster's understanding of magic, and with it, his power, increases. Evon was a much stronger caster with just a couple of days with her father's book.
* Evon are based on the titular character's attempt to steal back her father's spellbook from her evil ex-master. She doesn't need the book to cast spells but studying it allows her to become more powerful.
* Evon has to patch up Herodotus quite a lot. At one point she says he's "becoming more bandages than fur".
* Evon has two attempted rapes in a row, both stopped when someone more powerful

turns up.
* Evon: In the first chapter Hero refers to Evon as "kid" all the time and treats her as such, up until she blasts a hole in an assassin's chest. She's actually 18, but her use of magic makes her look (supposedly) closer to 12.
* Evon is a Focus, someone who is capable of drawing upon a very high amount of magic, but her mentor restricted her training so he could use her as a power source, so she doesn't know very many complex spells and mostly just blasts people.
* Evon is devoted to the title character and Herodotus dealing with the consequences of Evon accidentally teleporting their clothes off at the end of Chapter 3.
* Evonix's Corollary: In other words, 90% of the crap is crappier than the rest, and 90% of the non-crap is still head-and-shoulders worse than the rest. And you can keep doing that division all the way down.
* Evon the Duke of the Pridelands doesn't mind if his vassals kill each other off in petty wars, so long as they file a formal declaration of war. Hero had to leave because he slew the lord who had his mother assassinated (with no evidence) without declaring war or challenging him to a duel.
* Evon to this is to threaten to kick his balls into his throat if he ever mentioned that again.
* Evon Traveller and Lanna, respectively the oldest and youngest members of The Cabal, spend a fair amount of time in the bedroom. He's over 800, she refuses to tell anyone her age but if she's like the others she would be close to 100 at least.
* Evony and trying very hard to convince the viewer that the game is pornographic even when it's anything but.
* Evony do not include the phrase "Play now, my lord!" It's actually "Start your journey now, my lord" or "Come play, my lord".
* Evony people don't hold the copyrights for) and say things like "play discreetly in your browser". There are some in-between ones where the girls are at least dressed in medieval-type outfits (though that's only one of the many time periods covered), which tend to say things like "rescue the princess" (an element that doesn't exist in the actual game).
* Evony's, had a CG-rendered woman in skimpy clothing with the tagline "One click for a ROMAN ORGY!", before changing it to the tamer "One click for a ROMAN EMPIRE!" some weeks later.
* Evony", the best of which requires the player to spend $100. The worst part is that the game coins are called "cents" even though each cent costs $0.10, to make things seem cheaper. (All figures in US dollars.)
* Evony: The King's Return employs the similarly overused "rod puzzle game" advertising that came to prominence in the late 2010s, which in-game only appears in the first portion of the game.
* Evony), which has banner ads that urge you to "join the battlt now" (yes, spelled "battlt").
* E.V.O.: Search for Eden at the end of the dinosaur stage, the Birdman King in the first mammal stage, and the boss Rogon in the final stage). Saying "yes" results in a short (and usually somewhat comedic) ending, then puts you back on the world map. You also get dialogue choices with the Yeti, but both lead to the same result (fighting him).
* E.V.O.: Search for Eden; despite being the first area, and thus the smallest, the water level feels more 'alive' and populated than the amphibian level. Possibly due to the feeling of being the first step into a true epic, and the numerous tutorial NPCs.
* E.V.O.: Search for Eden does this in the age of dinosaurs, and quite literally at that. After climbing to the top of Mt. Brave, you are given a choice to jump off or leave. Jumping off results in an evolution... you become a pterodactyl.
* E.V.O.: Search for Eden featured these in one level. Notably, they are the only invincible enemy in the game, fortunately they wouldn't attack you actively, though one might pop out of the ground under or in front of you. A later level featured sand-dwelling dinosaur-like creatures called Mosuchop which would jump out and bite

you before retreating under the sand. (Real Moschops, the mammal-like reptile on which it was based, were not known to do this.)
* E.V.O.: Search for Eden, followed by your character's feet becoming fins. Even if you're a mammal, or a bird.
* E.V.O.: Search for Eden Kuraselache are about your size and are annoying, but their leader is three times your size, attacks by biting, body-slamming and slapping you with his tail, and doesn't want the world above the water to become inhabitable. As the first major boss and, he's tough. Later on in the final epoch, you meet normal enemy versions of King Kuraselache in the Rogon section, who are still annoying but nowhere near as strong since you're far more evolved now.
* E.V.O.: Search for Eden, routinely finishes off an era by committing genocide against certain species to pave the way for other species to grow and thrive. Evolution in this world is an extremely harsh mistress.
* E.V.O.: Search for Eden, since the game lets you mix and match creature parts.
* EVO Theory Of Evolution has dozens of different evolutionary dead ends if you evolve with lopsided statistics or pick the wrong choice at certain points of the game, describing how your species diverged from the path that would have led it to becoming the dominant one on Earth.
* EV Override, the Crescent would have unified under said Council into a single enormous empire — though in response most of the other species would have united into a roughly-equal Alliance.
* Evrart's portrait has a red background (for socialism), but flecked with gold (the colour of Ultraliberalism) to emphasise his drive for wealth.
* Evronians, of all aliens, having first visited Earth about ten thousands years in the past and visiting multiple times until we became suitable for conquest.
* Ev'rybody's talking about: Bagism, Shagism, Dragism, Madism, Ragism, Tagism...
* EVTV Weather ends with a silly variation of the words "To Be Continued".
* Evvel Zaman İçinde ("Once Upon a Time") (film) - Turkey's first animated film
* Evvy is 10 in her first appearance, but by the time she gets her own book, she's 14.
* Evvy Trevelyan, since the reader learns the truth about the school as she does. She drops the role in the later stories.
* Evyione Ocean Fantasy. If Evyione chooses Yashin, there will be severe political and personal consequences for her.
* Ewan MacColl's song "The First Time Ever I Saw Your Face" is far better known as sung by other performers, most notably by Roberta Flack. His radio ballads, such as "The Shoals of Herring" and "Thirty-Foot Trailer" have such a traditional feel that there are singers who don't know he wrote them, much less give him credit.
* Ewan McGregor and was trying to remember which photoshoot of his it was taken from before he realized that it wasn't a photo of him at all.
* Ewan McGregor. In fact, Kerry Fox's presence actually got the film green-lit, as she was the only name actor in the main cast.
* Ewan McGregor's brother Colin is a fighter pilot in the RAF. His callsign is "Obi-Two".
* Ewan McGregor themselves. They trained for two months in fencing and fitness in preparation and as a result, the speed in which they engage the duel is the speed in which it was filmed, and was not digitally accelerated.
* Ewan McGregor This is probably one of the most realistic and unbiased portrayals of the regular REMF there is. The logistics system to maintain even a small force in the field is a beast, and most people get shifted to help maintain it without even a whit of corruption or nepotism involved.
* Ewan McGregor, which was set to begin production after reshoots wrapped up.
* Ewar's Tale once, when the signature characters meets a pair of bats that he thought were spirits, the Author seems self-aware too for some reason.
* Ewen MacColl is not the only victim of this trope in folk; A great many modern folksongs are thought to be traditional even though they are original compositions. Another well-known one is Jim McLean's "Glencoe Massacre."
* "Ewigkeit" ("Eternity") is basically the vampire guests of the ball saying that

eternity sucks.
* Ewing is very progressive for his time period, but still a product of his age. He's initially frightened that a Moriori stowaway will eat him.
* Ewoks and curses show up as Force powers in this setting, when traditional Force powers are more rooted in telepathy and telekinesis. Endor could easily be a non-humanocentric fantasy world, up until you get to the episode where the Empire arrives with spaceships, laser-toting soldiers and robots that introduce the spear-wielding, spirit-worshipping hunters to a wider universe.
* Ewoks animated series, princess Kneesaa wears a pink hood and her best friend Latara a long braid and a hood that looks more like a hat. While both have subtly implied breasts just like most other female characters in the show, it's only aunt Bozzie and the second season version of Shodu Warrick who wear dresses and have prominent breasts. Seemingly, the only other character seen in a dress, mistress Kaink, has moustache.
* Ewoks animated series, Wicket and Kneesa go out into the woods to search for Kneesa's long lost sister, Asha, who is discovered to still be alive after so many years. Along with an Ewok woodcutter,the two are threatened by some wild animals which end up running away thanks to Asha's arrival on the scene. The woodcutter believes he has scared the animals away with his axe until Asha drops down from the cliff she was standing on.
* Ewoks. A scene from the latter, where Wicket is poking princess Leia Organa with his spear, appears at the very end of the comic.
* Ewoks, aside from the Warricks, no other characters' last names are known, implying that they don't have any.
* Ewoks cartoon starring C-3PO and R2-D2. These didn't stand out from the crowd quite so much, though.
* Ewoks episode "Asha", Kneesaa and Asha's mother, Ra-Lee is implied to have died while protecting her daughters from a hanadak, but the actual death is not taking place onscreen.
* Ewoks episode "Party Ewok", Kneesa rebukes the leader of a gang of punks called the Pugs by saying that he's just a dirty, no-good common thief. The leader of the Pugs replies "Who are you calling 'common'?"
* Ewoks features a friendly pilot droid named PD-28, who blushes when kissed by both Kneesaa and Latara.
* Ewoks threatening to rape people or telling them to prepare their anuses.
* Ewoks (To Save Deej) starts out with the Warrick males and princess Kneesaa fishing. But it soon turns into a story where Deej's life is in danger.
* Ewoks was released in theaters because George Lucas loved it so much.
* E! wouldn't return to Canada until 2010, when Bell Media bought out CHUM and replaced it's Star! network with a domestic version.
* EWTN (a Roman Catholic network, foundress Mother Angelica used to encourage viewers to "keep us between your gas and electric bills", a donation slogan that's been picked up by other hosts on the network since Mother's passing.)
* EWTN, or Eternal Word Television Network (a Roman Catholic network) has blocks of programming aimed at
* EX2 The Land Beyond The Magic Mirror the PC's could find a "den of technology" filled with scientific items. If a PC took any of them, each one would eventually destroy a magic item the PC was carrying.
* Exacerbate vs exasperate. Too often, one sees the latter used where the former is clearly intended. In fairness, for several hundred years, exasperate did also carry the meaning of "to make worse," but that is not the current meaning, and one does not generally get the impression that this is a fact that is known by most people making this mistake.
* Exacerbating this even further, it is possible for an Adept to mod and upgrade the basic pistol to the extent that they can carry it and still have a
* Exact Eavesdropping, but TV shows continue to play it straight when it'll move the plot along.
* Exact Eavesdropping: Talking Animals have a marvelous tendency to talk where the hero can overhear them.

* Exact EavesdroppingThe person who gets to eavesdrop will almost certainly come in when something important is being talked about.
* exact function of said costume, complete with leaf-shaped umbrella). He even once lent said costume to Tenma once when she was stranded in a bus stop due to heavy rain.
* Exacting terrible revenge on anyone who does anything to slight them, no matter how minor.
* Exactly 33 years later, in 2018, Redskins quarterback Alex Smith suffered a similar injury as they played the Houston Texans. Fortunately for Smith, after missing the 2019 season, he would come back in the 2020 season. However, the seriousness of his injury meant that he had to retire afterwards.
* exactly 413 years in the past, even when sending a message sooner or later could save lives.
* exactly a good monetary investment, and they have a lot of fine print you need to be aware of before you buy one.
* exactly an Alsatian and not a dinosaur, and, faithful as any Fido, it sticks with the two main characters as they freeze to death at the end of time.
* exactly as much use as any other product, yet no-one notices because it sounds so damn sciency.
* exactly as strong as the $140 dollar metformin. (That sound you heard is the jaws of the rest of the world hitting the ground after seeing a minor example of the perverse incentives in the American system.) When you can mark up more than 1,000% with just a brand name, expect every mealy-mouthed marketer to come up with every possible way to take an all-natural, non-GMO colonic extrusion and give it a high-gloss, gluten-free shine.
* exactly as trained and going under their own tanks. The main problem was that Soviet tanks had diesel engines, whereas their German counterparts ran on gasoline; the differences in scent had confused the dogs, and they sought out the more-familiar smelling tanks.
* Exactly finally reveals the event: after the Reynes and Tarbecks defied his authority, Tywin beat them militarily and burned Tarbeck Hall to the ground, and then trapped the Reynes in a mine and redirected a river to drown them.
* exactly from the original manuscript right down to every blemish on the page. Thus it is considered blasphemy to create an English-language copy of the bible-esque Book of G'Quan — as G'Kar tells Garibaldi when he gives him the book to read, it must be read in the mother tongue or not at all (when Garibaldi protests he can't read Narn, G'Kar responds, "Learn!"). Later, when G'Kar's writings unexpectedly become regarded as a new holy book by the Narns, every copy of the book includes a strange ring mark on one of the pages — which is actually a coffee stain accidentally left by Garibaldi on the original page (naturally, Garibaldi thinks that it adds character to the book).
* exactly has the Fire Nation's destruction of the Air Nomads 100 years prior to the start of the series.
* Exactly how aware the inhabitants are of that varies from world to world. Enroth takes it to a point where it almost falls out of this trope (
* Exactly how badass it is is up for debate, but Guybrush is certainly very proud of the beard he's grown for
* exactly. However, females do produce testosterone naturally, just far less than males and the female sexual hormones, the estrogens, counter the testosterone's more unwanted effects.
* exactly; however the plan is foiled in the most horrible way possible.
* exactly how much cement was needed or bricks were required to do a job, the standard way of doing things was to throw as much stuff as possible in, unintentionally Ragnarök Proofing some things. Hoover Dam, for example, would likely stand for quite some time. Similarly, the Brooklyn Bridge was built in the 1870s to accommodate horse and buggy traffic, and now supports thousands of cars and trucks each day.
* exactly how rabies works. This error is odd since Peter's first symptoms are a supernatural exaggeration of rabies. His frightened refusal of water mirrors its

hydrophobia, and the neck pulsations evoke the painful throat spasms that happen after those with rabies try drinking.
* exactly like a hung-up cloak when they cling to walls, right down to claws that resemble a cloak-clasp and twin rows of eyespots that look like buttons. No word on whether killer boots (booters?) or hats (hatters?) are also available to complete the killer-accessory ensemble...
* exactly like an older Annie, appeared to have had an almost identical relationship to Kat's mother as Annie has to Kat.
* exactly-like-Earth animals get to keep their Earth-analogue's name (the four-tusked fur-covered Elephantidae are mammoths, for example).
* exactly like his mother. But then, Howard's relationship with his mother is rather abnormal.
* exactly like Russian riot police (OMON) in their white-blue-gray "city" camo.
* exactly like the corresponding Hint water. She plays along, claiming that the fruit had to be reared on Hint water to get it to taste so much like it.
* exactly like those a couple would have. In one episode, Joey tells Chandler they should buy a new table for the apartment and Chandler worries it is "too soon". He starts talking about how things went when he brought furniture with his old roommate Kip, aggravating Joey ("I know all about Kip!"), who later asks Chandler if Kip was "better than me".
* exactly meaning "years". In fact, the plural of "yahren" in old BSG was "yahren". So yes, BSG did just rip off German.
* exactly needed here, since a staple of pro wrestling stereotypes among the general populace is muscular dudes wearing nothing but trunks, hitting each other with chairs or raving about how awesome they are/you're about to get your ass beat at the next big show. It's obvious it was meant to be something of a showcase of manliness from the get-go. However, if you need some standouts...
* exactly one million times better looking" than a rival model. We're not sure what units you use for this purpose (millizondas? Microjaguarcx16s?).
* exactly playing with the format. For example, cluing, LADIESFIRST with "Mad scientist's threat to destroy California?" (L.A. DIES FIRST.)
* exactly right, often by determining what movements and words the caster used in the first place.
* exactly that with his powers. The other is that the powers are unique — as long as Absalom lives, nobody else can have the Clear-Clear Fruit's powers.
* exactly the amount their Pa needed to pay off the mortgage to the same bank.
* exactly the appropriate weapon, being actual Italian special forces hardware used to bring instant firepower at close range.
* Exactly. The oracle pretty much predicted the choices they would make. If both of them decided to screw destiny, they would,
* exactly the same in every trial, declaring a mistrial on Harvey's entire legal career. Harvey has to re-plead every single case. At once. In thirty seconds. And he gets every single one of them acquitted again.
* exactly the same, which is humanly impossible. The board accepts that Anne was set up to keep her job.
* exactly the way they are when he receives the vision, usually creating a textbook instance of this trope when that very knowledge allows him to alter the circumstances. Several times, however he sees more far-reaching visions that seem conducive to his goals, prompting him to actively try to bring them about.
* exactly three (he did this because he thought that the usual equation π = 3-and-a-bit was "a bit untidy"). This causes it to sort out letters it hasn't had put in yet, among other oddities.
* exactly three seconds after. This is usually a result of editing techniques in order to establish another shot to properly show the explosion.
* exactly to still function like a mind, leaving no room for radical enhancements?
* exactly Uchiha Clan, even if one of the last surviving members is the one asking him.
* exactly what a mess they got themselves into . . . and Fey's mom just assumes she was trying out for a TV role. This despite everything Fey has told her mom about

her adventures thus far.
* exactly what each response means, and such information is usually/always stated plainly at the end of the question on the actual ballot, as well.
* exactly what ends up tripping the killer up. How many times has Columbo done the math to realize how far out of their way someone would have to go to ensure they were seen at a specific time and place?
* Exactly what happened to the soul of Ruphas' creator? Is he merely sharing the body with the soul of Ruphas? Are they merging or overlapping? Is he in danger of disappearing into Ruphas?
* exactly what he is like in the actual shows, except there he only does it to Carl.
* exactly what his cellmate had done, he proceeded to beat him to death.
* Exactly What I Aimed At like collateral damage was actually the shooter's target all along.
* Exactly What It Says on the Tin album, all under the Yes banner. It's awkwardly named as the two different lineups didn't really record much together; other than Jon Anderson's lead vocals on every track and Chris Squire's backing vocals (but not bass playing) on some of the ABWH tracks, it's two different bands on the same album.
* Exactly What It Says on the Tin: A name that's exactly what the thing is.
* Exactly What It Says on the Tin, and come in normal, polar, and Pelor save us all, winged.
* Exactly What It Says on the Tin and how they decide they're going to go back every year.
* Exactly What It Says on the Tin and it gains the Scrappy ability, which lets it hit ghosts. It's even described that it undergoes a personality change from mild-mannered to highly aggressive.
* Exactly What It Says on the Tin. An island that looks like a warship.
* Exactly What It Says on the Tin: a piece of wood that you play with in the morning.
* Exactly What It Says on the Tin. But they don't have to use anything but their brain.
* Exactly What It Says on the Tin: dogs big enough to be ridden, at least by small characters.
* Exactly What It Says on the Tin; he absolutely cannot be killed by any means, not even by completely obliterating his body) and Squirrel Girl (who's too popular to kill).
* Exactly What It Says on the Tin; is carried mostly by former NBC Weather Plus carriers and other stations. Formerly on ABC O&O's before their contract ended with ABC.)
* Exactly What It Says on the Tin) is used in the base of the Beyond the Sword expansion.
* Exactly What It Says on the Tin; it’s bright red (this colour being inherited from one of the other nitrogen compounds dissolved in the acid, Dinitrogen tetroxide), emits clouds of nitrogen dioxide, and may bubble intensely while it’s boiling off the nitrogen dioxide gas. As rocket engineers in Germany and the Soviet Union found out, this compound is also quite useful as a component in rocket fuel, though much more efficient compounds have been discovered since.
* Exactly What It Says on the Tin. It also invariably drives all who possess it or seek to possess it insane. The consciousness of the gem is malevolent and seeks to bring chaos to the universe while feeding on Man's desire for immortality. Ultimately, no mortal being can withstand such power. Entire civilizations have been destroyed by the madness it brings with it.
* Exactly What It Says on the Tin, it does raise the question of if we should count examples that make sense.
* Exactly What It Says on the Tin. It's said that child vampires tend not to survive long.
* Exactly What It Says on the Tin — a magically-animated ventriloquist's

dummy.
* Exactly What It Says on the Tin — though he is quite corporeal when he wants to be.
* Exactly What It Says on the Tin monsters, if you can get it to stay open long enough to read without it closing on your hand and biting it off. It turns completely docile if you stroke the spine, but the students weren't too keen on getting near it.
* Exactly What It Says on the Tin, no matter how ridiculously powerful the attack is. It is for this reason that Perfect Guards are considered staples in any deck.
* Exactly What It Says on the Tin on the Playstation, but the game must have been coded by a few blokes from Free Radical as even BUSHES, TREES, ROSE GARDENS, PLAIN OLD STONES, AND CAVERN ENTRANCES (even those underwater) explode when dealt enough damage. Even crazier, everything in the game, EVERYTHING, can actually be blown up twice, except for caverns, doubling the score output. AND... EXPLOSIONS CAUSE SPLASH DAMAGE TO OTHER STRUCTURES! Finding the correctly positioned building in an enemy city and activating the Torus bomb usually results in a nigh-unstoppable chain.
* Exactly What It Says on the Tin. Other examples include the Titan's Icy Breath (unnamed Behemoth), the Crumbling Walls (Saturn, Maiden of Endings), the Battle's End (Saturn and her sister Venus, Maiden of Serenity), Cleansing Solar Flame (Ignis Divine himself) and Light of Solar Cleansing (ditto).
* Exactly What It Says on the Tin. Predicting your opponent's moves is also a given for anyone wishing to compete in the higher levels of the metagame.
* Exactly What It Says on the Tin: "Skinny Dipping" by Ramona Brooks and covered by Cheryl Ladd, "Skinny Dippin'" by Whitney Duncan, and "Skinnydippin'" by Vengaboys.
* Exactly What It Says on the Tin the Earth after the K-T asteroid's destructive effects had abated, but their ship went off-course and wound up drifting for millions of years.
* Exactly What It Says on the Tin. The fiend rides inside the victim and has an easier time hiding out and infiltrating.
* Exactly What It Says on the Tin: the Greek Dodekatheon (the primary gods of Olympus), stuffed into the bodies of teenaged mutants. While their power is only a tiny fraction of what it once was, they are still very much the real deal. It has been mentioned that other deities are around as well, such as Belisarius, a minor Roman war god now passing himself off as the superhero 'Legionaire'.
* Exactly What It Says on the Tin: The title explains everything exactly vs. the title lies
* Exactly What It Says on the Tin: The title or name tells you everything you need to know.
* Exactly What It Says on the Tin: The title tells you everything you need to know about the work.
* Exactly What It Says on the Tin. They link not only to other portal stones in the world, but also to Portal Stones in Parallel worlds. Very handy, if not well understood at all.
* Exactly What It Says on the Tin to mindlessly slaughter people without having to dirty their own hands.
* Exactly What It Says on the Tin. Trolls have a tendency to transfer the pregnancies from females to males, since females are much more valuable.
* Exactly What It Says on the Tin" was a placeholder for a proper marketing slogan in a series of British adverts intended to show that using a woodstain is simply common sense. Eventually the advertisers decided to go ahead and try it as an anti-slogan. The rest is history.
* Exactly What It Says on the Tin. When somebody makes a bad blunder after picking up the wedge, social media will usually blow up about how the contestant "lost $1 million", as if the grand prize were at stake right then and there.
* Exactly What It Says on the Tin, where a dust mixture Jaune made is spilt onto him, Pyrrha, Ren, Nora, and Yang, turning them into the opposite gender. Later, an antidote made to turn Yang into a girl again is used on Weiss and Blake by Nora, turning both of them into boys.

* Exactly What It Says on the Tin. "Wherever you go, Whatever you do, I will be right here waiting for you. Whatever it takes, Or how my heart breaks, I will be right here waiting for you."
* Exactly What It Says on the Tin, who get a teensy bit too competitive.
* Exactly What It Says on the Tin", with technology focusing on surviving and eventually terraforming the hostile alien ecosystem. However, their refusal to modify their bodies and their cultural reverence for Old Earth have distinct harmonious flavour.
* Exactly What It Says on the Tin, with the "Always War" challenge being made official in the latter form.
* exactly what it sounds like) began as a mockumentary of a fictional MMA league. Then people began asking when the next event would be. They just rolled with it, and now it's an actual (albeit small) MMA promotion that puts on a few shows per year. The mockumentary, for its part, morphed into a reality show with a similar "behind the scenes" premise.
* exactly what it sounds like it turns all the water in the victim's body into an elemental creature of the same size category under the caster's control.
* exactly what it sounds like: Otis' girlfriend had written letters to him, presumably 22 of them, on strawberry-scented paper.
* exactly what you'd expect. This became even more ludicrous if upgraded so any enemies killed by the ability would then explode, potentially creating a chain reaction. It has since been downgraded to a cosmetic effect, though a large enough corpse can create a large shower of gibs.
* exactly when her commanders discovered she and her lover Talyn chose to have a child together out of love rather than assigned breeding.
* exactly where Munkustrap gets ready to laud a particularly worthy cat through song, and Mistoffelees stands up with a flourish... only Munkustrap means Jennyanydots. Mistoffelees shrinks down again like a cat trying to pretend he wasn't after the mouse that got away, and some nearby cats bat at him a bit, grinning.
* exactly where she wants it to go. Apparently being able to swing a long stick with precision runs in the family. But to Susan's chagrin, the more she points this out to her peers, the more likely she is to be picked last for a team.
* Exactly where was 221B Baker Street? The location didn't exist at the time the books were published (which is exactly why
* Exactly which aspects of Earth culture he likes tend to vary by incarnation: Two played Beatles songs on the recorder; Three loved tinkering with vintage cars and studying martial arts; Four was fond of classical music and Renaissance paintings; Five is evidently a cricket buff; Seven loved smooth jazz and vaudeville; Eleven spends a lot of time in museums and sings praise to van Gogh; and the
* exactly (who was too distracted to notice there are already two of that character onstage) comes on, and for a bit all three of them are following each other around the stage, saying the same lines in unison.
* exact Mimasaka the dish he plans to prepare (beef stew) to make his job even easier, and even counts on Mimasaka pulling it off. What Mimasaka didn't expect, however, was that Soma would continue to try and make improvements to his dish up to the moment their match began, so his own improvements weren't enough to counter Soma's. In essence, where Mimasaka tried to go only one step ahead of the original dish, Soma decided to go ten.
* exact moment and cause, deciding to only focus on the here and now, even if he knows for a fact what the future holds. "All that matters is this moment."
* exact phrase is also commonly used, although just the first word ("ascended") is used more often.
* Exact Progress BarEverything has a progress bar, even if it logically shouldn't, so the viewers know how close it is to being done.
* exact puppet has been selling Bar None insurance for more than half a decade, arguably longer than it actually existed as the spokespuppet for Pets.com.
* exact same situation. She manages to instigate his rescue despite being marooned on a deserted island, and then actively fights alongside him in the final battle.

* exact same story, an ill-fated science fiction series from the late 90's about a man who was rebuilt out of spare body parts by the government.
* Exact same thing happens when you down the hunter chopper at the end of Water Hazard.
* exact same wording and an old flag identical to the 50-starred US flag.
* Exact Time to Failure: Initiating failure in three … two … one …
* Exact Words and very precise phrasing is played like a sport and Harry excels at it, but to anyone else the resulting stilted conversation comes off as incredibly suspicious.
* Exact Words, and when she realizes her mistake, she is unable to reach out to the fae, as the latter kept their end of the deal. The story ends saying she kept the child (whether it was a corpse or a piece of wood is never elaborated upon), holding it until she died.
* Exact Words Eg. it's told to "end war" and does that by exterminating humans. (In real life, the theory of "Friendly AI" is about trying to avoid this problem.)
* Exact Words end up having to mow the other's lawn while wearing their wife's best Sunday dress. Homer goes along with it because he thinks it'll humiliate Flanders, but Ned ends up having fun, saying it reminds him of his college days.
* Exact Words: It's revealed that what a person said was intended in the exact phrasing and wasn't an idiom or figure of speech.
* Exact Words: It turns out that the character meant exactly what they said and weren't using a figure of speech or anything like that.
* Exact Words. Outright lying is not her strong suit, however and several characters note it's pretty obvious when she lies.
* Exact Words ("Perhaps something happened during the transport") to avoid admitting or explaining that he was trying to kill someone (even justifiably).
* Exact Words that, while still undergoing trials, had such initially effective results in preventing Ebola that it is now being used in the field while awaiting full trial completion and licensing.
* Exact Words the GDR railway, the East German government ran the West Berlin S-Bahn. Initially this was a great source of hard currency for the GDR, but after the wall was built in 1961 almost all West-Berliners refused to take the S-Bahn because they did not want to give any money to the GDR regime. Naturally the stations deteriorated and half empty trains ran through even emptier stations until in the mid eighties the GDR authorities had had enough and simply gifted the S-Bahn to West-Berlin - who only very reluctantly agreed to take it. You would not know it from the way the stations look today, but for quite some time the S-Bahn was actually better in the East than in the West.
* Exact Words, the latter set only about a decade before TOS, support this rationalization as both feature female captains.
* Exact Words. Then shows him his spine. Custodes are literally superhuman, so he remained conscious long enough to see it.
* Exact Words to lie with the truth, ensuring the Stern Ritter learned only of Uryuu Ishida's existence. While it's implied Haschwalth knows about the family, it's confirmed that Quilge Opie definitely knew all about Souken and Uryuu Ishida, and the mysterious Ishida family secret.
* Exact Words to throwing a toddler-sized toy car off a cliff and claiming its maximum speed was what it reached before it hit the ground, and rated 200W PMPO speakers at 26W total at best.
* Exact Words, when Kyle bets him that he can beat him at sports. They end up tying, and the villain claims that Kyle lost the bet since he didn't "beat" him.
* Exaggerated after Luffy does the gorgon sisters one of the biggest favours they could ever ask for, he ends up with an entire ISLAND of Amazons immediately taking a liking to him, though Luffy himself treats the inhabitants of Amazon Lily (including their queen, the
* exaggerated and comical, something the early episodes completely lacked.
* Exaggerated and toned down in 5th Edition. Regarding werebears, they are still the good werebeasts, but the Monster Manual states that there are some evil ones. On the other hand, lycanthropes now have complete immunity to nonmagical weapons

that aren't silver, and they have this regardless of what form they are in. This means that even a good aligned character could still put the "curse" to good use as long as they take the right precautions on the night of the full moon.
* Exaggerated. A Program's circuitry color identifies its alignment, identity, and position in the system.
* Exaggerated at his plate's content pushes Harry to brush, floss and mouthwash.
* Exaggerated at thirty years old. He also exposes some of his own character flaws in-story.
* Exaggerated blames himself for putting the lives of his Channel Awesome co-workers in danger to follow more of his crazy schemes, which he's right to do. He then starts blaming himself for things like SOPA, the internet censorship bill, which he had nothing to do with.
* Exaggerated/deconstructed example: Beatrice Löwenström in
* Exaggerated (Dust to Dust Anderson in the OVA), Off With Its Head Anderson (OVA only), Assassin Anderson, Regenerator Anderson, Killing Judge Anderson, and Judas Priest (Alucard often calls him this). Three of the five times Anderson has shown up somebody says ALL of them.
* Exaggerated. Entragian already sunburns very easily, but when he's possessed by Tak this accelerates to the point that less than a week of sun exposure causes his body to start literally falling apart.
* Exaggerated episode "One Man Banned", where Timmy can't even play one note on a triangle without causing natural disasters to occur.
* Exaggerated film, and who at one point confuse a water cooler with their mayoral candidate.
* Exaggerated for parody when Eli is carrying a wounded Chloe around the ship.
* Exaggerated further by the 1950s where entire serials were written and cast around the use of stock footage. New footage in these serials tended to be used to segue to massive amounts of stock footage.
* Exaggerated He even openly criticizes Finn and Jake for it. They eventually add more bars while he stands and watches, powerless to stop them without his crown.
* Exaggerated in "If I'm Dyin', I'm Lyin'"; when an NBC board member suggests adding something new and original to the lineup, another one takes a poster frame off the wall and beats him to death with it.
* Exaggerated in "Pray Anything" as Homer starts praying for every little thing like getting a new kind of food to helping Bart with his homework instead of him. When Marge tells him he can't just expect God to fix every problem he has, Homer bluntly tells her he can and will. Praying works all the time. As more of Homer's prayers are answered he stops asking for help from God and expecting it. Even finishing one prayer with "I command you". His good fortune spins out of control.
* Exaggerated in "Rasputin vs. Stalin" which was first interrupted by
* exaggerated in that he becomes so confused and nervous that he can't do ANYTHING right. It comes to a point where he tells Mr. Krabs that he cannot do it while saying the steps, then realizing he did just that.
* Exaggerated in the case of an incident that took a chunk of the Internet down for most of a day in April 2021. A very large server farm owned by hosting provider WebNX suffered a power failure, causing the onsite backup generators to automatically kick in... but, for reasons that have yet to be determined at time of writing,
* Exaggerated in the Enzyte commercials, where Bob (and eventually, everyone else) is a persistent
* Exaggerated in the episode "Life of Crime." SpongeBob and Patrick are panicking because (they think) they stole a balloon. SpongeBob advises, "Just act natural," and, whether out of nerves or sheer stupidity, both of them start gibbering and acting crazy. They are immediately surrounded by a crowd who mistake them for street performers.
* Exaggerated in the episode "The Bully", where Flats drives a truck trying to run over SpongeBob but the truck slips on a banana peel and flips over.
* Exaggerated in the first fight between Saitama and Sonic: the latter spends about

* Exaggerated in "The Goofy Newbie", where Patrick eats so much ice cream that he freezes the entire planet over and it thaws out five billion years later.
* Exaggerated in "The Mysteries of Vallenberg", where the elite of Benglait, a nation in the mid of a terrorist crisis, threw a masked party where, as Ginko
* Exaggerated into the family-friendly version of this trope: Death By Marriage. As soon as Will and Elizabeth are hitched, you know one of them is about to die.
* Exaggerated inversion in the prequels: the uniformed Republic clones win against the non-uniformed droid armies.
* Exaggerated, in which Uschi and Dr. Sowieso promote a forgetfulness spray. After a while, Dr. Sowieso uses it on Uschi, who then starts over with the presentation. Then he uses the spray again … and again … He doesn't seem to get tired of it. Later on, both of them are affected and forget what the spray does, so they decide to simply try it out …
* Exaggerated. Ironically, the same character mostly does play by the rules in the normal sense — because he makes them and they all favour him.
* exaggeratedly flouncing showcased in the pilot. It definitely helps that Charlie and Vaggie have much less stereotypical personalities to balance out Angel's character.
* Exaggerated — Uryuoms reproduce this way: the egg can merge DNA from multiple sources,
* Exaggerated. None of this prepares her for the discovery, upon awakening the next morning, that Ned has cut her hair to resemble Maude's. Ned isn't able to move on by himself but is instead forced to have Homer and Bart get rid of all the stuff that reminds him of Maude. By the end of the episode, he's finally capable of removing the Maude-shape in the bed, as he begins to move on.
* Exaggerated of both its real-life counterpart and another giant bear species— the short-faced bear— combining the former's herbivory with the latter's scavenging and fighting prowess.
* Exaggerated of the film's minor characters hook up with someone, including the penguin that Billy hallucinated while he was drunk.
* Exaggerated on Barnacle Boy, leaving his face charred and shriveled like a burnt-out match.
* Exaggerated something when the elixir of life is a major plot point.
* Exaggerated. The Returned are fond of an absurdly complicated game called Terachin based around throwing various weighted balls onto different parts of a marked field. Lightsong never learned any of the rules and uses such brilliant tactics as choosing which ball to throw based on the color of his drink or throwing backwards without looking. He accidentally plays like a prodigy and frustrates the other Returned to no end by the fact that none of them can beat him.
* Exaggerated: The trope is used to an extreme. Note that this does not necessarily have to be used humourously—a trope can be exaggerated and still played completely seriously.
* Exaggerated, the unique hunting rifle, which similarly has zero spread despite being an old bolt-action rifle with no sights and rusty metal parts that would fall apart if it wasn't for duct-tape and prayers.
* Exaggerated. The whole novella consists of just two paragraphs, the first one takes almost the whole part of it, while the second is just a small sentence on the last page.
* Exaggerated to parody during the tour of Royalton Industries in the
* Exaggerated, to the point of characters getting punched into different countries and even
* Exaggerated Trope can't even manage to get his crush to say hello to him, much less love him back.
* Exaggerated Trope's amps don't actually exceed normal limits; they're just labeled strangely. But Spinal Tap itself—which is described as the world's loudest band, and generally gets into antics well above and beyond any other—fits the spirit of the trope to a T.
* Exaggerated Trope: Trope is played straight, with over-the-top results.
* Exaggerated Trope, when a mysterious assassin steals an important letter, but

because the letter had tea spilled on it, its ink stained a cloth napkin so that Crummond can still figure out what it said.
* Exaggerated when Olof Palme (a Swedish prime-minister) was assassinated in 1986 on a public street at night and the police set out to find his killer. Plenty of witnesses were found, but to translate and quote the Swedish Wikipedia article:
* Exaggerated, where Ms. Swan answers all of the interviewing officer's questions by constantly repeating "He looked like a man."
* Exaggerated, which starts with a story where Cobra eventually has to get into planet Galon, which has been isolated for 1000 years, and stop it from crashing into the sun. 1000 years notwithstanding, it has the same language, same architecture, names like Garcia, dark alleys with brick walls, earthlike clothes including hats with brims and jackets for the crooks, earthlike bars, and English writing everywhere.
* Exaggerated who has a strong habit of sleeping everywhere. Especially on the battlefield. He's never without his blanket and pillow, and when he has to move around, he floats with them around him; his teammates once had to threaten to take them away to get him to do anything.
* Exaggerated, who starts to talk like one after Ash's notices its personality matrix is too underdeveloped, and now he can't stand it.
* Exaggerated with CCC the Hitmonlee. In a cooperative playthrough going continuously for over a week at that point, he only existed for about 38 minutes before being accidentally deleted.
* Exaggerated with multiple characters, who are only hammy when they are evil.
* Exaggerated with the Comet, which is not only likely to explode in a collision, but will inevitably catch fire and blow up just from driving sooner or later.
* Exaggerated with the current orphans at Leela's orphanarium. They are happy with any situation they are in, so when Bender adopts and neglects them it's funny instead of horrific.
* Exaggerated with the Knight, as not only is the Knight's death dramatic, what with it violently disintegrating, but even
* exaggerates it with a flatulum transplant from Alan to his mom, involving a lot of digging around up inside him.
* exaggerates the form (once described by a snarky freelancer as a "monster made of dicks"), but it's there.
* exaggerating his affectations to some extent: "I can't seem to get the damn Big Daddies to imprint on the little brats. The protection bond is just not forming..."
* Exaggerating the scale of a loss, such as claiming the worthless old paintings lost in a fire were actually valuable artworks. In particular, claiming exaggerated injuries from an accident (which is known as a
* Ex-Aid suit was painted black and purple to become Genm's God Maximum X form.
* Ex-Aid. The SFX of Alhambra Bugster's spells have Wizard's sign edited out.
* Exalted 2e, the most cost effective charms are the excellencies — they either add dice, add successes or allow you to re-roll. No flashy attack flurries, no golden beams of magic light.
* Exalted abilities of the more powerful Exalts is to draw your sword and get hacking.
* Exalted: A certain island had silkworms aplenty, but no sources of cotton or leather. The island had been cut off from the rest of Creation for a while; when traders finally recontacted them, the residents eagerly traded fine silk clothes — which become uncomfortable when doing a day's labor in the field in them — for more practical cotton.
* Exalted. After a thousand years, they're willing to do anything for amusement and to prove their excellence, from starting wars for fun to creating life to capricious and random murder. And although they don't admit it, most of them don't consider ordinary mortals to be real people and are more than willing to expend them in country-sized art projects, personal wars or horrific experiments. The flying city of Tzatli is a particularly clear example. On the surface, it's a wonder of technology even by First Age standards and its citizens lead luxurious lives envied by mortals everywhere else. In practice, however, its Exalted god-

queen and her secret police strictly regulate every aspect of life to keep up the appearance of a perfect, ideal city. Slack off during your work shift, arrive too late for family time or argue too loudly over dinner, and you'll be hauled away to an unknown fate while a new set of citizens is sat down to your still-warm meal.
* Exalted: Air is one of the five basic elements of creation, and beings associated with it — such as air elementals, gods of weather and the sky, and Air Aspect Dragon-Blooded — can manipulate it to a fairly extensive degree.
* Exalted, allowing a Solar to mend the broken spirits of those around them. With sufficient power behind it, the Charm can even literally cause a mortal to be more by making them become a Heroic Mortal and greatly increasing their own chances to Exalt.
* Exalted allows the wearer to split their body into pieces that may float around and fight independently.
* Exalted. A lot of Linowan use this style, as does the Dawn Caste pirate Moray Darktide.
* Exalted also has an Appearance stat, with 0, 1, 2, 3, 4, 5, and 6+ being Super Ugly, Normal Ugly, Just Average, Cool/Special Average, Common beauty, World Class, and Divine respectively.
* Exalted also has the Tya, a group of women in the West who reject the usual gender roles for the region to take on male ones-which is more than symbolic, as the ritual wards away the spiteful goddesses known as the storm mothers (they hate any woman prettier then they are, which includes everyone that is not a storm mother). They are treated in society more as men than women, actually.
* Exalted also has the Underworld, the inverted shadow of Creation created when the Exalted armies killed some of the Primordials. Killing beings who could not die caused so much chaos that the Exalted decided to seal the rest of the Primordials away instead of killing them, turning them into the Yozis. Because the Primordials were outside the limits of death and time, however, they didn't actually die but instead became creatures now known as the
* Exalted also mostly averts this trope with the Alchemical Exalted; in 1st edition, only the most inhuman enhancements for Alchemicals (death tentacles, massive brain modification, spider legs) caused any degree of humanity loss. Even then, a low-humanity Alchemical isn't crazy, just cold and detached.
* Exalted alternative calendar — the Calendar of Setesh, which not only tracks time in the Underworld, it actually cements the concept of time passing in a linear fashion down there.
* Exalted, and both the Death Lords and the Abyssals are required to go by title and not name.
* Exalted, and continuously attempts to draw the Exalt so designated into their life by such methods as sending them clues alerting them to their evil deeds.
* Exalted, and how they intend to solve the long-term problems that led to the dungeon attack in the first place.
* Exalted and it's implied that a sufficiently skilled Lunar Exalted could mimic this trick themself.
* Exalted and it's their job to regulate millions of celestial gods, most of which are as much power as they are complete jackasses. The Immaculate Faith is a tool of the Sidereals to make sure the terrestrial gods don't see humans as mere essence batteries, and its tenets forbid full-blown worship of gods. So yes, gods exist; you can chat with one, you can have sex with one (or several), but they can't expect you to respect them.
* Exalted and limited support for character paths other than "angsty penitent" or "kill the world and piss on the ashes".
* Exalted and running into someone else and commenting that it was too dark to see, but if he could find his flashlight... "A flashlight? If I had a flashlight, I could find my car keys and drive back out."
* Exalted, and subsequently cities) tend to install a Charm that lets them control a human-scale robot for "emergencies" — but the officials have learned not to press the issue of how "a night with that hot young Sodalite member" counts as an emergency...

* Exalted. And that's just with their Caste abilities; when you consider their other abilities, they can also be guerrillas, ninjas, cavalrymen, sailors or even sorcerers.
* Exalted, and the final Charm in the style is a powerful attack that becomes unblockable, undodgeable, and even more powerful if its target is someone who genuinely loves the user of the style.
* Exalted and the greatest warrior in all of existence. In a setting filled with nigh-unstoppable Warriors of all stripes and Ungodly Abominations that make Cthulhu look calamari, that's saying something. Although the Solar Exalted (his Chosen) can hypothetically surpass him.
* Exalted, and their bonuses work by draining the life and vigor out of their victims (in the case of weapons) and attackers (in the case of armor). Meanwhile, hell-forged weapons and armor may have still-living demons bound to them as part of their creation...
* Exalted, and the Sidereals live for millennia and have fate powers that allow them to assume any role they want.
* Exalted, and they're actually scared of their secrets getting out. They're only Not Meant To Know because the Yozis Don't Want You To Know Them.
* Exalted and tremendously rare and expensive) would still take about seven seconds to kill most people (and would be rather obvious about it).
* Exalted, any of which would be happy to corrupt, unravel, or utterly destroy existence. The greatest weapons with the capability to fend off these enemies are humans stuffed with way more power than humanity was built to handle, suffering from a curse that causes them periodic psychotic breaks. The average mortal can expect either a long life of drudgery and toil or a short life of terror and pain. Oh, and those weapons? Two of the three sets of Abominations have their own versions working for them. Pretty much the only thing keeping the setting from being a Cosmic Horror Story is that the PC Exalted are fully able, if they act with wisdom, to actually confront and, potentially, solve the problems that face Creation.
* Exalted, anyone in the Neverborn's employ is technically an apocalypse cultist since the Neverborn want the world utterly destroyed, allowing them to finally die. In practice, most of them are just in it for the power.
* Exalted: Anyone who gets a Terrestrial or Celestial Exaltation will behave this way due to the death-curse from the creator-gods they murdered, but the Solar Exalted take the proverbial cake.
* Exalted any sort of blood relationship between two characters and make it metaphysically true.
* Exalted, a part of the setting the mechanics theoretically supported but few GMs or players could, and even much of the writing staff focused on the Sutra-like Sidereal charms or the More Metal Than Thou effects found in the Green Sun Prince arsenal.
* Exalted appear to all viewers as members of their own species - a human would see a gilmyne as a human, an elemental would see it as an elemental, etc.
* Exalted are collections of said Words, the latter skewing more towards the current writing team.
* Exalted are the Elemental Poles of Air, Wood, Fire, and Water, beyond which lie the formless chaos of the Wyld.
* Exalted around Infernals, and a third edition has been stated with the intent of returning to the Pulp roots of the game.
* Exalted. As a result, her chosen Infernals tend to get access to Charms that reflect this, such as Broken Silence Laughter Defense (which allows the Infernal to throw off attempts to influence them by laughing inappropriately) and Eloquence in Unspoken Words (which gives the Infernal telepathic communication, at the price that they can only vocalize laughter).
* Exalted, as a world more or less fueled by Rule of Cool, unsurprisingly has a few. The Titan-Class Aerial Citadels, which took the technical prowess and truly epic infrastructure of 300 perfection-powered demigods several centuries to create, were entire floating cities. More or less indestructible, fitted with massive

magical lasers, a beam of death that could vaporize a metropolis instantly AND serving as a launching point for many, many Thousand Forged Dragons (which were superweapons in and of themselves), having one of the four that were created attack your country would be rather like the entirety of the United States military force taking on your house.
* Exalted, a Sidereal invokes this trope while teaching. He closes a student's eyes, telling her that he's going to throw her a spear. The student obediently reaches out, catching the weapon — and realizes that it was conjured by her own Essence. She expected to grasp a solid weapon, and her soul obliged.
* Exalted, assorted magic allows blades to cut through everything, up to and including spirits, mountains, memories, souls and reality, amongst other things.
* Exalted, as the cycle of rebirth was never designed for Primordials (they never imagined that they could actually die.)
* Exalted, as well as the eponymous Exalted. Lunar and Solar castes also get a rather negative form of this treatment from the Immaculate Order, with titles such as the Deceivers, the Blasphemous, the Frenzied, etc...
* Exalted. As with many Exalted tropes, this is played with-Autocthon embodies invention and machinery, meaning he views violation the scale as something to praise, so long as it leads to better quality of life and new discoveries in the long run. Voidtech does not care about this, only itself-in effect, what happens when actual science is warped to service greed and war.
* Exalted at the same time. Which character is occupying which role in the latter tends to vary with the situation.
* Exalted averts this trope. Generally speaking, men and women are equal - if anything, the most powerful people tend to be female; Queen Merela, Brigid, Salina, Lillith, Raksi, the Scarlet Empress, Mnemon, Tepet Ejava... Three of the four most prominent Solars in the first age were women who literally shaped history; the fourth is a man most known for using mind magic to abuse his - physically far more dangerous - wife.
* Exalted baby. They also provide services other than sex - for instance, they can make babies for biologically incompatible couples.
* Exalted based on how long they've lived (although there are a few magics that can break this). The highest levels of power are only available to Exalted who are more than a thousand years old. Due to the Great Curse, this also means that the ones with access to the high Essence charms are also the most likely to be utterly insane, driven mad by the Curse, and rather prone to even greater acts of madness while in Limit Break.
* Exalted beams of light off of the edge of your sword (for Solars) to unleashing bolts of pure elemental energy (for the Dragon-Blooded).
* Exalted been killed, saw that they'd brought the Underworld into existence, and said, "Yeah, that ain't supposed to happen."
* Exalted, being a game designed to let players be over the top in all they do, allows your character to live this trope. There's even a mention of player characters getting a dying monologue, no matter how they die.
* Exalted, beings that exist outside of fate are the ultimate Spanners from the perspective of the Sidereals. Since they cannot be detected, manipulated, or predicted by fate and fate-based powers, one of these beings can derail centuries of careful planning before the Sidereals realize that anything's amiss.
* Exalted, being the game's rough equivalent of dwarves/elves/gnomes, built underground cities, nations, military bases, factories, incomprehensible giant artifacts, and everything else an entire civilization of genius-craftsmen-artificers-inventers-engineers could produce over millennia of flourishing. In the Second Age their world-spanning underground empire has long since crumbled, but their remaining cities are still vast and elaborate and thoroughly underground.
* Exalted: Benthic knifeooths are sharks up to twenty feet long and with slender, serpentine bodies. They get their name from their wickedly serrated teeth, which snag in the flesh of their prey — which translates to almost anything smaller than themselves — to prevent it from escaping. Luckily, they live in the very deep ocean and far from human settlement. Less luckily, there are plenty of things

in Creation, ranging from idle curiosity on the shark's part to a sea god in a bad mood, that can drive one towards the shallows and into contact with humans.
* Exalted bizarre things that can happen when you venture beyond the borders of the world.
* Exalted book, the characters sometimes shout out the name of the Charm or spell they are using. All Charms and spells also have names like "Flight of the Brilliant Raptor" and "Hungry Tiger Technique," practically begging for this treatment.
* Exalted: Both the sun and the moon are gigantic eons-old artifacts attuned to the sun god and moon god of the setting, respectively. The Silver Chair of Night is a vast reality engine, drawing in forces from other realms to bring both dynamism and stability to Creation, and the Dirigible Engine Daystar is, aside from serving all of the functions of our sun and fueling Holy effects, the mightiest weapons system Creation has ever known, surpassing even the Realm Defense Grid. The Daystar can also fold itself into a giant robot. And it knows Kung Fu.
* Exalted brought about by the Great Curse corrupting the Solar and Lunar Exalted of the First Age, but declaring them anathema for all time might be a wee bit harsh.
* Exalted, but as soon as the motes run out, there's nothing left but memories.
* Exalted, but standard dynastic education for both mortals and Exalts includes basic training in archery, melee, martial arts, and war, and those unskilled in these abilities are considered poorly prepared for dynastic life, and are often considered embarrassments to their families.
* Exalted but the Western flavor has elements of the Eastern one (Ki attacks and the like) too.
* Exalted, but universally share a deep and masterful appreciation of music. The King of Hell even leads regular city-wide song-and-dance numbers through the streets. This might have practical benefits given the nature of Hell, but still.
* Exalted by far, it's pretty easy to live your chosen Narrative (unless you piss off the Wyld Hunt, a returned Solar, or a Lunar, who will kill, destroy, or eat you respectively).
* Exalted called Shadowlands and are generally the picture of ominousness.
* Exalted can burn off Limit by adopting an enemy as one of these and taking steps to haul them into conflict. The Act of Villainy in question is even referred to as "Best Enemy Recognition", and was developed for the Yozi Szoreny, who would periodically spare his Solar opponents because he didn't want to lose such interesting foes.
* Exalted can do this. Among the most prominent are Lunars using the Deadly Beastman Transformation Knack and Infernals using Shintai Charms.
* Exalted can obtain an Ebon Dragon charm, Black Mirror Shintai, that lets them shapeshift into an exact duplicate of the target, from obtaining their abilities right down to having the exact same fate, along with developing Intimacies and a Motivation antithetical to their target's.
* Exalted can take the form of any creature whose heart's blood they've tasted.
* Exalted can turn even the smallest peasant villager into a lethal combatant.
* Exalted castes is blood. Given that the Liminals are basically reanimated corpses, this is quite fitting.
* Exalted Cecylene, inside the body of Malfeas; finally, boot them out of Creation into a separate dimension. Even this was considered too insecure for one Primordial, who ended up imprisoned inside his own wings. Understandably, they're a bit miffed.
* Exalted: Charms which allow you to steal intangible things include Thought-Swiping Distraction, which lets you steal people's thoughts; Dream Confiscation Approach, which is used to steal people's dreams; and Name-Pilfering Practice, which allows its user to steal someone's name. As in, everyone in the world (including the victim) immediately forgets the victim's name.
* Exalted Charm that ensures that they only cause bashing damage — even if they wields First Age chainsaw katana while being a 12-feet tall man-beast monstrosity.
* Exalted, char on the back burner because you are so busy fucking over the people

who tormented you millennia ago. You are Eye and Seven Despairs, and you are, in the eyes of your colleagues, utter dogshit.
* Exalted city on the Lunar-controlled island of the Caul, is surrounded by massive walls; not only are they a major reason the city hasn't fallen, they're also partially why the Realm wants to keep a presence there (as legends state they were made by a venerated figure). The lands beyond are largely unknown.
* Exalted combat. Keyword effects (basically, status ailments that fell under a specific subgrouping) were often pretty nasty, so people would pick up keyword defenses (things that nullify or grant immunity to effects with a given keyword for a time) so as to not get hit with those, or just find ways to not get hit in the first place. Since people would just pick up these defenses, people often wouldn't bother trying to use keyword effect charms because they'd just be canceled, and in some cases the defense was actually cheaper to use than the thing it canceled (and many defenses lasted a while once up). Some people figured they could save on EXP by not picking up these keyword defenses because if people assumed any keyword effect they used would just get canceled then they wouldn't bother using keyword effects, and that in the few cases where they were used, simply not being hit in the first place would suffice as a way to avoid it. Works fine as an I Know You Know I Know cycle in most cases; gets a bit tricky when the supposedly weaker splats start throwing out even nastier keyword effects that aren't reliant on hitting someone directly. The fact that Dragon-Blooded add another level to the deception has been a rude awakening for more than one player.
* Exalted consumption of their entire operating budget. In addition, ambrosia can be transformed into...well, pretty much anything, really. This is generally the use toward which it is expected to be put—why eat it when a single coin could give you more resources than the mayor of a small city?
* Exalted, counterfeiting is less common in the Realm than simply keeping and trading in unmarked blocks of jade, since the penalty is much less harsh (five years in prison against death).
* Exalted create a new demon, and they tend to find sexual reproduction to be just as bizarre as humans find the demons' own methods of procreation.
* Exalted, creating an entire world as a shadowy and dead mirror of Creation and damaging the formerly foolproof reincarnation system.
* Exalted Creation was almost reduced to formless chaos as a result of The Great Contagion, followed by the Balorian Crusade.
* Exalted Deathbringers. The Exalted Deathbringer uses this brutal polearm to impale his opponent and hoist them into the air so that their own weight drives them further along the weapon’s haft. In-game this is represented by the Brutal Impalement ability that has a 50% chance of inflicting extra damage against an opponent wounded but not killed by the spear.
* Exalted, despite the name. At night or in a shadowland they are solid enough that they might as well count.
* Exalted Desus is a great guy, your mind is forced to find a way to rationalize whatever he does to you as being your own fault.
* Exalted does a lot with these opposing ideals despite it not being a core theme. If there are two factions trying to do the same job but with different means and goals, there's a very good chance that they'll be divided along this line.
* Exalted do if she wanted to, including seizing the scarlet throne, but that so many people hate her, oppose her or are shitless scared of her that it would likely drive the Realm to civil war if she did so.
* Exalted. Do it with style, and even if it is utterly ludicrous, it's more likely to succeed than if done boringly. For the most part, "stunts" involve pieces of the environment that the players make up as they go along. Asking if something exists in the scene should be met with "It does now."
* Exalted do this. The standout would be the Subsidiary Personality Implant expansion of Mind-Ripping Probe, which explicitly mentions setting a trigger condition for the hidden self to come out to play.
* Exalted: Downplayed with Great Contagion. Not because it has minimum effect, but because its primary beneficiary, the Deathlord known as the Dowager, did very

little to shape it into the all-consuming death that killed just about everyone. Its original strain came from another dimension.
* Exalted, Dragon-Blooded members of the Scarlet Dynasty are expected to be this. A Terrestrial Dynast who can't fight well is likely to be a shame upon their House, unless they are an incredibly amazing sorcerer or something.
* Exalted. Due to the differing social positions of men and women in Creation, Peleps Taguro is the Clingy Jealous Guy versus the Crazy Jealous Guy to Aruna.
* Exalted: During the First Age, the Solar Exalted bred a type of cow with golden horns, enlightened Essence and the ability to talk to serve as the sacred cattle of Ahlat, a god of livestock. Said cattle were specifically meant to be sacrificed on the altars of the gods or to be served on the dinner tables of the Exalted, and were perfectly happy with this fate — they reasoned that a willing sacrifice intelligent enough to understand its fate was morally and spiritually superior to any other, and when called to serve went gladly to the sacrificial altar or to the Exalted's kitchens.
* Exalted earned by your characters during the skip as it's assumed they didn't spend the whole time sitting around doing nothing. These can range from months to decades, and can be necessary if you want your characters to get all the training time they need once they get into high Essence ranges (5+), or to make magical artifacts, or various other projects.
* Exalted, Eclipse Caste Solars and Moonshadow Caste Abyssals can learn the Charms of other types of Exalted, as well as Charms unique to spirits. The catch is they have to be taught the Charm by an Exalt of that type (or Spirit) who knows it.
* Exalted effects Exalted can have on mortals, and possibly other incautious Exalted.
* Exalted elemental baggage, scions of a long line of elemental heroes, sons and daughters of the (obviously) Immaculate Dragons.
* Exalted-esque fighting styles grant a side effect that invokes this; any clothing the martial artist is wearing will serendipitously avoid stains and tears, whether they're standing in a ballroom or a mud pit. Of course, magic is involved.
* Exalted Essence (Getimians), and a further ragtag collection of individuals with diverse themes and powers who don't fit into any of the above categories (Exigents), and many of them have long-standing grudges against each other.
* Exalted, essentially — can be domesticated thanks to their social nature, and are used by some southern tribes as mounts. They make deadly mounts in battle but have foul tempers. Similarly, austrechs — terror birds — are ferocious and difficult to tame, but someone who manages to do so earns a fiercely loyal mount.
* Exalted Even if one ignores the Terrestrial Gods (who represent and protect localised things) and sticks to the Celestial Gods (who represent and protect universal conceptions), there are still enough of them to inhabit a city the size of a continent.
* Exalted. Even the Yozis, the demon lords who were once the ancient titans that treated the world as a plaything, have their apologists.
* Exalted everyone agrees make everything they touch a thousand times better.
* Exalted everywhere. 3rd edition has scaled things back towards fantasy for a variety of reasons, however.
* Exalted examples already listed above, we have the Beast and Vitae from Vampire, the Wyrm, the Weaver, and the Wyld from Werewolf, the Second Breath and the Wyld again from Exalted, Legend, Fate, Knacks, Birthrights, and Scions from Scion, and numerous other examples.
* Exalted example. The world had an incredibly advanced state of magical technology in the First Age, when the godlike Solars ruled over everything. Then their servants rebelled, replacing their system with the less-advanced Shogunate. Unable to maintain the Solars' technology, they've slowly lapsed into more and more primitive societies, aided by a massive plague and an invasion of the chaos beyond the boundaries of reality.
* Exalted exist for individual rice grains and their interactions provide the physics of the universe.

* Exalted exist in this form and similarly scaled hyperconstructions. Malfeas in particular is a Dyson sphere wrapped around a green sun, with a demonic city on the inside.
* Exalted: Exploited by the mice of the sun, whose actions are always minute — generally as much as a regular mouse would manage — but are always timed just so as to cause immense aftereffects. They may chew through a warrior's shield strap to make it break in the middle of battle and dramatically alter his fate or the entire war's, for instance, or bring a few plague-carrying insects into a city ruled by wickedness, and thus alter the course of history while passing beneath everybody's noses.
* Exalted face come down to these beings wanting reality to just end so they can finally die.
* Exalted fandom, the Scarlet Empress is often viewed as somebody who is given too many victories for too little effort, and who makes other characters look stupid for having failed to get rid of or otherwise deal with her (alternatively, there are those who view her as portrayed as having displayed too many incompetencies and having too many failures for her extended centrality to make sense).
* Exalted, far to the south, near the Pole, people actually have sand ships that are used as transport and in warfare.
* Exalted, fate is the plans of the Five Maidens and the Sidereal Exalted. Mortals, gods and Exalted alike are caught up in it, but those with sufficient power and will can break the chains and forge their own destiny.
* Exalted features Luthe, a city of shining oricalchum that floated on the Western seas until it was sunk during the Usurpation by its Solar queen, who would not let the enemy take it. Thing is, the city's still occupied; not all the Dragon-Blooded soldiers, nor the city's inhabitants, got off before it was sunk, and Leviathan, a Lunar caught in a love triangle between the Solar queen and her husband, has spent millennia angsting over his failure and keeping the inhabitants and their descendants there. He's now worshipped as a whale god amongst them.
* Exalted features the Cult of the Illuminated, a secret society that works to recruit and properly train newly-Exalted Solars. It's run behind the scenes by a few Sidereals, who want to make sure the returning Solars don't screw it up like last time.
* Exalted features the Fire aspected Dragon-Blooded, who light themselves on fire as they expend Essence with their special ability Charms.
* Exalted: Fire is one of the five basic elements of creation, and beings associated with it — such as fire elementals, Anklok Dragon Kings and Fire Aspect Dragon-Blooded — can manipulate, create and extinguish fire and light. Fire is generally associated with purification and transformation, and beings tied to it sometimes possess powers related to this concept without necessarily manipulating fire directly.
* Exalted first edition rulebook that goes "Exalted is not really the secret history of the world. You cannot really cast spells. You should not hit your friends or loved ones with swords. This game is not intended to be played by people who can't tell the difference between fantasy and reality."
* Exalted fit this trope to a T. The Deathlords seek revenge on a world that betrayed them by feeding it to Oblivion, and many of the Abyssals believe that they're delivering the blessed perfection of the grave to a suffering world. This has been backed up mechanically by Second Edition rules; every Abyssal Charm (magic power) is rooted at destroying something, be it a life or a loyalty.
* Exalted flared, they could reflexively "harden" it to avoid taking damage. After the 2.5 Errata, the concerns about being one-hit-killed while prepping to cast a spell were reduced, so the Twilights were given magical senses instead; that said, the Resistance charm notes above still apply.
* Exalted, following a lineage of the Dragon-Blooded as they fight various enemies of Creation.
* Exalted, font of unending and eternal rage, and lord of the dance. When lesser beings channel Malfeas' powers, they must be used for destructive, ruinous, needlessly brutal, overwhelming, intimidating, terrifying and cruel (and so on)

purposes — and for playing music and dancing. His powers do not work for any other purposes. Ligier, his core aspect, is embarrassed about the fact that Malfeas likes dancing, but he still leads festival processions through the black streets of the Demon City.
* Exalted for all humanity. Indeed, before they were overthrown, humans were one of the most miserable species in existence. Nonetheless, some humans worship them and work to free them.
* Exalted" for a reason, and playing a campaign as Heroic Mortals is more a question of "what kills you and how" than anything else. To normal people, the lowest forms of supernatural beings — Hungry Ghosts, Commoner Fae, First Circle Demons, Lesser Gods and Elemental Spirits, Enlightened Mortals — are nigh-unstoppable monsters. Terrestrial Exalted are elemental super-soldiers designed to brutally slaughter the aforementioned "monsters" in droves — and said super-soldiers are in turn little more than mooks to experienced Celestial Exalts.
* Exalted. For each chosen of the Sun, there is a chosen of the Moon destined to be his/her mate, and this mate has a hard time defying his/her will, which doesn't help the implication.
* Exalted: Forest mimics are voracious predators with a strong taste for human flesh, but have a marked preference for old, tough meat; they eagerly devour the elderly, but won't so much as touch young children.
* Exalted for the Abyssal Exalted. Their path to power generally involves severing themselves from their names entirely, until only their titles are left.
* Exalted freelance writers come from the forums; by 2011 it'd got to the point that the majority of the writing team and at least one of the developers had started on the forums.
* Exalted from the Fair Folk so they can be resold as obedient manual labourers. The Guild also distributes medicine (when it's profitable), and by selling the soul-eating trickster fairies meals, they hold back a second Balorian Crusade... well, except the one time they nearly started it, but that was an accident.
* Exalted from UDON, with another comic created as a stretch goal for the 3e Kickstarter.
* Exalted generally averts this - while the eponymous Exalted have various methods of speeding up others' recovery, it is still a matter of hours or days rather than weeks or months. About the only way to provide mid-combat healing for others is the Wood Dragon Celestial martial art.
* Exalted. Geomantic weapons such as the Thousand-Forged Dragons, which can warp, drain, or even destroy a region's dragon lines beyond repair, are thus among the most potent weapons of mass destruction in the setting.
* Exalted: Ghostfishers are a peculiar variant of this native to the Underworld. For the most part, they're fairly typical examples — giant worms with gaping, fang-lined maws that lurk beneath the ground and prey on people passing above. Their two unusual traits are that they feed almost entirely on ghosts and that they hunt by means of a lure dangling from their forehead; a hunting ghostfisher hides just underground and shapes its lure to resemble a pitiable ghost in some kind of difficulty. When other shades stop by to help, the worm bursts from the ground to attack.
* Exalted gives us a few Yozis with powers like this. Kimbery represents motherhood in all its positive and negative aspects, and since she's lost the ability to sire children herself (due to the fact that her main form is an acidic ocean), she's got the ability to infect others with her own mutant youth and have them undergo the joys of childbirth. Metagaos, meanwhile, is a swamp that devours everything, including space, time, color, and health — which means that even if you survive a trip through his depths, you'll be bearing something that will make you wish you hadn't.
* Exalted goddess of the Moon, is typically identified as female, but is also likely to show up as a hermaphrodite or a man. The Lunar Exalted's powers allow them to be female, male, or neutral as they see fit, and at least one canon Lunar no longer identifies with a particular gender.

* Exalted good at talking your way out of trouble, or just plain running away.
* Exalted, grave robbing is discouraged not only for cultural reasons but also because desecrating a tomb/corpse will unleash a raging Hungry Ghost (one of the person's souls that remains with the body to protect it) on the local area. Powerful people often receive highly secure tombs as much to reduce the chance of anybody angering the resident ghost to protect their valuables and dignity (although lavish tombs also help keep the ghost placated).
* Exalted. Gunzoshas did it often enough that in the First Age they had to include protocols for what to do with them Exalting mid-battle in the manual.
* Exalted has a charm that allows a character to eat anything for sustenance, with the risk of developing a weird palate.
* Exalted has a couple instances where the characters go temporarily insane on some level:
* Exalted has a few examples, most notably the Elemental Poles and the Loom of Fate. Differ from most in that the Poles are incredibly durable and malleable (the four that exist at the edge of the world can adjust themselves to how far the edge happens to be), and the Loom is probably the best-defended thing in the world.
* Exalted has a few examples: the Primordial War, the Aftershock War, the Usurpation and the Balorian Crusade. All of these are provided some level of detail (specifically who was fighting and why), but the exact events of the wars are generally shrouded in mystery (typically because they all involved reality being damaged to some degree).
* Exalted has a few of these, usually in the form of the Primordials, the beings who created the gods. Malfeas is both the hell dimension that binds the Yozis (Primordials who were crippled, twisted, and imprisoned following their defeat) and a Yozi in his own right, the former king of the Primordials twisted into a blighted city of basalt and brass. Some of the other Yozis serve as similar parts of the landscape in Malfeas: such as Cecelyne, the Endless Desert; Szoreny, the Silver Forest; and Kimbery, the Sea That Marched Against the Flame.
* Exalted has an entire martial art style built around this, the White Veil Style. This is so disturbing to opponents and bystanders, that it's actually harder for people to take the fight seriously enough to join in. The fluff on the Form charm describes it thus:
* Exalted has an inversion with the Yozi Sacheverell, the Abhorrent Prophet Unimagined. While he dreams, he sees everything BUT the future. Were he to wake, he would perfectly see the entirety of what is to come, locking the world into absolute predestination. Pretty much everyone agrees that this would be a Bad Thing, quite possibly even Sacheverell himself.
* Exalted has an odd version of this from the dangerously powerful Charcoal March of Spiders supernatural martial art. The user delivers a punch so ludicrously hard that the head not only explodes, but the person whose head did explode has several seconds thereafter to think and react because they, and reality itself, haven't caught up to the fact just yet.
* Exalted has a number of these, mainly First Age deathtraps built to house the bodies of Solars slain during the Usurpation. In-character, they were constructed and laden with the grave goods of the dead in the hopes of keeping the restless spirits of the "Anathema" sated. Out-of-character, it's mainly a reason for newly returned Solars to evade death traps and get all the cool stuff they collected in their last life.
* Exalted has a year... that's made up of 15 months and 5 days that are "outside the year", called Calibration. Also, every month is made of exactly 28 days.
* Exalted has beam weapons, made and most often used by the magitech Alechemicals.
* Exalted has bits of First Age technology called the Gates of Auspicious Passage, allowing one to cross vast distances with a single step (although only to a similar Gate). They require truly monstrous amounts of power to function even for brief periods however, and are extraordinarily difficult to build, repair and program.
* Exalted has blood sports popular in Creation and even more so in Malfeas, but the most notable is the tournaments thrown by the Third Circle Demon Kashta. Anytime she decides to host one, anyone nearby gets sucked into a coliseum she creates,

with the strongest appearing on the field for a fight to the death. The last survivor has a chance to either fight her or have sex with her, but sleeping with her risks either getting her pregnant with a behemoth, or becoming a behemoth.
* Exalted has Ishiika, the Cosmic Scorpion, a massive space-borne terror in the shape of a whirling nebula of teeth, clicking mandibles and pincers capable of shattering worlds, surmounted by a tail the length of solar systems. It is the most powerful and feared of all the alien monsters the Gunstar has encountered.
* Exalted has its fair share of these, such as the Thousand-Forged Dragons and the Brass Leviathan.
* Exalted, has particular talents in ostentatiousness, force, and rulership. A common fan depiction has him spending his entire time with his volume turned up to about nineteen.
* Exalted has six major war gods, one for each compass direction and the centre, each of which also covers a particular variety or aspect of warfare (such as Tachi-Kun, god of heroic warfare, and Siakal, goddess of slaughter in warfare), all presided over by a general Goddess of War. Some of these war gods also cover separate but related purviews (Siakal is goddess of sharks because they're related to her domain, while Ahlat started out as god of cattle and was promoted to Southern war god after his promotion of cattle raid warfare produced large numbers of fine warriors). There are also a few related and superior gods, such as Mars, the Maiden of Battles, and the Unconquered Sun is regarded as the highest war god in Heaven. Besides these, there are innumerable lesser war gods.
* Exalted, has spent the past two millennia as an orca roughly the size of a small island.
* Exalted has the Alchemical Exalted, which are clay and magical material constructs, animated with the souls of repetitive (through reincarnation) heroes who are created to serve their people and Patropolis/Metropolis. As they advance in power they receive huge bodies, and ultimately become a living city themselves.
* Exalted has the Brides of Ahlat, the Southern God of War. Completely female, sworn to remain virgins, and symbolically wed to Ahlat himself. They're consider to be Elite troops and thus not to be messed with.
* Exalted has the Familiar background which gives an Exalted character a supernatural animal companion. At one or two dots the familiar is simply loyal and a bit smarter than a normal animal, starting at three it also acts as an Essence reservoir. Lunars have a note that their choice of familiar is limited by their Totem animal, a rabbit probably wouldn't want to bond with someone who turns into a wolf but a raven might.
* Exalted has the flame piece and firewand, and their First Age brethren liked the plasma tongue repeater. The Righteous Devil and Golden Exhalation martial arts styles let you do things like triple these weapons' (usually limited) range or do bonus damage. Fear the Exalt who masters both of these styles and is able to use a Charm to produce ammunition — especially since the martial arts skills required to reach the higher levels of those charm trees mean that they can still kick your arse if you disarm them.
* Exalted has the Immaculate Order, an entire religion devoted to demonizing the Celestial Exalted, it's entirely possible for a Solar or Lunar with Immaculate sympathies to view having become an incredibly powerful demigod as a curse. (Terrestrials are venerated by the Order, and Sidereals a) have been forgotten by most of Creation, including the Order, and b) are recruited, trained, and disabused of any inaccurate notions about Exaltation and the world in general within days of the Second Breath.)
* Exalted has the Procedures of Creation, containing literally all of Creation's natural science and thaumaturgy in a library bigger than a city.
* Exalted has the Realm's Dragon-Blooded military, a fighting force made up mostly of elementally-powered super soldiers. On the more mundane side, there's Lookshy's Seventh Legion, who are basically what happens when you take Spartans and give them giant robots.
* Exalted has these in the Alchemicals sourcebook. Any Alchemical with an Obvious charm qualifies, as well as many that don't.

* Exalted has the Underworld, which is a dark reflection of Creation; some necromantic spells allow you to instantly step between corresponding points on the two, and the dark Labyrinth beneath the Underworld also allows it to be used for fast travel. There's also Yu-Shan, which is a celestial copy of the Blessed Isle that links to Creation at several points, and is covered with canals for high-speed travel. There's many other worlds, like Autochthonia and Malfeas, but the Underworld and Yu-Shan are the only ones that explicitly map to Creation.
* Exalted has the Usurpation, wherein the Dragon-Blooded and the Sidereals conspired the overthrow the Solars (who'd gone a bit nuts by this point) and their Lunar mates. The Solars were wiped out down to the man, and their Exaltations gathered up and stuck in a mystical cage. The Lunars who weren't killed fled to the fringes of the world. The Dragon-Blooded set themselves up as rulers, and named the Solars and Lunars "Anathema" in their state religion. And the Sidereals wiped themselves from living memory, ruling from Heaven behind the scenes.
* Exalted has the Yozi known as She Who Lives In Her Name. She's called that because those who hear her true name, which is endlessly whispered by the 99,997 crystalline spheres of trapped fire that make up her form, will spend the rest of their days meditating on the harmonic perfection of it, turning into tools of her will.
* Exalted has this going on with the Yozi Cecelyne, Hell's lawmaker. Her rules stem from the belief that the strong are to rule over the weak. Her other laws are often arbitrary and sometimes outright contradictory, but this is the one truth she holds to absolutely. Indeed, it's one of her unbreakable themes as a Primordial being, so she can't even conceive of another way it could be.
* Exalted has this in the form of the Forbidding Manse of Ivy, headquarters of the Bureau of Destiny's department of Secrets (basically the people who keep track of everything that has happened in order to plan when people will make certain discoveries). Jupiter, the Maiden of Secrets, has a personal library which is much smaller but considered to be significantly more valuable by people familiar with it, since it not only contains her personal collection, but her own annotations and commentaries.
* Exalted has Venus, the Maiden of Serenity. Love is only one of the many things she's goddess of — she handles health, positive emotions, and pleasure in general — but it's one of the more focused-on. (Venus also wears blue, which is why brothels in the Exalted setting are associated with blue instead of red.)
* Exalted has Vitriol — and that's it. It kind of sucks to live there.
* Exalted have Acts of Villainy which they commit in order to please their Yozi masters if they've managed to offend them somehow. Most of them have them act in line with this trope - picking a favoured arch-enemy as per Best Enemy Recognition, leaving the enemy to slow death instead of killing them quickly (Fiendish Deathtrap Compulsion), lecturing them about your plans (Infernal Genius Declaration), leaving clues or sending them straight to your enemy (Insane Death-Dealing Provocation) or just driving people insane for giggles (Kindly Lunatic's Blessing). And it's best to perform as much of them at once as possible.
* Exalted have a defined boundary, in the form of an enormous river (one of the bodies of one of the Primordials).
* Exalted haven't be statted up yet, it's theorized a lot of them would center around mirrors, reflection, and unseen connections.
* Exalted. He can still assume his human form, wolf form, or any other form he's acquired. But he's ashamed of his horns and hooves in his non-hybrid forms (not to mention that the hybrid form is designed for maximized asskickery).
* Exalted, high essence Green Sun Princes can get something like this. It's a soul world rather than a mental world, but same basic thing.
* Exalted: High levels of wood elemental corruption often result in this, and it's very common for people living in the deep forests of the East, where Creation approaches the Elemental Pole of Wood, to have leaves, moss or small vines instead of hair.
* Exalted). If he should die by unverifiable means, somehow the Fae magic that protects his destiny is changed and he shows up again later, miraculously saved.

* Exalted. If he were to be capable of ever truly aiding others, even if it would benefit himself too, he would not be the Ebon Dragon.
* Exalted, If it is an Solar artifact, It will by blingy, From Power Armor and Weapons to Warstiders and the Solars themself.
* Exalted: Ifrit are humanoid fire elementals of fairly considerable power, and generally given much more respect by the gods than elementals usually are.
* Exalted. If they're even remotely compatible with one another, though, chances are good that it'll be this. Of course, this isn't exclusive to Solars and Lunars; all Celestial Exalted have memories from past lives, and it's entirely possible to run into a reincarnated lover.
* Exalted. If you can use them, the Yu-Shan gates are generally a faster means of long-distance travel than anything else available - the Yu-Shan sides are scattered around the edge of the city, but the Creation sides are scattered across the entire world.
* Exalted: In addition to the "regular" form, some populations have been raised, trained, and even bred (or worse yet, genetically engineered!) for this. A particularly disturbing case of the "regular" variety is found in the Djala, who are slender, delicately built pygmies. True pygmies; as adults, they do not exceed 4'10". Don't think about it too much.
* Exalted included such elements as having to pull off massive rewrites, the departure of one writing staff member due to creative differences, and one of the developers coming down with some messy medical issues.
* Exalted includes everything from English to Russian to Gaelic to Hindi, and there's no reason to think Creation's language families are any less diverse.
* Exalted in Creation — and was painfully welded into his armor. Princess Magnificent with Lips of Black Coral lost hold of her territory to three upstart gods telling a story, and was almost thrown headfirst into Oblivion.
* Exalted; in fact, most examples of it are. Nonetheless, the possibility is there - for one, the Exalted setting has very little prejudice against homosexual pairings, and for the other, Lunars are consummate shapeshifters.
* Exalted: Infernal Exalted can reduce their Torment meters by doing something their Yozi patrons like. As it happens, She Who Lives In Her Name enjoys an impressive feat of Evil Gloating, meaning that a Green Sun Prince who wants to pursue his own agendas without losing control may well have to rant like a B-movie supervillain.
* Exalted: Infernals remain demonic and warped, but then there is this new thing called Exigents who define their custom power sets from the start.
* Exalted. In his case, Dark is so evil that it even predates the codified concept of Evil (which in Exalted is best described as 'acting like the Ebon Dragon'). Before becoming the Ebon Dragon, he existed as an entity referred to as the Dragon's Shadow.
* Exalted in many other settings. However, in Third Edition, they're considered undead Exalted for the purposes of the rare few Charms which specifically affect such (the category being created because Third Edition has another Exalted type who straddle the boundaries of life and death, the Liminal Exalted, and the option for other varieties of undead Exalted to exist, for example via the Exigence).
* Exalted innocent NPC's, but most major NPC's are very far from being dogs and usually in the son of a bitch territory, so whatever the reasons for the PC's to kick someone's ass, chances are that they're kicking a son of a bitch. The entire history of Creation is more or less a series of Kick the Son of a Bitch, most notably the Usurpation. It would be tactless to say that the Solar Exalted didn't deserve it, but the Bronze Faction weren't exactly benevolent angels either.
* Exalted instantly die if hit with an attack that has seven dice after soak is removed. (Technically, this is because of their lack of narrative importance and resultant fragility, but the effect is the same.) UnExalted characters may also be targeted by a number of powers and abilities that automatically kill as a free action.
* Exalted instead of him, and is now playing the three of them against one another using seduction and cruel mind games, both to make them pay and to continue

controlling them. Do I need to mention he is as mad as he is cunning?
* Exalted in the books and setting. Examples range from power armor to airships to artificial limbs to dinosaurs that eat poppies and pee heroin. This reached its height in 2nd Edition, including essence powered fighter jets and clockwork robo-soldiers, but has been almost entirely dialed back to more traditional concepts of magic and enchantment in 3rd edition.
* Exalted: In the game, human beings have two souls. The Hun or "upper soul" governs intellect, morality, consciousness and higher thinking, while the Po or "lower soul" is concerned with a person's passions, instincts, and animalistic urges and drives. After death, the Hun departs to either reincarnation or the underworld, while the Po remains behind to watch over the body. If a deceased person was not buried or was buried improperly, the Po will manifest as a ravenous, predatory Hungry Ghost, resting in its body by day and going out by night to cause chaos and attack the living until it is pacified by being given a proper funeral. It is also possible for a Hungry Ghost to be created by a violent or painful death, and necromancers often torture victims to death to purposefully create ghosts to use and control.
* Exalted in the name of destroying Creation. The Neverborn themselves, however, aren't much a threat; they're busier spending time coping with the pain of being eternally-dying-but-never-truly-dead and sending strange messages to their servants.
* Exalted, in the Skullstone Archipelago some people kill themselves and come back as zombies in order to preserve their beauty. This honor has to be granted by the bureaucracy, so it is far from common, but there have been instances of it.
* Exalted: In the view of some of the current authors, large chunks of second edition fell into "shitdark", defined by Holden Shearer as "a setting so relentlessly shitty and miserable and hopeless that it becomes impossible to emotionally invest in it or care what happens to it."
* Exalted invasion, and has built the Realm's government so that it can't work without her. She's far from the only example- most notably, any number of PCs, as "Become God-King of [Insert City Here]" is a pretty standard Motivation for a Solar.
* Exalted is all about doing this to the extremely powerful people you don't like. You can even do this to The Unconquered Sun. Unconquered does not mean Unconquerable.
* Exalted is a massive battle station capable of firing death-beams and turning into a giant robot.
* Exalted is a measure of how easily a character can endure hardship or inflict suffering upon others. It allows the character to endure adversity and take draconian measures in order to achieve important goals, as well as make choices when all options are horrific. It goes without saying that many high-Conviction characters qualify for being Unfettered, though the virtue flaws associated with Conviction tend to make such characters cruel and unfeeling as hell.
* Exalted is a Sidereal whose reincarnations take up the magical armor and same name as their predecessor when they Exalt, and not only that, they are mentored by the spirit of their previous incarnation, which inhabits the armor.
* Exalted is a subtle case of Patriarchy Flip. Governed by the Scarlet Empress, women are preferred in some quarters of the military and governance, but both male and female Dragon-Blooded are expected to fully contribute to the Realm (and its population) to the best of their ability.
* Exalted is regarded as a completely boneheaded puppet leader for the Realm for two reasons. One is that he rubber stamps anything that comes past his desk without a care for the contents. The other is that he spends the rest of the day getting off on the saucier passages in the Realm's religious documents.
* Exalted is that it took the interesting characters from 1e and flattened them out. Especially the Deathlords — First and Forsaken Lion went from being an interesting character who wanted to take over the Underworld and didn't care about Creation to Mask of Winters v2 who wants to CONQUER AND/OR DESTROY EVERYTHING!
* Exalted is The Melkin Fool in Red, who is the ringmaster of the Circus Moribund.

Little information is available about the Circus itself, but much can be inferred from the fact that it is run by an Abyssal.
* Exalted is to become this, make up for their dark deeds in the service of the Void and work their asses off to avoid spontaneously combusting from Resonance. If they can pull it off, they become Solars, without the Great Curse that messed up so very much of the First Age. The potential impact of this remains to be seen.
* Exalted is wiping most of the past two editions (although the writers take pains to tell everyone it's taking more cues from the first than the second) and starting from the baseline. Even the map is being revised, and there are multiple new Exalt types.
* Exalted. It allows a Sidereal to fundamentally alter their opponent in some interesting way. Typically, it's used to punch people in the face and turn them into ducks.
* Exalted, it caused the cycle of death to crash, bringing undeath and the Underworld into existence. The dead Primordials, now known as the Neverborn, exist trapped in an unending torment, seeking desperately to unmake the world and return everything to the formless Chaos in order to bring an end to their suffering.
* Exalted, it exists mainly for the player characters to kick it in the nards and set it on fire.
* Exalted it is — they also have some overtones of the Western variety.
* Exalted, it is mentioned that the Solars built Artifacts to be both functional and beautiful. When the Dragon-Blooded took over, they couldn't do both, so they decided to just go with the functional. Turns out, they couldn't do that quite as well either...
* Exalted: Its stunts, martial arts and Charms are specifically set up to support wuxia-style play.
* Exalted; Kejak Chejop, who is in charge of the anti-Solar Bronze Faction in the default setting, is the head of its ideologically opposed pro-Solar Gold Faction in the modern one.
* Exalted life or death situation will end up resulting in Exaltation.
* Exalted light district. This is because gold is seen as an obscene color in hell due to its association with the sun. Also, the district is a very powerful demon in her own right.
* Exalted likes to play with this trope a lot in general, using Creation's fictional societies as thought experiments or deliberate juxtapositions to our own society. Specific examples:
* Exalted lives on cool swords. The most common of the cool swords are made of Jade, and are extremely fast because of it. Orichalcum weapons are weapons of perfection, made out of the same stuff as the Unconquered Sun himself. Moonsilver weapons can change shape and slip past defenses. Starmetal swords are made out of meteorites. Soulsteel weapons are made out of the souls of the dead. All of them are already very strong in stats, the material just adds a bonus.
* Exalted: load enough points into Archery and learn enough relevant Charms, and you can reasonably shoot an arrow through a keyhole on the other side of the country. Mind you, this is small potatoes given that one martial arts combo allows you to destroy the world in one mountaintop kung fu move.
* Exalted love calligraphy, and will respond faster to petitions that include it.
* Exalted, Lunars can create this effect if they've acquired the right type of Heart's Blood or have the right spirit shape (anything with wings in either case) and the knack Hybrid Body Rearrangement.
* Exalted made of one of the five magical materials. These are called Goremauls. The Abyssal signature character Falling Tears Poet is often seen carrying one that could probably fell an elephant in one blow. The Grand Goremaul is even bigger than the average Goremaul and could be used to smash out the front door and back door of your house in one blow.
* Exalted made since the Usurpation requires periodic maintenance to remain operational.
* Exalted: Malfeas, the Demon City, sometimes simply called Hell, is the prison in which the defeated Primordials and their servants were trapped in by the gods and

the Exalted after the latter's successful rebellion. The Primordials were places and living concepts as much as they were individual entities, and in order to contain them the Exalted took their king, turned him inside out and trapped him and his servants in his own tortured insides — and this twisted world-body is the Demon City itself. As it's the physical self of a living creature debased by shame and pain rather than something built by people to live in, it's rambling, chaotic and without purpose or structure — streets widen and narrow without pattern before terminating in sudden dead ends, for instance, while towering blocks of masonry extend skywards with nothing inside them. The city also exists in several stacked layers, which Malfeas sometimes collides as a form of self-harm, and teems with hordes of demons.
* Exalted: Malfeas, the dumping ground for the Primordials who didn't end up minced after they were overthrown and for the demons, which in-universe are essentially the multiple souls of each Primordial and the spawn thereof. The whole thing is essentially the "stomach" of their king, after it was torn open and had all the Primordials, including Malfeas himself, stuffed in before it was sewn shut. It takes the shape of a chaotic red city arranged in multiple layers, with the other primordials' world-bodies providing additions like an ocean of acid and a massive desert. By and large, mortal souls don't end up here; it's not intended for them.
* Exalted — as they grow into cities, install Exemplar charms, or go long periods without human interaction, they accumulate Clarity. The sourcebook for Alchemicals goes out of its way to point out that this means they focus on efficiency and do not become needlessly cruel.
* Exalted — who come from the chaotic Wyld outside of Creation, and sometimes have trouble with human concepts like "death is permanent."
* Exalted. Mortal - non-magical - martial artists can break a brick and jump over a hedge. A Terrestrial martial artist can break a boulder and jump over a building. A Celestial martial artist can break a city wall and jump across a mountain. A Sidereal martial artist can split a soul and jump to Heaven. Specific flavors include:
* Exalted: Most Exalted have a Presence charm that allows them to give other characters compulsions. If your character is an Abyssal, the result will probably be this trope.
* Exalted (namely, if the concept exists and is sufficiently awesome, put it in the game), it should come as no surprise that there are many, many examples of this to be found in Creation, ranging from Gunzosha (which can even be worn by mortals, at the cost of a mere half their lifespan) to Celestial Battle Armor (which is as tough as Superheavy Plate armor, far less restrictive, and can usually fly).
* Exalted names thrown in for no apparent reason: Joseph, Anja, Tobias, Lyta... it's a bit jarring.
* Exalted Neverborn master was quite angry, to the point where it bound him into his armor. Painfully.
* Exalted, now that the Scarlet Empress has vanished. The Anathema are on the loose, new and sinister forms have emerged, one Realm outpost has been conquered by a Deathlord, the Bull of the North is on the rampage, and the most likely outcome within the Realm itself is all-out civil war over the Scarlet Throne.
* Exalted of creating her deathknights. It's stated that she plans to start turning more children into Abyssal servants as soon as she's certain she's perfected the process of raising them. The Shoat isn't actually undead, but Abyssal Exalted is close enough to count.
* Exalted of everything that had ever existed up to that point in time. Even people who lived through it can't remember the things she deleted, knowing only that most of Creation is gone.
* Exalted of Malfeas. His otherness is indicated by no object whatsoever casting a shadow when illuminated by him.
* Exalted of social-fu mind-whammying that can convert potential enemies into firm allies or even virtual slaves.
* Exalted of Sunken Luthe, society is divided between the aquatic beastmen and the relic population of surface-normal humans, the descendants of the Dragon-Blooded

crew that worked on Luthe when it was still a floating fortress. As the people of Luthe worship Leviathan, an ancient Lunar, who is old enough to remember the Usurpation and how the Dragon-Blooded rose against the Solars and the Lunars, the Luthian humans are openly despised by the rest of the city, who refer to them as the Traitorkin and force them to live in a segregated ghetto and to work as menial laborers.
* Exalted of the setting, came into existence just so that the Ebon Dragon would be stronger by having something to contrast against. After being defeated, turned into a Yozi, and cast into Malfeas, the Ebon Dragon was one of the beings behind the idea of Reclamation, which means escaping Hell by making Creation so equal in quality to Hell that the Yozis can move in without technically violating the terms of their imprisonment.
* Exalted of the Yozi Cecelyne the Endless Desert. A good chunk of charms she teaches to her champions also have something to this effect.
* Exalted once) in the history of the setting, but considering their single-minded focus and the fact that in a few years any of them will have the power to accomplish their objectives, a big showdown is inevitable.
* Exalted. One method is called "Infernal Genius Declaration," and involves showing off to a captured and helpless enemy by delivering a monologue describing his or her evil plan in great detail. The Infernal will receive this atonement, incidentally, whether this monologue leads to their plans being thwarted or not.
* Exalted one of the Charms for the Air Aspect Immaculate Monks is Hurricane Combat Method, which gives you a boost to attack power but chews up your health.
* Exalted: One of the major cornerstones of Sorcery is the Summon [X]th Circle Demon spell. It allows you to call up a demon from Malfeas and challenge it to a test of wills; if you win, it's bound to serve you until its chosen task is completed or for a year and a day, whichever comes first. If you lose, however, the results can be...messy. There are somewhat safer spells, such as Summon Elemental, and Necromancy has its own equivalents (such as Summon Ghost).
* Exalted, on of the Sidereal Marial Arts charms Vanished Within The Glass of Obsidian Shards of Infinity Style draws your target into a mirror dimension where they are unable to interact with anything.
* ExaltedOn RPG.net, threads involving acts of unmotivated malice, especially when the malice is counterproductive or self-destructive, are sometimes tagged "Pleasing to the Ebon Dragon." Amusingly enough, one thread with this tag actually had a poster using the handle "The Ebon Dragon" get permabanned, which hilariously enough is something the in-setting Ebon Dragon would have considered a great success.
* Exalted. Or abridge it, which is even worse. The latter is especially true because, unlike many examples on this page, the book is actually magical, and prayers to war gods and the Pattern Spiders are actually encoded into the practices described in the book.
* Exalted or those in high mounts (such as elephants) without penalties.
* Exalted, outfight everyone and survive any attack. The cunning player and GM will find many, many weaknesses that can be exploited in order to make their lives miserable, no least the crippling flaw all Exalted must choose.
* Exalted planning to commit treason is merely because she objects to this kind of thing being able to fly).
* Exalted plays with this trope, as social interaction is actually played out as a form of combat - and characters who are skilled at "social warfare" can do things up to and including destroying and/or converting armies by talking to them. Simple brainwashing is one of the most basic abilities of a social Exalt...
* Exalted presents itself as this, but really you are just succumbing to the madness of the old gods.
* Exalted, progress between points is not measured in hours or miles, but rather by where you are in a particular story.
* Exalted requires Chaos-Repelling Pattern (a Solar Charm) to attune and Wyld-Shaping Technique (another Solar Charm) plus either a five-dot Solar Hearthstone or a Protoshinmaic Vortex to be useful.
* Exalted require you to sacrifice health levels as part of their activation cost.

* Exalted, requiring that the Infernal kill someone every so often to use them).
* Exalted rpg.net thread, which came up with a build capable of breaking the sound barrier on foot, and outracing the Concorde in a scout warstrider. (Lunars have an even more impressive Charm that allows them to chase and catch this one, but that one requires you to be specifically chasing them.)
* Exalted runs on this. If you're born to a Dynast family and don't Exalt, it's profoundly embarrassing.
* Exalted's canon "priest", Panther, only wears a pair of pants and has a massive stylized sun tattoo on his chest.
* Exalted science fantasy alternate setting Heaven's Reach, Creation was lost a long time ago, and its location - even whether it still exists or not - is unknown.
* Exalted, Scourge caste Infernals are inclined to be speedsters. Adorjan's charmset doesn't contain soak improvers, bonus health levels or parries (Scourges tend to avoid damage by being somewhere else), but a Scourge can reach speeds without trying that a Solar has to expend a lot of effort to hit.
* Exalted screw someone over when he had the opportunity, no matter how small.
* Exalted setting, only the Terrestrial Exalted's powers are hereditary; the children of other Exalted are plain mortals unless their Exalted parent has a high Essence rating, then they can be Half Caste. During the Golden Age (when the Solars ruled) the offspring of Solars were called "Golden Children"; born into status, wealth and privilege, but with none of the powers their parents wielded.
* Exalted setting were the rulers of the world in the First Age. As the Great Curse laid upon them by their vanquished foes, the Primordials (titans) started to corrupt them more and more, their rule became more and more tyrannical and cruel. Note that within his domain, a Solar had the right to set almost anything that doesn't threaten the rule of Solars in general as a law, which resulted in some pretty horrible places to live, as well as some pretty... bizarre laws and customs (a whole region in the North where people acted like they lived in a musical!).
* Exalted shape-shifter-slash-titan-killing-weapon-gone-rogue, it might just be easier to pop a Total Annihilation on it...
* Exalted shapeshifter who, despite being more powerful than all but a few hundred other people could ever hope for, is obsessed with the power that will remain forever out of her reach. (Ability to access magic is limited by in-universe character tiers; she's not at the top tier, and so can't get to the best magic.) Both of them rule their chosen city-states with iron fists, although the Perfect's people are generally happier with their government than Raksi's.
* Exalted shard Heaven's Reach has the Kranix, who are described as a hard-shelled octopus. In classical Exalted, the demons known as agatae are enormous, incredibly beautiful rainbow wasps with inhuman mentalities.
* Exalted shard, interstellar travel is achieved through the Grand Canals, a network of routes where the laws of physics were weakened in the ancient past to allow ships to traverse hundreds of light years in days or weeks at the cost of risking dangerous physical and mental breakdowns.
* Exalted shoulder pads, knee pads, and a cape). Of course, they're all Exalted of various stripes, which means they get access to Perfect Defenses, things that allow you to dodge, parry or withstand any attack even if you're naked and just holding a dessert fork.
* Exalted signature Dusk Caste Abyssal is known as the Maiden of the Mirthless Smile.
* Exalted's map works like this. In fact, there's literally nothing beyond the western border these days except the "Elemental Pole of Water" and primordial chaos.
* Exalted: Smoke, one of the elements of Autochthon, consists of horrifically toxic and corrosive fumes and is defined by its ability to destroy matter and kill living things. In its natural state, the Elemental Pole of Smoke serves as Autochthon's stomach, where scrap, waste and broken machinery are disposed of and broken down for reuse, but it also serves as a powerful way of scouring corrupted areas of his body from taint and gremlin infestations. The primary Lesser Elemental Dragon of Smoke, known as the Shogun of Genocide, is wholly dedicated to his role as an

eradicator of life and can kill entire cities with the fumes of his passing.
* Exalted, so it's not that huge an imposture. And considering that Gods and Exalted literally differ only in that Gods are immortal and Exalted aren't, it's even less of a stretch.
* Exalted, some characters can create horse-like constructs of bonded magical energy, or own magitek constructs as steeds.
* Exalted). Some just end up forming platonic bonds that last the millennia of their lifespans. Or, the Lunar Exalt can pick up the Twin-Faced Hero knack... and change gender at will.
* Exalted, some player character splats can be each others' Usual Adversaries. Notable are the Dragon-Blooded Dynasts and their Wyld Hunt, constantly trying to kill the Solar Exalted and their reincarnations over and over.
* Exalted sorrow-drowning bender that the Goddess of Intoxicants herself, Burning Feather, came down from Yu-Shan to sober him up.
* Exalted, so taking it is easy to justify regardless of whatever else your life choices entail.
* Exalted, so their friendship is the most constant relationship either have.
* Exalted, so this is a fairly common trope. Even more so if you count the Exalted, who start off human but are endowed with more than enough power to match and even surpass any god. God-blooded are people who result from this sort of thing. Some gods even go out of their way to accumulate relationships because the devotion means extra power or supernatural currency. Others use dates as part of their arrangements with mortals around them so a river god expecting a date with a local maiden once a month to keep the water running at the right speed is common to the point of unnoticeable. The Sidreal Exalted, being agents of the same office gods work for, step in if a god is being too pushy.
* Exalted specifically can't enhance anything that's planned out in advance, meaning that anyone using said Excellency has to use these on a regular basis.
* Exalted's Solar-Lunar Bond can manifest. The bond links each Solar Exaltation to a particular Lunar Exaltation and the only certain thing about the bond, should Fate successfully bring the two together, is that it is a strong emotional bond between the two demigod-like Exalted. And a Bash Brothers bromance certainly fits the bill.
* Exalted: Starting from 2nd Edition, the Lunar Exalted can learn a duo of Charms that can potentially turn them into this. They can render escape pointless by perfectly matching the opponent's running speed in mid-flight, no matter what magic or obstacles are in their way.
* Exalted strapped to various locations on his body, you know you're not going to have a fun time.
* Exalted style- Crystal Chameleon Style- made up of equal parts flash-stepping, unexpected attacks, and stealth by psychedelic light-shows. There's a reason the style is often referred to as Disco Ninja Style by fans.
* Exalted successes (with the last jumping to the top of sales listing within days), allowing the line to be secured for the issuing of a third edition.
* Exalted. Such form tend to be dramatic to the extreme: an indescribably beautiful lady, a towering man-beast monstrosity, or an artist whose performances moves hearts (and steals souls).
* Exalted: Surprisingly averted in a bit of flavor text. Some Dragon-Blooded officers care about the lives of their mortal subordinates and some don't, but regardless of that throwing mortals at Celestial Exalted is just wasting them to no purpose. When the Anathema show up, it's time for the officers to order the mortals to stand aside and enter the battle themselves.
* Exalted tendencies, alternatively either smothering those she loves or utterly destroying those she hates, and you're never really sure which side of that divide you're on (until she dissolves your face off, anyway). She can't give birth (given that her current form is an acidic sea), but she does have Charms that allow her to infect others with parasitic offspring that come in a delightful assortment of configurations.
* Exalted tend to incline this way (the darker ones are still Terror, less Hero).

Dark Messiah Style, the default Abyssal martial art, even has a Charm that lets you dismember someone to make their allies run away crying and vomiting, and Infernal Monster is if anything even messier and more destructive.
* Exalted tend towards this. It's actually part of the rules that the more people that are present, the stupider their decisions are likely to be. In the backstory this tendency is one of the key reasons the world is now in such a perilous state.
* Exalted than a Free Action, because after changing form a Lunar can still use any other Charms that can be used in other character's turn.
* Exalted than the original, professional authors. (Though not universally, of course - fanbases always split.) For the culmination of the trope, they composed the team that patched up balance issues of the Second Edition (known as "Exalted 2.5") and were involved in writing the entirety of Third Edition.
* Exalted that are detailed for the Lunar Exalted implies that they, too, are capable of this.
* Exalted that is powered by the rage of its inner spirit. The first rule when dealing with a Solar brandishing a warstorm shellcaster? Be somewhere else. When he pulls out Steel Sunbeam Radiance, you should probably be in another city. Preferably in another country. On a different continent.
* Exalted: The Alchemicals comic, diplomatic negotiations hit a snag when the Autochthonian emissary says "There can be no peace between our peoples now". He meant "now" as in "at the present moment", not dismissing the possibility of future friendship. After the misunderstanding is cleared up, the Realm emissary agrees that indeed their nations are not friends "now".
* Exalted, the aptly-named Blood Monsoon, a powerful necromantic spell, causes a geyser of blood followed by a torrential downpour of blood over a few miles' radius.
* Exalted. The best of them make The Destinies (a grand total of five of them) their bitches.
* Exalted, the Celestial Exalted get reborn after they die. The Exalted part goes on into a new person, retaining some small bits of its memories and personality traits, while the human part dies. Most new Exalts are treated by their peers that remember their previous lives as being the same person, even though they are not and have personalities of their own. (Swan was Desus, Contentious Sword etc)
* Exalted: The city-ship of Denzik is built out of hundreds of large junks lashed together for stability, each bearing a marketplace on its upper deck and with lower decks filled with living quarters, storehouses, shrines and amenities for those living there, forming a true floating city. Denzik follows an endless, looping route along Creation's great western ocean and the inland sea around the Blessed Isle, trading with each port it meets along the way to purchase exotic cargo to trade at further stops and the agricultural output of entire countrysides to provision itself for its endless journey.
* Exalted, the Deathlord known as the Dowager of the Irreverent Vulgate in Unrent Veils only has one Abyssal Exalt: a young girl called the Shoat of the Mire, who is always a member of the Dusk Caste, the Abyssals' ultimate warriors. Since Abyssals are usually stuck at the age they Exalted at, the Shoat will remain a young girl for the rest of her existence. Should one Shoat die, another will take her place.
* Exalted: The Deathlords have something to hate for everyone, but the biggest target for love-to-hatedom is Mask of Winters.
* Exalted, the deity responsible for inventing the concepts of science, art, and culture. At first he was their patron and mentor, and cherished and protected them in an almost parental way against the depredations of other gods. Ultimately, though, their skill and ambition grew so immense that they believed they could usurp Autochthon and cannibalise his infinite power and genius for their own usage. Before their plan could be brought to fruition, however,
* Exalted: The Deshan satrapies in the North are populated almost entirely by slaves tasked with producing a steady stream of food for the Realm and kept docile by drugs. As the drugs don't always quite succeed in dulling the slaves' minds, sometimes due to deliberate sabotage, the satrapies are frequently rocked by slave uprisings varying from brief riots to country-wide revolts. As the slaves know they

have few chances of winning, they often focus simply on causing as much damage as they can and on torturing and killing every overseer and noble that they can. The revolts are typically put down swiftly, brutally, and completely by the satrapies' militia, but with the Empress' disappearance and the Realm's growing weakness and internal strife, they're becoming more common and more difficult to quell with every year.
* Exalted: The divine champions known as the Alchemical Exalted live in and worship a world-sized being known as Autochthon. During communion with their god, they can gain a trait known as Clarity to become more robotic and machine-like personality-wise. Heck, Autochthon is even called the Machine God (although this is technically a misnomer, given that Autochthon is a Primordial, which is a step up from Exalted's definition of a god).
* Exalted: The Dogs of the Unbroken Earth are dog-like gods who exist to protect the wilderness from the march of civilization. They do not tolerate attempts to tame or settle their homes, and will respond viciously and violently to attempts to cut back the wild to make way for roads and farms and towns. However, they generally have no issue with barbarian tribes, hermits, or other people who do not harm the wilderness living in their lands.
* Exalted: The Dragon Kings are an odd example. By nature, they are born with animal-level intellects and must be taught by their elders how to be sapient and capable of speech and civilization. The many disasters that marked the history of Creation took a very heavy toll on the Dragon King empires, however, and as fewer and fewer of them were left who were able to give this guidance the young of the species were left unable to make the leap to true sapience. By the setting's present, outside of a few isolated holdouts, the once-great rulers of much of Creation are left as nothing more than feral animals hunting and dying in the wilderness.
* Exalted: The Elemental Pole of Smoke, the lower fifth of Autochthonia — the world-body of the Primordial of industry and progress, a mechanical world bigger than some planets — serves as Autochthon's digestive system by collecting every piece of scrap falling down from the rest of his self, which gather there in immense fields and mountains of industrial cast-offs that are steadily eroded into slurry by ever-present corrosive gases and acidic rains and carried to the rest of Autochthonia for reuse. Despite all odds it's actually home to large communities of living creatures, mostly unlucky spirits stranded there with the garbage streams, Void-maddened gremlins, and degenerate tribes of human mutants capable of breathing the caustic air. The city of Xexas, which hangs upside down from the top of the Pole, lives mostly by sending scavenging expeditions to the bottom to recover useful artifacts and materials.
* Exalted. The Exalted community has long referenced Extras as 'Mooks', and the game encourages them to be considered little more than ambulatory scenery for the awesome epic melodrama that is the Player Characters' lives.
* Exalted. The fact that her very name is deeply intertwined with the sub-structure of the universe make it very easy for her to do so.
* Exalted, the god Nara-O is always covered in thick dark bandages that completely obscure his features. As the god of Secrets Known To One Person, it is suspected that if any being besides himself was to know his appearance, he would cease to exist.
* Exalted: The Great Curse for the Sidereal is based around the structure of "make hubristic decision, execute competently". Solars are also prone to this, as their peerless excellence turns in on itself and becomes peerless arrogance. Other Exalts cheerfully dive into this on an individual basis.
* Exalted: The Huraka (wind bears). While they are normally gentle wind herders, they also serve as the shock troops of the air elementals. You know you're screwed when giant, flying bears with wind powers come barreling toward you.
* Exalted. The Incarnae fit too, being the Anthropomorphic Personifications of the Sun, the Moon and the five closer planets.
* Exalted, their definition of 'demon' includes most typical player characters...
* Exalted the Lunar charm Relentless Lunar Fury, a key warrior-type technique that

enables a keyword on other Lunar charms, specifically suggests tranquil fury as one of the ways to portray the effect.
* Exalted: The Lunars of ages past either slavishly love their Solar mate, or being an extreme gadfly to them. It might have worked as an ad-hoc check and balance mechanism, since the Solars are divinely-empowered god-king superhumans with enough power to rule the entire universe.
* Exalted: The minikin were a crafted race in the First Age shaped from the already-diminutive Djala people and modified to grow no taller than two and a half feet, and were created to tend to and repair delicate machinery.
* Exalted: The Mountain Folk are a race of great craftsmen and engineers who live deep beneath Creation's surface in a rigidly ordered society within a number of underground cities. They worship Autochthon, their creator and the Primordial of machinery and invention, and seek to emulate him through acts of craftmanship and creation. They're also a diminishing people, their past glories and power shaken by many cataclysms and now beset on all sides by enemies. How closely they fit this trope varies between their castes. Workers reach between three and four feet in height and serve as their society's miners, builders and minor technicians, while Warriors grow to five feet and are stoic, steadfast and disciplined warriors. Both tend to be stocky, muscular and heavily built and are often depicted as bearded, and Workers are often shown carrying mining picks. The Craftsmen who rule Mountain Folk society are more slender and as tall as humans, and resemble elves more than anything else. All castes have pointed ears.
* Exalted themselves, and Celestial Incarna (top gods) qualify first and foremost, though.
* Exalted, the Nameless Solar, is never seen without twin plasma tongue repeaters.
* Exalted. The names of corresponding initiating actions made quite an inside joke in the community, too.
* Exalted. The only thing right is what you declare as right yourself, you're beholden to no one, so get your swords/guns/big-badaboom-spells and start racking up the kills.
* Exalted. The other way is to learn Sorcery and open a portal there, something the Yozis don't like.
* Exalted, the physical prowess of an Exalt is more linked to the way Essence empowers his body than to the amount of muscles. This is especially true for supernatural Strength level; someone with Strength 6 or 7 will usually look very strong, but not more than any well-built guy although he can casually bend thick steel bars, punch metal-reinforced doors out of their frames or lift horses.
* Exalted the plants into an associated medicine. The Guild, however, got their hands on the Beasts, and now mainly put them to work on poppy fields so they can corner the heroin market.
* Exalted. The player characters are among the eponymous Exalted, humans given the ability to perform superhuman feats of magic and badassery by virtue of having received a sliver of divine power (the source of which determines what type of Exalted they are). Those humans who don't get chosen are pretty much at the bottom of the world's sentient totem pole; their main use, as far as many gods and even Exalted are concerned, is that they're good at offering prayers and sacrifices and make useful pawns. What's worse is that they were specifically designed to be that way.
* Exalted. The Pole of Fire is in the south, and Air, which also covers coldness, in the north.
* Exalted. There are a lot of other morally dubious Charms, spells, and supernatural abilities, but only the Ebon Dragon's Charm trees will steadily impair your ability to act in an honest, moral fashion as you progress along them. (Granted, Infernals are one of the "villainous" factions to begin with, but they're entirely possible to play heroically, and Eclipse Solars and Moonshadow Abyssals can learn their Charms...)
* Exalted there's a road-making demon, Jacinth, but he can't make his roads cross with each others. Going under or over is fine. If there is a crossroad, then it's not made by Jacinth.

* Exalted, there's a Solar Circle Sorcery spell called "Unity of the Closed Fist" found in the White Treatise. It creates the composite variant but adds all the elements of the different types of Exaltations involved. It can combine up to five individual Exalts, thus the name — five fingers making a single closed fist.
* Exalted there's a spell from the lowest Circle creating manna falling from the sky. It comes in large enough quantities to sustain relatively large groups, and is nutritious and satiating without any ill effects, but has very bland taste and unnatural pink color.
* Exalted, the Sidereal Exalted (who are basically Fate Ninjas) have a panic button called Avoidance Kata. Its effect? Retcon the whole world so that they made a different choice several minutes ago and are anywhere but here.
* Exalted the Sidereals deliberately ended a golden age, caused the deaths of millions of innocents, plunged Creation into medieval squalor, threatened and murdered some of the gods themselves to go along with the new order, and spent the next millennium tracking down and murdering the innocent reincarnations of the world's greatest heroes. It was the only surefire way to save Creation from being utterly destroyed.
* Exalted: The size of a disease god is directly proportional to the virulence, deadliness and spread of the sickness they oversee. Gods of chickenpox or head colds are often little more than five feet high, gods of smallpox, the plague or cholera stand tall and strong, and the gods of the Great Contagion are said to have towered over buildings.
* Exalted. The skeleton gets increasing autonomy until it finally tears its way out of the flesh to roam freely.
* Exalted the Solars possess that can subjugate their Lunar Mate even more. There is a reason, after all, one Solar charm was dubbed the Lunar-taming Leash.
* Exalted: The titular Exalted, in particular those of the Celestial variety, all begin to glow when they start throwing their powers around. While they do have plenty of benign powers, they were created to fight the creators of the universe...
* Exalted: The Unconquered Sun himself. Created by the Primordials to be the embodiment of absolute perfection, he turned out to be perfect in four different ways that didn't always get along. Combined with his addiction to the Games of Divinity and the Great Curse driving his Exalts into depravity, he essentially suffered a nervous breakdown and locked himself up in the Jade Pleasure Dome.
* Exalted, the Underworld is a place anyone can visit, though the majority of the natives are ghosts. Campaigns set in the Underworld are an explicit option.
* Exalted: The Underworld is a realm of stasis, death, and shadow brought into existence by the destruction of several of the Primordials who created the world, populated by ghosts, and ruled by the emissaries of the undead hulks of those same Primordials. It isn't always geographically coterminous with Creation proper, but it makes up for it in sheer creepiness. Shadowlands are essentially the Underworld overlapping with a part of Creation in a spot where gruesome deaths occurred. You might not even notice that you walked into a shadowland right away...
* Exalted; the very thing that makes humanity Special and allowed them to rise up to overthrow the Primordials at the behest of the gods is that they were NOT special; humanity was created as a servant race -to- the servant race of gods, weaker than almost everything else in the world, barely capable of using the magic of Essence. A mayfly race intended to be born, pray, and die, totally dependent upon the gods, providing them with needed power through prayer, so the gods would serve the Primordials. As a result ... binding them into servitude was deemed unnecessary, and when they were given power by the gods, they were able to rise up and throw down the Primordials. Humanity is Special specifically because Humans Suck, in effect.
* Exalted: The Wyld mutants known as the hushed ones often keep "herds" of captured as living food stores for lean times, trapping them in pits after breaking their arms and legs and feeding them on scrounged vermin until they wish to harvest a captive to eat.
* Exalted they can learn), they rely on subtle but masterful measures, their non-martial-arts powers require esoteric wisdom to make good use of, and they keep low

profile— though that last one is a magically enforced rule of reality.
* Exalted, they're still as human as anyone else if the meet the basic metaphysical requirements.
* Exalted things that don't fall into any other skill set, such as summoning demons. The developers have noted that this setup is a deliberate effort to avoid turning caster castes into D&D's "do everything" wizard.
* Exalted Third Edition are pretty unashamed in their hatred of many decisions made in second edition from a design and storytelling perspective. During the promotion for their Kickstarter, White Wolf's Community Manager asked a /tg/ user to please not play 2E and just wait for their new one.
* Exalted: This is amongst the Abyssals' macabre choice of grave fashion.
* Exalted, this is how new Abyssals are made: a Solar is captured, strapped into a Monstrance of Celestial Portion, and tortured until they die, become catatonic, or become an Abyssal. There's nothing that prevents them from breaking loose, trying to rise again and setting off on a quest for redemption back into a Solar...
* Exalted, this is often the story for newly-exalted solars that lived in a culture steeped in the Immaculate doctrine.
* Exalted, this is one of the things the penultimate technique of the Charcoal March of Spiders style can do.
* Exalted: This is one of two options available to the Abyssal Exalted. As their permanent Essence score increases, they must either work to become the beautiful and stunning incarnations of death or allow their bodies to decay into putrescence and rot.
* Exalted. This is why Abyssal Exaltation is the only type that both a) must be willingly accepted by the recipient and b) allows for the possibility of redeeming and changing state into a Solar Exalted. The designers already knew that it's a screw-over, and thus made it both require you to willingly sign on with the Neverborn (i.e., you've got it coming) and allow an escape mechanism.
* Exalted, this meant that the cycle of death and rebirth was unable to process them, leaving them stuck forever in a state of tortured undeath.
* Exalted this trope can make for a particularly epic storyline within a campaign, regardless of success or failure.
* Exalted through withering attacks from inflicting injury. However, it is all or nothing, so anyone depending entirely on hardness against decisive attacks is going to have a short lifespan once a few attacks get through.
* Exalted to be, and whose love is one of the few positive things that they can experience free from their masters' corruption.
* Exalted to do what they're told. There's a reason she's known as the Principle of Hierarchy.
* Exalted, to ensure that her empire could never function without her.
* Exalted to invade - this one would have destroyed the world if not for the not-yet Empress. The first two apocalypses have been relegated to rather inaccurate legends, partly through the efforts of the Sidereals to cover up the truth.
* Exalted to leave these at the scene of whatever horrible mess they just made, exactly, but if they do, it lets them reduce the Yozis' disapproval of them because that's just kind of how Szoreny rolls.
* Exalted. To not exaggerate the length of this page we suggest you to head on to its works page.
* Exalted too. Mutants come in two main flavors, the bioengineered people created by the Solars in the First Age and the humans and creatures exposed to the Wyld at the edge of the world. The first are somewhat rational, physically predictable, and still human in their way of thinking, the second... can vary widely in sanity and form.
* Exalted to one of Solar Exalted (whom she still loves), Alveua wants to give everything a sense of order and purpose (albeit through forging their bodies into useful items), and creatures as low in the hierarchy as the neomah simply want to create children, albeit from flesh harvested from multiple donors (and can be summoned by the tears of parents mixed with the afterbirth of stillborn children).
* Exalted Torturer: When the person doing the torture is also the hero.

* Exalted Torturer who tracks down murderers, perverts, and animal killers to give them a taste of their own medicine.
* Exalted, to the point that considering a homosexual relation to a god made of goo is commonplace if he's hot enough. The Appearance stat isn't modified by any factors based on, for example, one of them being a giant insect with beautiful wings, meaning that everyone's default reaction to being hit on by an agata is "damn, that's a sexy wasp".
* Exalted, to the point that motonic theory (referring to "motes," the basic unit of Essence) is the setting's equivalent of atomic theory. Sorcery is the setting's equivalent of understanding physics to the point where you can tell them to sit down and shut up. In addition to that, everything in reality, from a single grain of rice to the sun itself, has a god that represents it. Causality is entirely dependent on the Pattern Spiders weaving the Loom of Fate properly.
* Exalted to use most of them, restricting artifact weapons to the Exalted, supernatural beings like gods and demons, and the occasional enlightened mortal.
* Exalted typically averts this, which is slightly odd given its strong anime influences. Wielding two weapons doesn't give you an extra attack unless you use a flurry, which you can do just as easily with one weapon. Those trained in the Fire Dragon style of Immaculate Martial Arts are the exception, who wield two (relatively, in comparison to the BFS most Exalted wield) short blades. Short and hook daiklaves, which Fire Dragon stylists use, are designed explicitly to be dual-wielded, and are usually found in matched pairs. Possibly in someone's ribcage.
* Exalted uses a dating system starting with the founding of the (second) Realm, and has a rather different calendar inside each year also. The year is divided into 15 months (ascending, resplendent, and descending Element, where Element is one of Air, Earth, Fire, Water, Wood (not in that order)), plus five days of Calibration that are not actually part of the calendar, when spirits are at their strongest and the gods are all partying.
* Exalted varies on how good it is with this. On the one hand, there are characters like Lilith, one of the most powerful of the Lunar Exalted, who was initially introduced as having spent centuries in isolation after the death of her husband, and only returning to humanity when she senses his reincarnation. On the other hand, many prominent characters such as the Scarlet Empress, Mnemon, the Roseblack, Anys Syn, and Raksi are quite powerful in the setting, as attained wholly in their own rights (the consorts and husbands of the Empress and Mnemon, although a necessity in their dynastic politics, are basically footnotes, with the latter's ones not even receiving names).
* Exalted view Creation the same way one would view a turd in the swimming pool and want it to stop ruining their beautiful chaos.
* Exalted, wallowing in vice, collapsing in a fit of crying, and plenty more; all are highly destructive, incapacitating, or both. The other Exalted types where afflicted with the Great Curse has well, but it usually doesn't take this form. Sidereals, for example, run a bigger risk of everything going to hell if more then a few work together on something. (Unless you're a Lunar, where you get similar issues to the Solars, plus the ability to turn into a 2 ton killing machine at will.)
* Exalted want to die, to end their eternal torment and insanity. Sadly, they can't. As a result, their agents work to destroy the world so that they can finally fade away.
* Exalted was all over the place (to the point that one of the iconic heroes of the Dragon-Blooded was the biggest sex slavery kingpin in the setting) and the canon leaned toward "the world is going to be destroyed because none of the heroes can get their shit together." The difference is that there were plenty of examples of places and heroes who were really trying to do the right thing, and the less-developed state of the setting gave hope that the player characters might just make something better. In Second Edition, there's a much more mapped-out setting, but one with so few good guys (not to mention the inordinate focus on the Infernal Exalted) that a lot of players just asked why Creation is worth fighting for. Third Edition is trying to scale that way back.

* Exalted was clarified to only work a handful of times before having to be reactivated, but they remained ridiculously powerful.
* Exalted was created specifically to subvert this trope, focusing more on Bronze Age swords-and-sandals fantasy and Chinese mythology than on the Medieval European Tolkienque things. Nonetheless, some parts of it remain (partially because they're old enough or universal enough that they appear in those influences, too.)
* Exalted was originally going to have the strange mechanical world of Autochthonia in its core, but was cut for space. We did eventually get to the world of Brass and Shadow, but it's been an optional addition for the entire run of the game.
* Exalted was the iconic Twilight Caste for the first couple of editions, sporting a long ponytail of stark white hair and regularly showing off her mastery of sorcery.
* Exalted: Water elementals, deities associated with water and Water Aspect Dragon-Bloods can do this a bit, and their equivalents, the Water Ryuujin from the shard Burn Legend, do this virtually all the time, to the extent of getting damage and clash bonuses when near a full bathtub, fire sprinkler, or other sources of water.
* Exalted were made to defeat impossible and unkillable threats. Even top gods and rulers of all Creation has not only stats, but notes for GM, how the world will be changed after their death.
* Exalted, what little there is is used sparingly. It's rather surprising there is not more evil to it, as there is a tendency towards the gods being executed sometimes unjustly for the purpose of getting the metal. A somewhat rarer variation of Starmetal has also been published. This version (prompted by a fan saying he'd like his Daiklave to be forged from the discarded fate of Creation's next Alexander the Great) is a hero's destiny, removed from the Loom before its passage (thus leaving the hero with either an early death or a mundane life) and crystallized. Falling from the sky is therefore optional, but in a more metaphorical sense it is made of stars and sky.
* Exalted, when divided into smaller groups, name those groups after parts of a dragon — fangs for 5-man squads, scales for groups of 5 fangs etc. — and title the officer in charge of each group, for the most part, [group]lord — e.g. the leader of a scale is a scalelord.
* Exalted whenever they come into contact with anyone or anything that doesn't share their immunity.
* Exalted when her husband (the monstrous Desus) is mentioned", but she acts the same as one.
* Exalted. Where the typical maximum lifespan of Dragon-Blooded is around three hundred years, Ragara is more than six hundred and twenty years old, sustained in the modern setting by a magic sword slowly feeding him the life force of the captured soul of a Solar Exalt. The decrepitude of his state is enough that he's been forced to retire from running his House personally and lives surrounded by full time carers.
* Exalted where this holds sway. The people of Chaya have what may be the closest thing to a truly representative democracy in the game, and there's a heavy emphasis on community and celebration. But when the fire-trees are in the bloom, the citizens go into an orgiastic fury and tear any outsiders to shreds.
* Exalted, which tends to be demonic version of certain animals. (Erymanthoi are demon-gorilla, Theodozjia are demon-cats, etc.)
* Exalted, which uses a similar system, does have this problem with high-powered exalts fighting. Since raising your damage is much easier than raising your resistance to damage, and perfect dodges and parries are cheap and reliable, most fights between non-lunar celestials are utterly bloodless until one runs out of juice and is summarily splattered all over by the opponent's Ultimate Doom-combo. This is even worse since you don't necessarily know how much juice your opponent has left.
* Exalted: While not the intended purpose, the Directional Titans have both the crew and equipment necessary to survive in the Wyld indefinitely, and eventually form a new Creation, should the original ever be rendered uninhabitable.
* Exalted. While there's some sense there — her most natural shape being a

human woman — it's still breasts on a scantily-clad lizard-woman.
* Exalted (White Wolf). This time around it's a sentient machine world and "living" manifestation of Order hanging in the spirit realm, discovered and colonized by a transhumanist faction of superscientists/mages.
* Exalted (who don't like order very much) and the Neverborn (who don't like anything very much). This is to say nothing of the two separate apocali in the backstory (and a few other events that may qualify for the title, if we knew more about them).
* Exalted, who dwell in the crazy-world that is the Wyld in the core setting, and all ships come with anima circuits to keep them from meeting horrific and bizarre fates. While most of the heavily travelled routes have had the evil kicked out of them over the years, the routes that were forgotten after the Malfean War have not.
* Exalted, who exists only to corrupt, betray, and subvert anything good.
* Exalted who favour Melee can do things with a sword that would make Miyamoto Musashi swear to be a better person for the rest of his life in exchange for just one lesson. Titan-slaying power is nice like that.
* Exalted, who will also likely be pissed off if they didn't receive a proper funeral.
* Exalted will cause the sacrificed to become a slave-ghost to the person they were sacrificed to. The ghost-body of the slave bears a special mark that will never disappear, even if body-altering ghost-magic is used. Special ghost-apparel that can hide this mark is highly valued in the Underworld.
* Exalted will impress the gods of the laws of physics, convincing them to pull a few strings in your favor. (Seriously; this is how the fluff justifies stunting.)
* Exalted wonders. After the weaker Dragon-Blooded killed the Solars and took control of Creation, they simply weren't able to keep up the kind of standards the Solars could. Because of the way reincarnation works in Exalted, a surprising number of young Solars get their best gear by raiding their own tombs, and many Second Age states, most notably the powerful city-state of Lookshy, have risen to power in whole or in part on how much First Age technology they've managed to scavenge and/or preserve.
* Exalted: Wood is one of the five basic elements of creation, and beings associated with it — such as wood elementals, gods of forests and plant life, Raptok Dragon Kings, and Wood Aspect Dragon-Blooded — can wield powers allowing them to shape and alter plants and speed or direct their growth. Besides plants, the element is thematically associated with growth, the drive for living things to spread and survive, and poison, and these things often factor into powers associated with it. Wood Aspect Dragon-Blooded are completely immune to all natural poisons, for instance, and weapons aligned with elemental wood can do things like release clouds of potent toxins.
* Exalted would qualify. For Solars, if you're a reborn god-king with about half the world gunning for you, you tend to associate with others who can help you punch that half the world in the face. Infernals and Abyssals tend to end up in these through a mix of that desperation and the details of the assignments they receive from their bosses.
* Exalted: Wu-Jian is built on a small oceanic island where space is at a premium, forcing its residents to build up when they wish to expand. Over centuries of this practice, the city's become a teetering mass of ramshackle, poorly-planned architecture as buildings were piled on top of each other again and again. The modern city is a rambling, chaotic mess of high-rises, rope bridges and winding alleys, and alternates between broken-down derelict neighborhoods home only to ghosts and criminals and marginally less run-down areas where the citizenry lives packed like sardines in constant shade. Above this core area are the lopsided and swaying topmost stories, home to the local elites, and below it are the city's flooded roots, choked with sewage and jetsam and home to scavengers, criminal gangs, monsters and fugitives. Most of its society is riddled with crime and run by outlaw groups that the government barely attempts to keep in check. Notably, the Dragon-Blooded elites don't actually live in the city — they mostly reside in spacious estates that make up the rest of the island, which they long ago claimed

while forcing the rest of the population into the sprawl.
* Exalted: Wyld mutation, First Age genetic engineering programs and experiments by gods and Lunars have created numerous breeds of talking, sapient animals. They're generally quite rare, but in the nation of Halta they're common and treated as full citizens.
* Exalted: "Yeah, Bob, I like the sound of this game where you play the solar-powered demigod, but do you think there's any way we could get, I don't know, giant magic suits of power armour into this? Except we can't really call them that, so...warstriders, yeah that's a good name. Warstriders."
* Exalted you can perform incredible feats with charms, but even without enhancing your performance with them, an elder Exalt (with more than five dots in the attribute) can jump impossible distances and punch holes in steel.
* Exalted you have charms that make any disguise you want to wear, perfect and infallible to non-magical means of perception. A Night caste Solar can infiltrate anything he wants.
* Exalted, you're a Chosen One-in-three hundred/one hundred/fifty, depending upon what Exalt you chose.
* Exam; all injuries sustained have an effect, and the time spent in the room has an appropriate effect on all of the women.
* Exam, Black claims that urine is sterile. Because it's both amusing and surprising, urine being sterile is an oft-cited factoid in general, which until recently has enjoyed the rare vindication of accurately reflecting scientific understanding. In recent years, it's been discovered that urine isn't sterile after all.
* Exam, Brunette and Dark are both women with dark hair that are noticeably intelligent during their time at the Exam.
* Exam Crystal is made from the same plants as wake-up juice, grown in the heart of a wild zone and charged to bursting with magic. It makes a pony more awake than they've ever been in their lives, but the duration is unreliable and there's a choice of two random afteraffects: either become about 30% more tired than you were before taking it, or pass out until every bit of rest missed has been made up for — even if that means days in a hospital bed. Users have their irises turn yellow until the Crystal wears off.
* Exam. He is a scientist genuinely interested in bringing good stuff to the world, but has trouble dealing with people.
* Examination: Hoshi Sato offers her hand in greeting to Rajiin because she knows that Captain Archer always shakes hands, so she'd already be familiar with the gesture. Hoshi does however keep the palm angled to make it clear her hand is empty and therefore non-threatening.
* Examined by the various members of the Lannister family. Jaime and Cersei both believe themselves to be just like their father. Both claims are refuted by other members of the family. Cersei is considered to be too
* Examined in "Commander Pierce". While Hawkeye does start acting authoritarian and in the way he normally despises officers' behaving, it's clear that it's because he's discovering the real problems and headaches of command in the absence of Potter and incapacity of Winchester. As CO, he can't afford to only look at his own problems anymore, he has to consider the needs of the unit... and suddenly he finds himself doing the stuff he hated in previous commanders.
* Examined in the short story "Everyday Use" by Alice Walker. In it, the African-American narrator's daughter is a pretentious Black Panther wannabe who claims to have reconnected with her African heritage, but is clearly just parroting the Theme Park Version of African culture without actually understanding anything.
* examines the actual potential of this. In short: it mostly wouldn't happen, but that didn't stop him from making a comic about it happening.
* Exam, it is White who assigns everyone the borderline racist and sexist (as Brunette points out) names by which it they are known throughout the exam. Even before then, he is referring to Brown as 'Gandhi'.
* Example #1: When fighting an opponent who sees sound and can knock you out, what do you do? (1.)Have Belldandy put up a barrier while you think (2.)Drop the barrier

and have Belldandy split to make the barrier better, and act as a distraction for #3. (3.)Have the magical vacu– Errr. "broomstick" that breaks the sound barrier attack the demon. She can only see the afterimage of it, so by the time she's seen the broom, it's moved on to another spot. She was basically blind and couldn't fight it and, unlike the goddesses, that broom aimed to kill with each shot.
* Example 2: Because he ran too slowly to keep up with his friends, Lyle fell to the two chainsaw-wielding maniacs who were somehow familiar to him.
* Example #2, In Hell, they have to fight a demon who can PUNCH OUT LIGHTNING in order to advance to the next room. Keiichi's solution? Have Urd make him a super-speed pill so he can trick said demon into punching the door out of existence for them by goading her into attacking him while he stands in front of the door; then, when the pill takes effect, BOOK IT out of the way. The Demon later asks him what he would've done if the door didn't break, and he calmly replies that "If the door didn't break, it would've broken your fist, so either way, we'd have won". Needless to say, she's impressed with him, even admitting he bested her like a good sport instead of making snarky remarks like the last demon he outwitted.
* example: 7-11 Double Big Gulp Holds 200% More Than the Average Adult Human's Stomach, a great 64 ounces or a half-gallon of drink.
* example above, Peter eventually tells J. Jonah Jameson, while quitting his job at the Daily Bugle, that "Hitler called and he wants his mustache back."
* "[Example A] [exhibits trait X], [example B] not so much." suddenly became a pretty popular way to make a comparison after
* Example: Annie overreacting over Ruthie managing to get her baby twin brothers to say their first words to her, rather than Annie.
* Example) are good examples for this, as well as several other bands (some of them listed below) mixing it with other genres like Ambient or even Metal.
* Example: "As a doctor, what is my prognosis?" or ever "As a doctor, what would you say is my prognosis?" are also both wrong, even though the latter may be considered acceptable as it contains "you" even though "what" is technically the subject.
* Example. Averted in any tank simulator, since tanks mostly have no way of detecting incoming fire.
* Example from the United States, late 2020: Metformin, one of the cornerstones for treating diabetes mellitus, is typically dosed at 2,000 mg a day for an otherwise healthy diabetic. (Ask your physician, not TV Tropes, about what and why.) A monthly supply of the generic costs $4-8 USD at your generic big-box retailer/discounter with a built-in pharmacy. Glucophage, the brand name, costs an average of about $140 USD. Chemically, they are bioidentical. So technically, nothing is stronger, because the $4 dollar metformin is
* Example: Give the PCs the Eye of Vecna, you get some fun people fighting over it. However, one of the PCs sacrificing the Eye of Vecna to THE GOD OF JUSTICE? Not so expected.
* Example: "His buying of the property will help our community." It is essentially equivalent to "His purchase of the property...."
* Example: "I either have to go or Jack will die." should be "Either, I have to go, or Jack will die." In the original, "Jack will die" would be one of the options of things "I" could do.
* Example in an early interview: When talking to a witness who is otherwise totally uninvolved and has nothing to fear, she'll still lie to you. If you catch her out, she admits that she was holding back some info in hopes of selling it to the newspapers.
* Example: It can take as long as seven years and $350,000 dollars to
* Example: Items listed after a page description. The examples are usually two kinds:
* Example: "Jill likes cookies more than me." means "Jill likes cookies more than she likes me." But "Jill likes cookies more than I." means "Jill likes cookies more than I like cookies."
* Example: Lydia is busy baking cookies for the Girl Scouts Cookie Sale.

Beetlejuice gets bored and instantly conjures some cookies from the Netherworld. Lydia doesn't trust them, but she's woefully undersupplied so she sells them. The last line of the recipe? "Do not dunk." When Beetlejuice finally decides to test what happens, the cookie
* Example: "Mr. Monk and the Bully" starts with Monk and Natalie looking into a simple infidelity case after being hired by Monk's childhood bully. Then the person said bully's wife seems to be seeing turns up dead.
* Example: "My dog can jump through hoops, ropes, fire, and do flips." is wrong as "flips" is not one of the things through which he can jump. It should be "My dog can jump through hoops, ropes, and fire, and do flips." The list is ended with "fire" due to the first "and".
* Example of an entire work not coming out: the Brazilian distributor of Disney comics translated the
* ?) example of the trope. Both characters are peaceful, introverted toms who experienced childhood trauma. They share the same 'happy ending': living out their days on a peaceful, isolated farm, with no-one to worry about but each other.
* Example, possibly apocryphal: during military training, adherence to NBC drill is tested in a room filled with CS gas, a non-lethal incapacitant (i.e. tear gas). Rumour had it that Spetznaz NBC training is "live" — i.e. uses real, lethal nerve gas.
* Example: "Running down the stairs, the kitchen started to catch on fire." should be something like "While I was running down the stairs, the kitchen started to catch on fire." or "Running down the stairs, I saw that the kitchen started to catch on fire."
* Examples Are Not Arguable an example, or not? Please make up your mind.
* Examples Are Not Recent - Put absolute dates on your examples, not relative ones.
* Examples: Diego del Torro in 1701 A.D.: The Sunken Dragon, a typical
* Example Sectionectomy: The process and result of removing all examples from a trope (or more rarely, a work) article.
* Examples from his Sun Records days: "Hey Porter" (backed "Cry, Cry, Cry"); "So Doggone Lonesome" (backed the original "Folsom Prison Blues"), "Get Rhythm (the flipper was the famous "I Walk the Line"), "Big River" (turn it over to get "Ballad of a Teenage Queen")
* examples here; NSFW due to language) is to show footage of someone doing something stupid/risky/dangerous, pause right before things go wrong, and have a voice say, "It was at this moment X knew... he fucked up." Then the clip finishes.
* Examples include a giant undead horror choosing to throw the skulls of the dead instead of raking your party to shreds, female cultists who will spend their turns freaking your party out and shuffling them around, madmen who will accuse and curse and scream like there's no tomorrow, and every boss has their own version of a stress attack. And if one of your characters loses it, they'll
* Examples include: "Oh my heck!", "Oh my gosh" or "holy heck". Stranger ones include "Biscuits", "Fridge it", and "
* Examples include the bald eagle. Its population went down in the mid-20th century for a number of factors, including being hunted because of the false assumption that it posed an significant
* Examples include the university band playing during game action in a basketball game (which would result in a bench technical — two free throws + possession for the other team — in real life) and Dave being allowed to wear sunglasses with a built-in MP3 player (only protective or prescription eyewear is allowed).
* Examples might have wording that puts them in reference to another example on the page ("As stated in the previous example...", "See this other trope for more details."). If that other example is found to be misuse and gets removed, the trope is deleted via
* Examples of characters who do not maintain this state indefinitely still count. This is a difficult thing for a writer to achieve in writing a story, or for a character to maintain within it. There are Unfettered who can only keep this up for a limited period of time and may retire from the heroics to settle back into a life limited by family and career once their goal is achieved. Other characters don't

become unfettered until events move them to throw away their chains. Going on
* Examples of gonadal and tissue mosaicism and tetragametic chimeras (people whose bodies are the result of two embryos with different genomes fusing together at an early stage) may be more common than we think, even in humans (primarily because tests are rarely administered for it). Blaschko lines and patches on the skin or eyes of different color are a visible indicator of chimerism.
* Examples of the most elaborate Trademarks include dousing captured thugs in a certain colonge, painting an entire crime scene pink, and writing a long poem to the police.
* Examples of this abysmal habit can be seen in BBC local news shows, in which presenters with an alarming lack of chemistry attempt to act like chums, despite occasionally swearing at each other off camera.
* Examples of this are: Main Headline "Cavalry Kids Lead Charge In Cleanup" with secondary headline "President Shoots Wife", and Main Headline "Lottery Drawing Today" with secondary headline "President, Rock Star To Swap Wives".
* Examples of this can be seen fairly often in American Football, given that it's a contact sport that involves a lot of speed and strength, particularly at the professional level. The most common variation is the "stiff arm", where a runner just shoves a would-be tackler to the ground (see, for example, Marshawn Lynch on Tracy Porter in a
* Examples of this include Sweden being changed from a light blond to a sandy brown (before switching back to blond in his later animated appearances), Italy's hair changing from brown to auburn (sometimes a saturated red), Belarus going from platinum blonde to dark blonde, China's black hair changing to brown, and the other blond characters either having their hair darkened or changed to a more saturated yellow shade.
* Examples: "Who is coming with me?"; "The person is who?"; "To whom should I give the money?" "Whom should I pick?" You would not say "Whom should I say is calling?" as you wouldn't say "I say him is calling." "Whom should I say is calling?" is functionally equivalent to "Whom is calling?", which is clearly wrong.
* Example that never was: The CBBC wanted the current production team to make them a
* Example. The boxes need to be unflattened, as it's the air inside them that provides most of the cushioning. Nowadays purpose-built airbags are usually used instead.
* example. The titular faeries, who are themselves E-cup or larger when adult, aren't called "Bloomin'" for nothing. They gleefully change both men and women into buxom females and the humans have to deal with it.
* Example: "We lost because of you kicking to the left." is wrong. It should be "We lost because of
* Example with a less famous actor in the classic series: Mary Peach appeared in "
* Example with official works: the episode "Make New Friends but Keep Discord" includes a couple of references to
* Exam: Poor Deaf has a terrible stutter, and he only speaks French. They're only able to understand parts of what he says.
* Exam strongly hint at wandering into sci-fi territory. The rest of the technology present is all very much present day stuff.
* Exam that helping him was a mistake when he has her at gunpoint, not showing any care about her help.
* Exam: The room itself, in a way. There's nothing stopping them from leaving, other than the knowledge that doing so will disqualify them.
* Exam: White has a significant amount of stubble when compared to Black. Brown also has a full grown beard, although he's less villainous than White.
* EXA_PICO amplification towers (with two of them being directly connected and the other one having an independent network that is only linked to the others by a weak, sound-only line), called the Binary Field, in Ar Ciel; and the plant-based mixture of spiritual world and cyberspace known as Genometrics in Ra Ciela and Soreil.
* EXA_PICO, as not all the Wills had agreed to their consensus, and eventually

inhabits the body of the two Reyvateils in the party in their quest to revive the planet.
* EXA_PICO franchise where songs are used to relay emotions and get all kinds of effects.
* EXA_PICO has seven endings and two possible route splits which depend on the Reyvateil the players choose during Phase 2: Aurica or Misha. According to a light novel that was published after the first game was released, to Flash-based visual novels made by the developers, and dialogue present in the second game, the canon route is Aurica's. However, the "partially" is because it has never been stated if either her ending or the third heroine's one is canon.
* EXA_PICO series. Krusche is more focused on ships and weapons, while Sasha is skilled at creating satellites, reflecting plates, and other instruments.
* EXA_PICO such as Yurishca who governs the technological advancement of humanity and Soma who maintains balance through natural selection. The most recent will to come into existence is Ar ru whose role is to create planetary antibodies for the purpose of wiping out humanity which had delivered a quite possibly fatal wound to the planet. The end goal of the third game is to simultaneously heal the planet and communicate with Ar Ciel's consensus to convince it to forgive humanity.
* EXA_PICO universe. To summarize, he created a universe grounded on waves and sounds, where music and feelings all have quantifiable power and serve as the basis for the physical laws in it. This complete with two planets that have extensive timelines, no less than six functional Conlangs, and even living cultures, myths and legends for the regions that exist in them.
* Exa Punks includes even more ways to not get work done, with both another variant of solitaire and HACK*MATCH, an action puzzle game similar to Tetris Attack.
* exarch. Amazingly, Enclava has not been punished and is still Lolth's exarch, possibly because Lolth can't help but admire her audacity.
* Exarch Hellscream is a bit muddier. In a literal sense, he is an aversion, as his life has a very different path than our Garrosh Hellscream beyond being Grommash Hellscream's son (not even having the same mother). However, there are strong thematic connections. The questline reveals that in the greater multiverse, Garrosh usually turned out a hero. Exarch Hellscream fits in an interesting place within this pattern. Unlike ours, but like the rest of the Garroshs in the multiverse, he decided to do some good by joining the Lightbound to save Draenor and the fall of the rest of the universe. Like our Garrosh, the war is shown to be more than
* Exarchs take this to the next level, as their entire existence is dedicated to combat. They never leave their shrines and have the best equipment of their respective aspect. In older editions they were Eldar heroes who had access to an incredibly wide range of badass wargear, even from outside their aspects, but they've been toned down to be more akin to Sergeants or typical squad leaders.
* Exarchs, who stormed the Supernal realms and broke reality in the time of Atlantis. Together all eleven of them form the main villains of the setting, responsible for both the Abyss and the depressing state of the world.
* EX-ARM being inconsistently applied to the character designs (some being CGI creations and others made using 2D drawings). Some of the main characters get away with it due to being androids, and (logically) having no face musculature with which to emote. Most of the human characters... Have less justification.
* Exatlon Estados Unidos features a non-Latino American on the team. He knows minimal Spanish, but each episode he says a new Spanish sentence.
* Exaxxion mecha subverts this by making a trio of 88 mm Gatling cannons the SMALLEST weapon on the entire mech.
* Ex-Big Bad: You either die a hero or live long enough to see yourself stop being the villain.
* EX Burst being a massive Particle Beam that is described in-game as leaving nothing but dust.
* Ex-butlers are employed as assassin trainers because of their experience as potential murderers.
* Excalibur 2555 review, first when he comments on how cliché the enemies

are:
* Excalibur #48 establishes Feron's ancestor as a host of the Phoenix Force, prior to Jean Grey.
* Excalibur #67, half the team is Put On A Bus, though they make guest appearances in other books.
* Excalibur #74 has Mister Sinister gloat over acquiring the DNA of Rachel Summers, and this is never brought up again. What could he possibly have in mind, and why hasn't he done it already?
* Excalibur, a chemical laser weapon developed as a missile defense system.
* Excalibur, after his first battle as king, Arthur is treated for his wounds by Guinevere, leading to his falling in love with her.
* Excalibur. Afterwards, Kitty is shown dressing down a disconsolate Lockheed, accusing her of dropping his guard as soon as she "shook some of that bad girl booty."
* Excalibur, Arthur dual-wields Excalibur and a mace while dueling Lancelot, showing that he's become rather kill-crazy.
* Excalibur blonde) was a response to falling for Brian Braddock at first sight. But she also would shift to look more like Colossus or Nightcrawler if she was bonding with them.
* Excalibur. By the time he was born, there was basically nothing of the world left, every government was gone, every resource used up. And then he gets super-powers, and the means to end the war. There's nothing to rebuild, and people start dying from rampant disease and starvation. Then Albion learns someone is responsible for all this...
* Excalibur doesn't know how most of them truly work. As a result, nothing he builds can be duplicated. By far, the most advanced invention he's created was Widget, a small, sentient robot capable of opening portals, who became a companion to the heroes.
* Excalibur: Earth-597 is another Nazi victory earth, featuring versions of the team that now work for the Nazis.
* Excalibur, evil other-dimensional dictator Sat-Yr-9 vaporized Courtney Ross, her counterpart in this reality (and incidentally a love interest of Captain Britain), and then calmly stepped into her shoes. The deception wasn't exposed for quite some time.
* Excalibur from the 1960s to the 1990s built small numbers of "neo-classic" cars, mimicking designs from the 1920s and 1930s.
* Excalibur full of android hecklers who demanded to be entertained; failing to win them over would result in them killing her. (Amazingly, Courtney survived by discovering a talent for impromptu stand-up comedy, much to Arcade's surprise.)
* Excalibur had Kitty and Pete Wisdom inviting the rest of the team for a get-together at a nearby pub, following a series of bad breaks for the team, such as the discovery of anti-mutant ammunition co-developed by Captain Britain's father being used on mutants in Genosha, Moira finding out she's been infected with the Legacy Virus, and Dr. Rory Campbell losing a leg. Even the narration acknowledges this at one point.
* Excalibur had Kitty Pryde attend one of these, complete with being specifically targeted by the popular girls, when the rest of her team had gone missing. However, it's ultimately a subversion: the teaching staff, particularly the Headmistress, do genuinely care about the girls, and while they're entirely dysfunctional, it's made plain that this is because of their upbringing (the majority of them were sent to boarding school so their parents didn't have to deal with them, and the older ones are bitterly aware of it).
* Excalibur has Arthur: 'I was not born to live a man's life, but to be the stuff of future memory.'
* Excalibur has a supervillain hiding inside of the cake at a bachelor party (after replacing the stripper inside and leaving her bound and gagged in a closet) so he can assassinate the unsuspecting partygoers.
* Excalibur has this scene where Merlin mourns the passage of magic from England:
* Excalibur he was invoking this trope, but in reality, courtesy of grinding

stress, a bout of alchoholism, a curse, and exceptionally poor phrasing on Nightcrawler's part, he overreacted and took a swing at his teammate. Nightcrawler, for his part, was strongly tempted by Meggan, but steadfastly refused to act on it in any fashion.
* Excalibur how powerful Juggernaut is, and that the way to stop him is with non-physical attacks, but on the one hand, at this point in his history, Captain Britain is too hot-headed to listen, and on the other, there's some suggestion that he's deliberately keeping Juggernaut busy while the rest of the team round up a load of other escaped convicts. Anyway, as the Juggernaut, having curb-stomped the Captain, is trying to leave, Phoenix steps in and introduces herself...
* Excalibur I for Deus' ascension, this time it's shot down by the Excalibur II instead.)
* Excalibur including bed. Including when they are entertaining company of the feminine kind. Oddly the women don't seem to mind. Maybe it's a fetish.
* Excalibur in every department. Nightcrawler, for example, healed from his broken leg a bit faster then a regular human would. Nightcrawler doesn't have healing powers, he's just That Awesome because he is a mutant.
* Excalibur in its primary configuration. It even moves at a healthy 86 kph, impressive for a 70-ton 'Mech. It buys that mobility and long-range prowess with a woefully thin seven and a half tons of armor, enough to weather one or two light missile barrages, but not enough to survive repeated fire from bigger guns like a PPC or a 100mm autocannon.
* Excalibur in the Stone: The erroneous belief that Excalibur was the sword that was in the stone.
* Excalibur is dismayed when no other individual is willing to champion Guinevere — except for the newly-arrived, unarmored, untrained, (and so far unnamed) apprentice, who asks to champion Guinevere and is knighted by King Arthur for that purpose.
* Excalibur! It often reflects green light to make it look otherworldly.
* Excalibur, Kitty Pryde needs to answer a call of nature while being carried by Meggan across the Atlantic. They spot a freighter and land on it so she can go to the restroom, but the place is disgustingly filthy.
* Excalibur launches fighters by extending a crane of sorts that has StarFuries attached to it. The ship also has the hangar at the front, but it is normally closed during battle, only opening to receive the fighters after the end of the fight.
* Excalibur — she looked like what people expected her to look like, and consequently spent a good part of her childhood turning into a monster. Eventually, she managed to develop a strong enough sense of identity that other people's expectations no longer affected her shapeshifting.
* Excalibur, Morgana ages her son Mordred from a child to a young adult in order to face Arthur in combat.
* Excalibur: Morgana le Fey seeks to destroy Camelot in revenge for Uther killing her father.
* Excalibur, Morgana uses the magic she stole from Merlin to keep her looking young and beautiful. However, on the eve of the final battle, Merlin (in dream form) tricks her into repeating The Charm of Making, which ages her to an ugly old hag, so much that her son, Mordred, kills her on sight.
* Excalibur, Morgan Le Fay uses the magic she stole from Merlin to keep herself beautiful. When he tricks her to create a fog, her looks deteriorate to show her as an ugly, old woman, so much that her own son strangles her because he couldn't recognize her
* Excalibur. Mother Nature would like to add that a large icicle, rock, tree branch, or angry boar passes the test, so this prophecy is less difficult to get around than one would think (however, all of these aren't exactly an advantage when fighting a good swordsman). Additionally, there's also poison, slings, non-metal arrows, garrote wires, fire, fisticuffs, starvation...
* Excalibur, Nightcrawler keeps a constant vigil with Rachel/Phoenix after she lapses into a coma following the defeat of Necrom.

* Excalibur's equivalent is going to a little pub which Moira's father used to own in mainland Scotland, just a ways across Muir Island. No one there even looks at mutants funny, much to Nightcrawler's relief.
* Excalibur series was a powerful reality warper... who was utterly insane. An alternate world version of himself exterminated all the other superhumans of his reality then destroyed his entire universe via misuse of his abilities. The mainstream version is even more powerful, and sometimes doesn't even recognize that the "bundles of pretty string" he sees and torments are actually people seen through his reality distorting powers.
* Excalibur's old enemy Mojo; after they were apprehended, the team didn't see the point of putting them through any actual legal system, seeing as, despite their intelligence, they were far too dangerous. So they were incarcerated in a special cage at the London Zoo. (And were a popular attraction for a while.) They escaped a few times, and at present, are at large and in hiding.
* Excalibur, team enemy Gatecrasher devises an...unusual example: as Excalibur is making breakfast, one of the eggs jumps off the counter, breaks open, and reveals a cartoony bird who starts shouting at the team. As they stare at it in complete bogglement, it starts counting down...
* Excalibur that blinds enemies around them, stunning them and making them vulnerable to Finishers.
* Excalibur that Uther Pendragon is a far better warrior than he is a king. Arthur, while certainly a capable warrior, is also good at actually ruling a nation.
* Excalibur, these are the orders she would give them. They take the hint.
* Excalibur, the wizards (Merlin & Ulrich respectively) are called necromancers at some point. As neither film involves undead hordes and feature more traditional wizards, it is clear the older meaning is being invoked.
* Excalibur. To clarify: His sword form is perfectly symmetrical, and gives his meister powers that put them on the level of godhood (super speed, strength, etc.) Though, to wield him one must worship the very ground he walks on and follow all of his demands, if you don't do things EXACTLY his way, he won't do jack for you. The sword and his list of demands (1000 of them!) is SO annoying, nobody in the Manga has managed to use it (Some have tried, but when you bring it up, they always get the exact same look of dread on their face. It looks like a hybrid of the face one gets when constipated, combined with what occurs after a
* Excalibur was destroyed by a techno-mage they had hired to fight a war for them. The nanotech weapon he created for them took over their minds and forced them to murder each other.
* Excalibur was not already hitting the eleven, Uther is in full metal plate armor, with the queen laying under him. Ouch. No time to undress?
* Excalibur, when Arthur and his knights ride out to face Mordred for the final battle, a flower slowly blooms in the corner of the shot.
* Excalibur When the cruel and sociopathic imposter Opul Lun Sat-Yr-9 revealed she had killed Courtney Ross and taken her place, this Trope was Zigzagged. It was certainly a lie towards Captain Britain and most of the team. Kitty was hit a lot harder by this Trope, however, seeing as "Courtney" was a mentor to her, helping Kitty enroll in the St. Searle's School for Young Ladies, and arranging a deal to save St. Searle's from bankruptcy. Whether it was the first or second type in that case is unclear.
* Excalibur, who later became a priest, doesn't seem to mind spending a vacation enjoying this fact. He has to defeat another living island first, though.
* Excalibur with Lancelot. All of the knights had been afraid to level this accusation because her champion was Lancelot himself, whom no other knight can defeat.
* Excalibur, would protect against any blow struck at Arthur. The beginning of the end of Camelot was when someone stole the scabbard.
* Excalibur, "You must remember, there's always something cleverer than yourself." This was a particularly prescient warning since it was the first time Arthur faced Lancelot.
* "Excaliferb": A particularly strong throw-down during an epic monster battle

created Stonehenge.
* exceedingly ironically named) people often think he is a parody. As far as anyone can tell, he's serious.
* exceedingly. Sometimes vampires will become more and more human-like in appearance as they consume more blood/live longer. Sometimes... not.
* Excel Excel to blow out her vocal cords halfway through the series. The Japanese Excel isn't quite so bad, but Calvello apparently thought "sandpaper on chalkboard" was the right direction to take things, which had the aforementioned effect on her larynx.
* Excel getting dropped through a trapdoor by Il Palazzo. One time the rope he pulls to spring the trap has a sign saying
* Excella and at least two men become worm-people for a few moments and then just go straight to being masses of worms.
* excelled at making such moves look like the former while actually being the latter, to the point where even in the 21st century where wrestlers are employing much flashier versions of said moves as routine mid-match transitional spots, the back-to-basics versions performed by the legends are instantly recognized as match-enders or KO spots.
* Excellen Browning. In fact, Excellen plays on this trope by having Lamia address her as "Ex-oneesama" when they first meet.
* Excellent almost-full-scale models of the battleships used for many scenes, and good CGI models for the wide shots. Trope averted.
* Excellent Judge of Character. Jafar's bird Iago even mocks the Sultan for making such a claim.
* Excellent Judge of Character: Someone is actually good and usually correct in guessing who to trust or not.
* Excellently spoofed: Martin steels himself to tell Jeremy the Facts of Life and is hugely relieved when Jeremy says, "Dad, I know all this. We learned it at school." Martin smiles and relaxes, calmly asking if Jeremy has any questions. "Yeah, what's cunnilingus?" Cut to man falling from a building with a horrified scream. Followed immediately by a series of equally direct questions, with similar clips as "responses".
* Excellent real-life example of what an unusually powerful GRB is capable of:
* excellent relationship with Army CID Colonel Hollis Mann — so good they begin dating each other in fairly short order, and stay together for nearly a year — though that doesn't stop them from bickering over jurisdiction when their cases overlap. It's fairly clear that one of the reasons Gibbs is so into her is that she can go toe-to-toe with him on equal terms.
* Excel Saga about the same. Things get a little weird when they both simultaneously mention the apparent cheapness of their prototype laser guns.
* Excel Saga act towards the end of the series and fires Excel, he immediately proves himself a scarily efficient villain on his own (with a little help from Hyatt, who also proves a much more competent minion as soon as Excel is out of the picture).
* Excel Saga, an avalanche is careening towards the city security team. Sumiyoshi's reaction? "Yup."
* Excel Saga and ask for his help, he replies that in anime you can solve everything with explosions. He then holds up a lit dynamite stick, there is a large explosion, and everything is fine thereafter.
* Excel Saga and beyond) that it's impossible to keep track of them all.
* Excel Saga and indifference, Hyatt is the only one who is actually oblivious to the problems she causes to Watanabe. Even stronger in the manga where Hyatt flat-out just doesn't care about the problems she causes him.
* Excel Saga (and possibly Excel herself and the Ropponmatsu), are connected to a lost civilization called Solaria, which may well be an example of this. Particularly as Tenmangu Shiouji didn't believe their technology could be created on Earth. And if it can't be created on Earth that kind of leaves only one option...
* Excel Saga anime is based on this. Each episode, there's a scene of the director

forcing the writer to put his 'stamp of approval' on that episode's script, which is invariably a haphazard attempt to shoehorn his characters into a variety of inappropriate genres.
* Excel Saga anime talks, but soundlessly. His lines are visible on the screen just as his lines were written in the manga (i.e., right next to his head, without word bubbles).
* Excel Saga anime) to name some. Tokyo used to be like this as well before they merged the Tokyo (city) government with the Tokyo (prefecture) government to form the modern Tokyo Metropolis.
* Excel Saga are an alien race that is able to conquer planets because no one can resist their cuteness. Oddly, it seems only men are affected, though the only women we ever see them encounter are a really crazy girl and the only serious person in the whole show.
* Excel Saga are shown trying to get their big break by singing the theme song.
* Excel Saga, but a man wearing nothing but underwear is dragged offscreen by security guards.
* Excel Saga, but Excel and Elgala just seem to be that tough; once both got stuck in a massive explosion in the top floor of a building that collapsed on them, and they got out "just" practically covered in bandages.
* Excel Saga did this. On a mission to discover what the most popular sport in the country is, Excel and Hyatt get a job at a bowling alley right before it gets taken over by an evil terrorist group that wants to prove bowling is the world's greatest sport. Hyatt, a pair of TV hosts and Excel and Hyatt's idol singer doubles get held hostage in one of the lanes, in giant bowling pin costumes waiting to be knocked down by the evil group's balls. Until Excel uses her bowling balls to save them all and beat the bad guys.
* Excel Saga don't so much demolish the fourth wall as they never bother to build one in the first place.
* Excel Saga dub: "I have built this wooden underling-like puppet with an optional soy sauce puffy thingy!"
* Excel Saga elements, and then slowly starts introducing more sci-fi and deconstructive elements, and a more serious story.
* Excel Saga environment. However, they do not interact with any live-action performers.
* Excel Saga, Excel has an argument with director Nabeshin about making a musical episode (musicals, after all, take a lot of effort to produce). They conduct this argument while singing the melodies of the series' music. At the end of this segment, Hyatt chimes in, noting that it's already a musical (with Hyatt's enigmatic personality, it may be variant 4 or 5, though).
* Excel Saga Excel is given the mission of killing the creator of the manga the show is based on. While sneaking up on him he cheerfully sings to himself "La la la, manga artists are the scum of the Earth".
* Excel Saga, Excel tries to pull a coin from inside a vending machine, when she succeeds Hyatt asks if this is the result of the "finger training" excel practices every night to which Excel asks her to shut up.
* Excel Saga fighting the remaining ACROSS Five, all of whom look exactly like That Man, except for tie colors.
* Excel Saga following his disappearance. It is inferred that the real Miwa died thereabouts or possibly ascended to a higher plane of existence.
* Excel Saga force Koshi to authorize making an episode out of an earlier porn doujin of his.
* Excel Saga gets considerably darker – and is much more of a satire than a parody – not long after the adapted-to-anime material ends.
* Excel Saga has absolutely huge shoulder pads, as a parody of an evil overlord.
* Excel Saga has a few: two of them in episode 22 (one of Excel's many failures, and another of the Puchuus getting smacked), and a brief one in episode 24 (previous instances of Excel getting dropped down the pits by Il Palazzo).
* Excel Saga has, in place of the standard legal warning, a parody thereof which warns that violations will be "dealt with in the most severe manner possible, most

probably involving chicken feathers, cod liver oil and a very, very depraved walrus."
* Excel Saga have pasts that are not elaborated on. According to Dr. Kabapu Il Palazzo and he are the sole survivors of a lost civilization, but nothing has ever been explained in detail. Hyatt and Elgala might have had normal lives before joining ACROSS, but the only thing mentioned about their lives is that Hyatt joined ACROSS after seeing an ad in a newspaper, and Elgala worked at a hotel before joining ACROSS. The title character Excel might have been a completely different person before meeting Il Palazzo, based on her personality when she was amnesiac. And nothing has been revealed about Kabapu's secretary Ms. Momochi, even though she is always seen with Kabapu and interacts regularly with the rest of the cast.
* Excel Saga heavy (while conversely, Ropponmatsu II is the weight of a normal human, but without all the versatility.) When their creator is urged to combine the two and create a Do Anything Robot that weighs as much as a normal human, he blows off the idea as ridiculous.
* Excel Saga. His friends are visibly shocked, and he doesn't seem to be pleased with the change either. It was eventually shown that he gets it from his mother.
* Excel Saga: Hyatt catches on fire, horrifying Excel and Elgala and leaving them wondering if burning could kill her. It doesn't, but her incinerated skin just flakes off, revealing a pristine Hyatt beneath it.
* Excel Saga, Il Palazzo is setting up an extremely long domino chain. The Excel Girls kick a few of them down, though Il Palazzo stops the chain reaction in time, and responds by strangling them. The camera cuts away, and cuts back to plushies of them (a reference to how Japanese TV shows will sometimes sub in a cardboard cutout of a host if they're unavailable).
* Excel Saga. In Excel's case, it's for no other reason than the literally stated "It's your series. You have to live", with the resurrections performed by the Great Will of the Universe herself. In the case of Hyatt, her coming back from the dead is more of a running gag. Of course, you have to keep in mind that this series makes it its quest to parody absolutely everything.
* Excel Saga in his underground headquarters. Excel falls into it almost every time she sees Il Palazzo, and is aware of its existence, so it's not really a trap.
* Excel Saga in that family that actually speaks, while Sumiyoshi, his father, and his adorable little sister Canal all "speak" the same way.
* Excel Saga. In the anime, they're two distinct entities, while in the manga, there is only one Ropponmatsu core switched between the two bodies.
* Excel Saga. In the anime, you can actually briefly see twin swastikas in Excel's eyes as she vocally expresses her loyalty in the first episode.
* Excel Saga. In this case, it's unclear if she repressed her memories or lost her memories because she was hit by a car.
* Excel Saga in which Menchi escapes from Excel and joins a group of talking stray dogs, animals being the only focus on the episode.
* Excel Saga is a dog and is constantly referred to as such, but most people would guess "cat" upon seeing her.
* Excel Saga is subject to this gag at one point. There's plenty of amusing background scenery during the fall. Usually it's a fairly short fall, ending in a splash. However, the first time, Excel spends a good two minutes lamenting her fate, and later we see Il Palazzo hired Puchus to expand it. He eventually uses it to drop Excel from Japan to America.
* Excel Saga is that, after 23 episodes of balls-out wackiness and parodies, this one is played almost completely serious with only one or two attempts at humor.
* Excel Saga is willing to take a bullet for her leader, Il Palazzo. Several bullets. And an antitank rocket. All fired by him.
* Excel Saga, it doesn't look like the citizens will be subjugated any time soon. How far ACROSS progresses in this goal depends on the continuity.
* Excel Saga just as the next prisoner supposedly dies from the same electrocution.
* Excel Saga: Lord Il Palazzo sent Excel and Hyatt through the Earth from Japan to America, during which they actually did pass through the center of the Earth.
* Excel Saga manga dies abruptly of colon cancer and is rebuilt as an android. He

does not mind, but everyone else is a little weirded out, especially when he forgets to do human things and casually damages his body.
* Excel Saga manga, drawing his face and lots of other exposed skin full of rather embarrassing doodles with a marker that doesn't wash off. In retaliation, Watanabe gives him a thrashing with a baseball bat, while still recuperating — as a result, both end up back in hospital.
* Excel Saga manga had one that Excel and Elgala were shipped off to. An island for women prisoners where they'd lose out to their feral instincts in a savage world with no hope of escape, and probably some sexual harassment. Excel and Elgala escaped during the boat ride there, although they got attacked by sharks and whirlpools in the process.
* Excel Saga manga, when Watanabe, Sumiyoshi, Matsuya and Iwata first change into their costumes, they find out about by being dropped through the floor. Later, when Sumiyoshi comes in late for a meeting, he finds the others have already been dropped, and has to lower himself down his own chute, noting "Ah'm gonna break me neck doing this..."
* Excel Saga manga, where Iwata and Misaki are stuck in a snowstorm, and Iwata who is now a cyborg has his power source shut down. Assuming that he's out cold, Misaki first time talks to him affectionately, confessing that she appreciates his company, and may even love him. As it turns out, even though his external functions are offline, he's still perfectly conscious and heard the whole thing. Cue Misaki bribing Dr. Shiouji to delete Iwata's memory of the incident.
* Excel Saga. Matsuya undoes her ponytail and puts on a pair of glasses when she sneaks into a ILL Electronics store to look at the merchandise. Sumiyoshi spots her immediately. Her "Eeeeek!" at being discovered was uncharacteristic and quite charming.
* Excel Saga — between the director of the anime and the writer of the manga over the show's artistic direction.
* Excel Saga, naturally, as Hyatt dies all the time anyway, and she gets better as usual.
* Excel Saga". (Note that she's using the closest Japanese pronunciation, "akurasu". Say it a few times fast...)
* Excel Saga of anime in general is much easier (and more fun) to watch/understand in one go than if you were to try and watch it on TV one week at a time.
* Excel Saga. Of course, it's the kind of series where that isn't nearly the strangest thing going on.
* Excel Saga often shifts art styles for scenes or takes or even just eyecatches.
* Excel Saga: once, to Watanabe when he tries to kiss Hyatt (he kisses a Puchuu instead), and later, to Iwata when he tries to give Misaki CPR.
* Excel Saga on its second use — the parody turned out to be a standee, which fell away from the characters.
* Excel Saga on this trope in episode 18, where Iwata gets punched and says "Look for the twinkle!" just before he disappears into said twinkle.
* Excel Saga repeating itself. However, it conveniently puts him in a position of power in Fukuoka City and sets him against his age-old nemesis Lord Il Palazzo, so it's less than clear whether his words, or Il Palazzo's for that matter, can be trusted.
* Excel Saga runs into out-of-left-field calamities every time he tries to get somewhere with "Miss Ayasugi" (Hyatt).
* Excel Saga's 26th episode, "Going Too Far", the whole world ends up drowning in blood by the end, all puked up by Hyatt.
* Excel Saga. Since they're both hungry, all the items they name are foods.
* Excel Saga. So naturally one of the last episodes was played completely straight.
* Excel Saga speech, and the bad guy says, "Hey, that's that anime from awhile ago, Sailor ***, right? Nah, that one's already over..."
* Excel Saga swings through the window in his first appearance, holding a small girl under his arm.
* Excel Saga, thanks to the machinations of two silly warring entities.
* Excel Saga. The drama properly starts a few episodes before the finale. Of

course, with the show's trademark genre-hopping, a few serious emotional episodes were to be expected.
* Excel Saga, the head of ACROSS — the organization Il Palazzo serves — is revealed to be a previously-established character known only as "That Man". He makes reference to being one of the "ACROSS Six," the other five of whom are revealed in the unaired final episode to be "This Man, That Man There, That Man Over Here, This Man Over There, and This Man Over Here."
* Excel Saga, "The Interesting Giant Tower", Watanabe is surprised (and annoyed) to find his roommates applying for jobs at the same office building he's gone to, and Iwata quips "We must be joined together by the invisible red string of destiny!" Watanabe flips and hits him, declaring, "The red string is for boys and girls only!"
* Excel Saga, there are several Easter Eggs. At the start of each disc, rather than displaying the typical FBI warning screen, there is a warning (presumably written by Excel) stating "Il Plazzo is watching you!" and threatens the viewer if they illegally copy the discs. On Disc 3, Excel mention there are Easter Eggs on the DVDs. The majority are on Discs 2, 4 & 5 and include recipes, personal advertisements, and poems.
* Excel Saga. There is also a sudden shift from their tiny, adorable cries of "Puuchuu!" to overly dramatic broken English. "Ow that hurt! You make-a me bleeeeeed!". The protagonists seem to enjoy blowing them up and kicking them around.
* Excel Saga, they are shown being awarded medals for doing a war dance around Hyatt's comatose body a hundred times.
* Excel Saga. They're presented a wall full of unmarked buttons, all of them being traps. Excel tells Hyatt to push a button, and Excel suddenly finds herself dodging a ton of spears falling from the ceiling. After weaving her way out of the mess, she tells Hyatt to push another one, and then gets bonked on the head by a washtub.
* Excel Saga this in addition to giving her a lighter shade of blond than the manga, in which she's more often shown dirty to strawberry blond.
* Excel Saga uses a trail of medicine to lead Excel to her kidnappers. Unfortunately, birds then start eating the pills... and promptly die. Excel then follows the trail of dead birds back to Hyatt.
* Excel Saga was in an abandoned pier, where Excel espoused the virtues of Western and Eastern animation while beating up gangsters.
* Excel Saga, Watanabe gets infuriated at all the noise Excel's making in the next-door apartment at the end of episode 1.
* Excel Saga when Excel - currently employed as a janitor - notes her excitement at seeing a urinal for the first time while cleaning the men's room.
* Excel Saga, when Excel fell through a trapdoor and came out in a desert.
* Excel Saga, when Excel has to win a bowling competition and runs into Nabeshin in a restroom, who reveals he is a legendary bowling coach and offers to train her. The show then skips directly to the END of the training montage with the two of them watching the sunset on a beach Karate-Kid style and Nabeshin saying "I've taught you all I know." Excel then reveals that the reason we didn't see any training is because there wasn't any; all they did was go look at a sunset.
* Excel Saga, when Excel is in prison, another prisoner asks if there's anyone she likes. She attempts to give a shy thumbs-up of "yeah", but accidentally flips her new friend off on the first attempt.
* Excel Saga when he suggested that getting changed in the locker room would give him an opportunity to see her naked body. He got slapped into a vending machine so hard he demolished it.
* Excel Saga, where Excel is driven to distraction by the silhouette of a Visual Kei artist, Key, playing a guitar on the other side of a curtain. Due to the positioning of the instrument and the enthusiasm of his playing, the resulting shadow makes him look like he's stroking a very large phallus.
* Excel Saga), while the main characters lampshade the pit's creatures on a regular basis, for example wondering if Lord Il Palazzo personally hunts the animals put down there, since there shouldn't be any members in the organization besides the

main characters.
* Excel Saga, who also parodies this trope to the extreme and even has Nabeshin and Rikudo doing battle in a metaphor for the artistic battles that take place when a work is adapted from manga to anime.
* Excel Saga, who serves the Puchuus mainly because he cannot resist their illusory cuteness.
* Excel Saga with Aesop, who has "sporadic anal enlargement syndrome". On the toilet, writhing in agony, he shouts, "Oh, it's big!". Excel immediately runs away. Hyatt, oblivious, asks "What is big?" Excel drags her away and tells her not to ask. The toilet appears out of nowhere in the middle of a baseball field just to make this joke.
* Excel Saga with idiotic coaches and a star pitcher who beans everyone.
* Excel Saga with manga author Koshi Rikdo giving his (reluctant) approval to give the series a Genre Shift. The style and weirdness remained consistent enough despite this, however.
* Excel Saga, with That Man, who is consequently the main villain. In the last episode, we get several clones of That Man, including That Man Over There.
* Excelsior-class and it too served during the Dominion War of the 2370s.
* Excelsior-class ships filled the Federation ranks during the Dominion War.
* Excelsior is used by the Freakshow and allows them to augment their bodies with scrapyard cybernetic enhancements as well as giving them super strength and a narcotic high.
* Excelsior Phase One Lysandia, these are used to pick locks, instead of normal lockpicks.
* Excelsior, the lead ship of the Enterprise-D's class, is listed in the Star Trek Technical Manual as having an NX prefix but is later seen in Deep Space Nine as NCC-70637, it's unknown whether this was the same situation or whether the intention of the production staff changed later.
* Excelsior was more or less a standard ship of the fleet, yet, through a combination of her capabilities and her crew's skill and perseverance, became one of the most celebrated and legendary starships within the Federation.
* Excel's very first mission is to kill the creator of the manga, Koshi Rikdo. She goes through with it... twice.
* except a college student who was in a major accident with several other classmates, including another blonde student who closely resembled her, Whitney Cerak—thanks to the injuries sustained, her being unable to speak for a number of months after the accident, and the placement of a purse at the crash site, Laura's family sat by her bedside and did all they could to take care of her while Whitney's buried and grieved for the daughter they'd lost...only for everyone to discover the girl in the hospital was actually Whitney. It was made worse by the fact that the hospital staff was so convinced of their identification that they in turn dismissed Laura's family's suspicions and encouraged them to believe their daughter's written notes about her parents' names and calling them "false parents" was a case of amnesia or brain damage...so that until the truth came out, Whitney was in the position of actually knowing the truth, but unable to convince anyone of it. It would be easy to imagine her eventually losing her mind, unable to determine what was real or coming to believe she actually was Laura, if the mix-up had been sustained any longer.
* except add to that the fact he punched a diamond wall with his bare fists for 4 1/2 billion years first, just for her
* except a female Avatar, who is half human, so their daughters Selkie and Velouria will fit into this trope. If either of them marry Azura, Shigure will fit this trope and inherited their class.
* except Alice is/does X" as an Inversion. This is incorrect; an example such as this would constitute an Exaggeration rather than an Inversion, as the trope is used on more than one character.
* except, a little bird who was perpetually 'Cuckoo for Cocoa Puffs' and a harassed leprechaun who instead of gold hoarded delicious marshmallows from devious kids: "They're always after me Lucky Charms!"

* Except anyone who picks up his scythe and uses it gradually turns into Reis, his legend too powerful to be killed by mere death.
* except as mercenaries and bandits, making them desperate and dangerous to almost anyone.
* except at national meets (all four constituent countries have their own national championships, with an overall British Championships also held) and the Commonwealth Games.
* Except by this period of time the Sith are no longer a species, they're a cult/society. Ben isn't advocating the annihilation of every being amongst the Lost Tribe, though obviously many will die in the war that ensues, he's advocating the destruction of a culture built on a genuinely evil philosophy. In a similar way, the Allies of World War II spoke of destroying Nazism, not the German people.
* except Cordy starts throwing herself at him, including the person who cast the spell. Probably only 'didn't work' on Cordy because she already loved him.
* Except Donald and Douglas only did it in the original novels. The TV adaptation of the story "The Missing Coach", in which this trope is a major plot point, was filmed, but Britt Allcroft ultimately cancelled the episode because younger audiences would find the plot "too complicated", and replaced the episode with "Thomas, Percy, and the Coal". Pictures of the episode have surfaced on the internet over the past decade.
* Except Einst, maybe because they hasn't any kind of economical activities.
* Except fairly early in the series, it's barely ever used in battle and Flash Stepping from then on is generally portrayed as a result of two characters having vastly different movement speeds in general.
* Except "Fields of Athenry" isn't a traditional song — it was written in the 1970s by Pete St. John, and most people know it from the Paddy Reilly cover, making it another example of this trope.
* Except fighters. They are explicitly mentioned as completely unfeasible in their situation. There are some smaller ships taking their tactical niche, mostly missile defence and tying the lighter fleet units, but these aren't tiny single-seat tin cans, but warships in their own right, almost the size of a pre-war destroyer (incidentally, called "tin-cans"
* Except for a couple of establishing shots, most scenes set in California or Nevada in
* Except for a few songs, all of the music is royalty-free. The infamously long opening driving scene has a short royalty-free clip simply loop multiple times.
* except for Apollo Justice, will have a different prosecutor preside over the case than the main prosecutor of the game.
* Except for Blunt, who thinks humans are perfect and does not even consider that
* Except for Byakuya Kuchiki getting his Senbonzakura halted by Yoruichi in the middle of transformation, and being forced to block one of Renji's attacks before he could release his shikai.
* except for Cho who decides to get another taco (and doesn't seem to mind that he's not with anyone, plus he's chuffed because he has just learned of his promotion).
* Except for Chryssalids, which can't attack you (or create more doubles of themselves) if you're on air. It's not advisable to hover too near to them, in any case.
* Except for Gunny Sergeant Bardue, whose behaviour is less Properly Paranoid and more simply
* Except for his final battle, which is so far beyond weaksauce it comes out the other side and ends up being deeply compelling.
* Except for his little known debut "What Room Was the Holiday In" and songs on which he was a featured artist, all of
* Except for Horton's splinter group, who decide to kill them all rather than risk letting any of them get the Prize.
* except for knowing when they're needed, with lots of weirdly shaped doors because the space station was built by the Cardassians.
* Except for Ling's short-lived, played-for-laughs flirting with Winry and some

references to
* Except for maybe a giant rollerblade going "Blah blah blah blah blah..."
* Except for Minaka (who's crazy), everyone working at MBI has this reaction in
* Except for older ex-USSR inhabitants and Soviet cinema buffs, few people know that the core of "Resurrection" by trance duo PPK is actually
* except for one boss in particular who you have to flee multiple times which can either be heartwarming or frustrating depending on how you view the lesson which can be summed up as "You have to be the bigger person no matter what others do to you". That said, the best possible ending requires you sparing every boss and enemy regardless of the encounter, so the game is certainly implying it's your duty to let everything they do slide, but berates the player for not expecting the game narrative to do the same back.
* Except for pop-up ads and surveys when you want to download something; they need to be eradicated off the face of the earth.
* Except for seasons 1 and 3, Jack is never actually working for CTU. Nevertheless, by the half-way point of the first episode, the situation is already dire enough that Jack is put in charge.
* Except for Susan Strong, who is either human or hyooman (fish-person), the truth being left ambiguous to the viewer (though Finn presumably learned the truth at the end of her second appearance).
* except for the apocalyptic prediction made by McGucket with the townspeople now enjoying the party that had been promised to them generations ago, and Pacifica lifting a 150-year-old curse on her family. But as we've seen, her parents psychologically abused her into responding to a bell behind closed doors. So what do her parents have in store for her once everyone goes home for the night?
* Except for the fact that the hand was eternally devoted to Voldemort and ended up choking Wormtail when he hesitated to attack Harry in the seventh book.
* ...except for the female gnome Death Knights, whose altered voicesets just makes them sound like they recorded their lines
* Except for the few moments he's shown surprise, Ballister Blackheart from
* Except for the gleeful delight he takes in tormenting Mundanes, and the casualness with which he kills them.
* Except for the Hungarian comic, there has never been a faithful adaptation, sequel or parody of Pierre Boulle's novel
* Except for the one with Zelda, any dream, hallucination, transformation sequence, flashback, abstract idea, or dizzy state in
* except for the ruling family, and apparently a few nobles, the town's entire population is made up of revenants Dark and Secret about the place: it's a town, it's in a mountain pass.
* except for the sound, otherwise, used in every other explosion in the movie.
* Except for the Warden (who's naively oblivious), the other COs at Fox River are corrupt. And technically all are incompetent, considering the escape.
* *Except for those naturally occurring in celery juice.. Curing meat produces a particular flavor that people are accustomed to, so the presence of sodium nitrite or nitrate isn't negotiable, only whether you add it on its own or as part of a less-refined ingredient.
* Except for those who have just the Guns skill combat-wise, like the Killer or the Techie. Those guys just dive around, take cover, and use the
* Except for very occasional color changes (and armor updates every time the show starts being filmed in a new game), all characters in
* (except for Vinsmoke Sanji) are assassins, including the entire army they command, Germa 66.
* Except for Willie (played by bodybuilder Peter Lupus), all the original cast of
* except gay, conservative, and religious (specifically a faithful-if dissenting-Catholic).
* Except Grayson which, being colonized by an arch-traditionalist Luddite cult, uses Earth time units in spite of them being nowhere near suitable for the planet's rotational and orbital times. To top it off, they are the only culture that still uses A.D. to mean

* Except he didn't kill the last one. Things are more complicated than it seems.) (Technically, he's a spree killer, but the game identifies him as a serial killer)
* Except identical "mutilations" have been found on carcasses of wild animals like elk and coyotes. Really, only the "maggots and other scavengers" explanation holds water once the phenomenon is studied
* Except if you get hit with shrapnel in one of the iliac arteries and bleed out within minutes. It may be the healthiest spot, but still not healthy enough.
* Except inasmuch as Assassins are explicitly no good at unarmed combat - because no Assassin is ever unarmed.
* Except in the episode "The Trouble With Tribbles", when the Tribbles infest this system, and arrive piled on Captain Kirk's tray; one of them has even jammed itself into his drinking glass.
* Except in the Hungarian version, where for some reason Alfred's dream ballet double has a
* Except in Vampire Harmony's early appearances, particularly the scene where she and Xander get into a
* exceptionally clever for a baby, she is small enough to sleep in a casserole dish. Her exact age is not specified for the first twelve books, and flashbacks to "before Sunny" carefully avoid giving her older siblings' ages at the time, forestalling calculation. The thirteenth book stated that Sunny was about two, which would mean she was about six months at the most in book one, and eighteen months have passed since.
* exceptionally, he's a very peaceable soul; all he wants to do is lie around all day looking at things.
* exceptionally overdone and usually dangerous displays in the contest (leading to disqualification) and the good doctor was the best of the legal entrants. Given that one year, his display was bright enough to enable a plane landing, illegal is likely. (Then again, they won that year.)
* Exceptionally thick biofilm, called a microbial mat, covered the bottom of most of the ocean for much if not most of Earth's history (starting fairly soon after the beginning of microbial life 3.7 billion years ago). The mat only disappeared in the Cambrian (about 600 million years ago), when animals learned how to burrow into the sand (which broke up the mat by opening up channels for oxygen to permeate the soil, poisoning the anaerobic bacteria).
* Exceptionally Tolerant: You or the society in which you live are totally accepting of everyone.
* exception. It turns out the Jaffa sense of humor just doesn't translate through cultures well.
* Exception: the British music/video/games retailer Zavvi now prices most of its goods in pounds flat.
* Exception to the Rule - injects her victims with sea snake venom to paralyse them.
* Exception to the Rule, when private detective Burt Ramsey confronts the villainous Carla Rainer.
* Except Isaac isn't her adoptive dad. He's the genuine article, even when you consider the revelation of Sari's "birth". After all, his DNA was required in order to bring her "online" and was what made her part-Human, effectively making her his biological daughter at the same time as being a robotic alien.
* Except It Abide in the Vine universe, who went a little feral from brain damage and HYDRA's abuse. After being freed from HYDRA, he calms down a bit, but he still tries to snack on a Nazi soldier he just dispatched.
* Except it's later revealed that it didn't detect souls, but Sinclair/Valen's DNA.
* Except it's revealed that he actually doesn't kill people, his ability to attack people without
* except Lisa (who was out) and Lily (who already is a baby). When they poop their diapers, they say, "Poo-poo!" which is Lily's catchphrase. Then, when they turn back but the pets are now babies, Lincoln and Lisa say, "Poo-poo!" in the way they'd usually say, "Dang it!".
* except Mount Doom is actually the toilet and it appears that the Giant Rat was

just playing with figures all along.
* Except Naruto and Kiba. And Sasuke and Yoroi. So really only half of the Leaf v. Leaf fights.
* Except natives of Gallifrey are sometimes Gallifreyans, playing it straight. Sometimes it's just another name for Time Lords, other times it seems to be two separate descriptors (Time Lords being the ones that use time travel). The episode "
* Except not particularly 'realistically'... there seems to be some misunderstanding about what the book means when the Bennets are described as 'poor'. There's no reason to suppose from the text that they don't still have a team of servants to clean the house for them- that would be a remarkable circumstance for people of their caste- servants were cheap. (A genteel Regency-era home shouldn't be
* Except not quite. The book is full of references to death-cults, sightings of and interactions with cannibals and their victims, an old man they share a meal and a fire with on the road, and
* except not really wears pink and owns a very frilly pink restaurant and sells his own perfume. A few people even have trouble telling if he's a man or a woman, despite his facial hair and large muscular arms.
* Except, not really. While Lucifer did feel something for Eve, his first love has always been Chloe Decker, which he admits in the Season Four finale.
* Except now they've stopped again, and this time it really IS because they don't like the "fried" part- they're trying to emphasize their new grilled menu. Y'know, the stuff you can easily make at home...
* Except, of course, the part at the end where Athena literally descends from the heavens to protect Odysseus from the disgruntled families of the dead suitors, the
* Except of that the information is written orwellian style from a pro-imperial standpoint so of course they are going to say it's necessary when they are covering their own asses no villainous extremist wh o isn't in it
* Except on "Chaos Mode" in some games, where it's inverted. All it takes to kill the player is (for example, in Warriors Orochi) 3~5 arrows... And let's not get started about how "enraged" (an in-game boss status, where the boss is juiced up with red
* Except Otacon specifically instructed Snake to put the Solid Eye over his left eye. Big Boss didn't have his right eye.
* except Perrier water bottles. Once the water inside is removed, however, even those suffer the same fate.
* Except possibly in Tokyo, where Hiro and Ando are currently advertising a
* Except possibly on the highest "usable worlds" setting, nearly all of the worlds you encounter are not only not earthlike but completely uninhabitable quality 0 gas giants or tiny balls of scorched or frozen rock. Although there are weird mega-events that occasionally roll through and turn an entire system into medium to high quality potential colonies, regardless of the size or nature of the planets.
* Except possibly the Cashbot CFO, where you have to fling safes at him to damage him. And then he gets run over by a train.
* Except Roran's main purpose for attacking them was to rescue his beloved, Katrina, who was being held in the Ra'zac's dungeons.
* Except she was never the real Spring Maiden, just a decoy—meaning Raven mocking Cinder's ridiculously appropriate name was actually a hint that she had done something similar herself.
* Except Tau, who are more pragmatic and whose commanders look little different from their other
* Except that any denomination that believes in the original sin sees babies as inherently sinful.
* Except that as it turns out, they did make a port of some of those games. The clincher is that
* Except that as the song goes on, it becomes apparent that it's not even a breakup song at all; "Darcy" is the
* Except that Banagher ISN'T a Cyber-Newtype at all, he's a perfectly natural one.

All Marida said was that they might
* Except that cuckoo clocks were invented (and are still mostly produced) in the Black Forest region of Germany, not Switzerland. Moreover, movements (mechanisms, that is) for most of the budget Swiss clocks and watches are made in Russia and Asia, and are purchased in bulk by Swiss watchmakers for casing and reselling.
* Except that he doesn't know his mother was actually much more closely related. We think anyway.
* Except that he has to care for Huey, Dewey and Louey, who under his inept parenting (mostly consisting of bending on their every whim) have become needy couch potatoes estranged from reality.
* Except that if you look closely at the cover of said comic, there appears to be a spotlight on Gwen's face, practically revealing that she's gonna die.
* Except that instead of talking with them, she challenges them to fight her, knowing that they were disguised Yiga.
* Except that in the book Asmodeus is described as killing his prey with venom, rather than the discretion shots the animated series had to show, and anyways the fox came back in the second season.
* Except that in the second game there is another ritual that must be performed if the first can't be done for some reason.
* Except that it never seems to be played as anything final, Kaoru of
* except that it's a white wig, and she's actually bald. She wears it to cosplay as her Trollsona
* Except that it totally was here in the Japanese version. Just not nearly as often.
* (except that it turns out he isn't really deaf but pretends to be in order to overhear things not meant for him to hear). It is up to George's cousins to smuggle food in to her through the window, and much of consequence in the later parts of the plot flows from this.
* Except that many denominations that believe in original sin also believe in the Age of Accountability, which denotes that age at which a person becomes mature enough to be held responsible by God for his or her sins.
* Except that Northmoor's not really dead, but being locked in the Bureau's power plant to act as its power source
* Except that one of the doctors was shining a light in her eye at the time, noticed the pupilary contraction, and then checked it again to confirm it, which immediately tipped off everybody that the Ancient was still alive.
* Except that one time where Jonathan disarmed a gun-wielding multiple murderer
* Except that Sam doesn't like Austin because everyone else does. At the beginning, she seems to think he's just another
* Except that since they were too far away to receive useful input from the firing ships targeting computers they were relatively ineffective anyway unless
* Except that the above line is directed at an enemy, not a friend, and said sister is actually
* Except that the gun she gives him is loaded with duds, and he's been set up to get beaten to death by the dad. And he's not the first guy she's done this to. Why? Because her father gets off on this, and she's daddy's girl.
* Except that the original narrator was actually portrayed by a man until it premiered on Broadway more than decade after
* except that while it fits the style of Schilder's music, it does not seem to sound like any specific song.
* Except the Baneblade. Which has 11 weapons, each acting idependently, tons of hit points and the most powerful cannons in the game. Unless you bring your entire army/superunits, chances are it's going to wipe your base out. The Land Raider is also an exception, it's blend of strong firepower and tons of health is further augmented by a special ability that makes it temporarily
* Except the best ending pits you against a ridiculously powerful boss, and the allies you kill will rise to fight you again in the bad ending. Without using it moderately to gain some powers in the first playthroughs, it can be pretty difficult.

* except the cockpit, leaving the pilot completely defenseless: again, different authors draw them with either a light robe or nothing at all. The purpose of the machine is to fight while the pilot atones for their crimes by enduring damage (being kept alive by pumping their brain full of drugs), with only the Emperor's blessing to protect them.
* except the Commander rules committee. The "Fish Hulk" deck was objectively a tier-zero strategy in competitive Commander, but it was unheard of in the land of casual play and the rules committee had no interest in banning a card that had no impact on the vast majority of players. It took three months of open letters, petitions, and heated discussions to convince the committee to change their minds.
* Except the dog was perfectly fine, which leads to Belushi's deadpan delivery of "I hate you."
* Except the fact that fundamentalists believe that UFO encounter aliens are literal fallen angels/devils from the sky. It is simply that fundamentalists believe in spiritual/interdimensional types of aliens in the form of devils that live in space or the second heaven, not biological/physical ones that live on planets.
* Except the Gale answers all the questions in a self-consistent manner. Sayid thinks that he's probably lying, but can't tell for certain. Later the captive gives him directions to the balloon and his wife's grave as proof. Sayid follows the directions and discovers the balloon and grave just where they are supposed to be. However, Sayi is so obsessed with the idea that Gale is lying that he proceeds to DIG UP the grave to further test the story. This turns out to be an incredibly wise move, as there is not the body of a woman in the grave, but a man. A man with an ID labelled "Henry Gale"
* Except the last one, in which Peter calls Canadians freeloaders, then just flat out says, "Canada sucks!" after a minute of silence.
* Except the one episode, when it gets reprogrammed with a husky female voice.
* Except the one in physical therapy, who really did take that step out of love.
* ...Except the one time they accidentally botched the ship to be crewed by just 8 skeletons.
* except the Pyro, especially with their domination quotes. Highlights include:
* Except there's nothing saying that all the Bhaalspawn are the same age. After all, Bhaal's death had been foretold centuries earlier, presumably he could've started making heirs early enough for a dragon to grow up.
* ...except there was more to the loop than once thought. The Ashes video "When?" confirmed that the "doppelgänger" Stranger!Archie saw before the aforementioned backfist was Exiled!Archie, and that he was indeed present at
* Except these are signal corps academy cadets. Which may or may not make their NBC training routine cooler.
* Except the villains of the stories very firmly establish real consequences for such an ability; in fact, all of the "Spiral Power" the heroes use
* Except they made sure to be slow enough to stay in formation. Unlike some weapons there is absolutely no way to use a pike except in a tight, arrayed formation.
* Except they spent too long level-grinding so the king got tricked into thinking some other idiots/jerks were the light warriors, and in the end four White Mages end up killing the Big Bad.
* except they were in love with each other. There was also a New Jersey game show sketch called "Ohhh!".
* Except to control them. The Zerg then promptly became Precursor Killers as he sicced them on his kind alongside his followers.
* except to her former existence. As we don't get to see much of "his" life before the transformation we're given no real motivation for this decision.
* Except very few people who go to shows like this don't want to be hypnotized. Trances can be quite pleasurable and relaxing. People can put themselves in this sort of state. For a quick example, just relax and stare at a random spot with your vision unfocused for a few seconds. Then see how difficult it is to pull yourself away.

* except Vex; since their brains/cores are in their torsos, they'll keep fighting even if you completely blow their heads off.
* except when he frequently is in the fluff). He often fights with a longsword made of molten metal.
* Except when he got plenty of applause and said things like "Yay! Sausinges!"
* Except when they don't, which is most of the time. The application of the Prime Directive is murky to say the least, in all the series a lot of episodes deal with the Federation directly and often secretly saving pre-warp civilizations from natural disasters.
* except when they're not so lucky, demonstrating foresight unheard-of in an ork.
* Except Yukio is actually the kind childhood friend, and Rin happens to be something of a delinquent and
* Excerpt of an old exchange from the 1980s between two small-town Brazilian politicians, registered in a judicial complaint: "...and if it happens to be convenient to you, Mr. Mayor, you could even
* (excerpts pictured). Its influence from Very Nice Very Nice can be plainly seen (the same image of the audience in 3D glasses is present in the original).
* Excess Baggage. Emily Hope fakes her own kidnapping to get her father's attention. She handcuffs herself and puts herself in the trunk of her car, but a criminal steals the car while she's in it and the fake kidnapping turns into a real one.
* Excess Baggage. She wants to make her father think she's been kidnapped, so she ties herself up and locks herself in the trunk of a car. Then a real car thief steals the car with her inside...
* Excession & other inconspicuous places after their last big war. Some of these depots might be moving into regions of space that could play host to events of interest... in a couple of centuries.
* Excession uses this as karmic punishment for a retired soldier who was involved in a genocidal campaign, by making him relive the agonising deaths of his victims until the stress kills him.
* Excession, which shocks every AI Mind which sees it as it is somehow connected to Infraspace and Ultraspace simultaneously, acting as a bridge between three universes at once.
* Excessive artificial tanning, be it from spraying or using a bed. Tanning had been very popular in the late 1960s and 1970s as well as the late 1990s, and it was especially huge in the 2000s when spray tanning was popular with celebrities to achieve that sun-kissed glow. However, some took the practice
* Excessive Evil Eyeshadow, and a dead bird in her hair that could be mistake for a bow at a glance.
* Excessive Evil Eyeshadow hippie. But when she wants to look scary and "witchy," the cosmetics come out and take action.
* Excessive Evil Eyeshadow: Villains or other evil characters wearing excessive, dark-colored makeup on and around their eyes.
* (excessive gore warning!) in the background of which many people swear they can see the letter "M" scrawled on the wall in blood, or paint. Since Kelly was in no shape to do this as or after the killer exited, she would have had to do it earlier in the evening, at which time she probably would have been better off screaming. There seems little reason for the killer to write it, and at any rate, his writing would be neater. But clearly, the "M" exists only in the imaginations of some people who have stared at the photo a little too long. There also seems little reason for an "M." There was a suspect whose first name was Montague, but aside from the fact that he seems not to have become a suspect until after Kelly's murder, there's no reason to think she knew him; in other words, she couldn't have drawn his initial on the wall if she didn't know it.
* Excessive light pollution on Earth at night, especially on cloudy nights, can produce a
* excessively elaborate secret handshake is noticed by everyone, advertising rather than concealing the secret.
* excessively of his little sister, to the point of scaring Ezreal away from

pursuing a serious relationship with her. Not much has been officially revealed on how Garen feels towards Lux, except as a stoically understanding big brother that believes she is a strong girl on her own and has enough willpower to make her own decision. He may even welcome Ezreal's companionship with Lux. Garen in general is mainly depicted as a professional Demacian soldier whose attraction to Katarina is an interesting conflict of interest.
* excessively so!) and says, "Hmm!". He also talks in a singsong voice a lot.
* Excessive Mourning: Someone mourns another person's death to the point that they become a problem.
* Excessive mourning wakes the dead: The belief that excessive mourning disturbs the dead's rest was a fairly common superstition in Europe from the Middle Ages to about the eighteenth century. That's why English has the term 'wake' in the first place.
* Excessive procrastination may be a symptom of depression for some sufferers, as depression is notorious for causing sufferers to lose interest in things they once enjoyed or were active in. Unfortunately, it's one of the most commonly overlooked symptoms because to someone unfamiliar with depression, it comes off as pure laziness. It's not so much they're trying to procrastinate as it is they simply don't have the energy.
* Exchange of two minds switches the mind of the caster and the mind of the target. It has a relatively short default duration, but can be extended to "permanent" with the expenditure of raw vis. The book tries to forestall players seeking to make themselves immortal via bodyjacking by noting mages who take over younger bodies find themselves heavily distracted by the sheer passion of having a younger, stronger body again.
* Excitebike parodies were all done in ways that looked close, if not identical to their video game counterparts.
* excited and starts a rebellion against him because it gives him something to do.
* Excite Truck Lots of nitro and ludicrous jumps contribute to the over-the-top feel.
* Exclamation marks and ellipses (...) carry a lot of emotional punch, so use them sparingly. Spamming the exclamation mark is reserved for scenes of utmost urgency; spamming the ellipsis is reserved for fleeting streams of consciousness. Neither of these is likely to belong here. In a moment of extreme excitement, one exclamation mark is permissible. More than one is unnecessary, unattractive, and ungood.
* Excluding a rotating cast of underwear models, David DeCoteau mainly uses former teen and child actors from the 60's and 70's and the occasional actor from some of his earlier works. These include
* Excluding dinosaurs, other appearances include (in chronological order):
* Excluding the royal family, Law is currently the only known survivor of "The White City" Flevance.
* Excluding the teen and child characters, most of the female cast in the
* exclusive 25th episode OVA shows, however, that Daru will eventually meet up with Suzuha's mother and she'll be born 7 years later in 2017. Her disappearance in the series is because only that particular version of her (a Shell-Shocked Veteran
* Exclusive Clique Clubhouse: Certain student groups get their own hideouts and housing.
* Exclusive Clique Clubhouse: Cliques and other groups get their own unique housing.
* Exclusively for German-speaking countries of "Liebe ist alles", and got disappointed that all the people who had purchased the original track less than a decade earlier wouldn't buy the same song with the same instrumentation again in English.
* exclusively male) prefers to attack with a hypnosis-lifedrain-combo.
* Exclusive to the Pro edition is a more traditional skill shot: plunge the ball into the leftmost top lane for points and an increase in bonus multiplier.
* Excrement Statement, as in bunny language, peeing on something that isn't yours is an ultimate insult, along with getting a point across that they are really angry with someone.

* Excrement Statement: Just to show you how much sick I am of you, I'm going to take a piss and a shit in your mouth!
* Excretion instead of sex: Gibbs encouraged Kate to "stay hydrated", specifically to use her as a distraction when she went to the head.
* Excrucians speaks of the five hundred years of human progress which got unmade, changing history considerably.
* Excuse Boomerang: A person's excuse backfires when it is used against them as an excuse for punishing them for their actions.
* Excuse Boomerang: Someone makes an excuse to try and avoid getting in trouble, only for the excuse to be used against them as an excuse for punishing them anyway.
* Excused which aired on February 13th, 2012, two girls excused a 22-year-old guy, Sean because they doesn't want to sit in the couch and watch cartoons.
* Excuse Me Dentist, It's Touching Me!: Tomori crossdresses for a few reasons: he finds it fun, he thinks he looks nice when doing so, and it makes it easier to have a life outside of the Yakuza, and he's overall a very nice man outside of his insensitivity when talking and snarky tendencies, and the sanest person in the cast.
* "excuse me princess" exchange, which starts when Han thinks Leia wants him to stay because of the way she feels about him:
* Excuse me, sir!! Do you have Prince Albert in a can?? YOU DO?? Well, ya better let the poor guy out!"
* Excuse Plot: A bare-bones plot that's only there as a justification for the gameplay.
* Excuse Plot has you seeking vengeance on the evil wizard who stole your patootie.
* Excuse Plot involves a fiendishly addictive game sucking players into arcades in the year 2210.
* Excuse Plot is slowly giving the players breadcrumbs through comics and videos.
* Excuse Plot is that the baddies have kidnapped his daughter to force him into doing their bidding. It becomes clear straight away that this isn't going to work.
* Excuse Plot. This isn't even mentioning that they're intelligent and capable of telepathic speech, so the pseudodragon should be able to point this out and ask to be released, and a simple Detect Evil spell (which nearly any celestial can cast) would verify it was telling the truth. So either the celestials running the dungeon are complete morons, or they're such paranoid jerks that they locked up the dragon anyway.
* Excuse Plot to serve as breeding machines for their species. The result, of course, is that Duke frequently stumbles on breeding pods: naked, writhing, moaning women wrapped in vine-like cocoons begging Duke to kill them.
* Excuse Plot. Two warring countries have finally made peace after 47 years of war, but the weapon manufacturer of both sides is pissed and so hires a mercenary to reignite the hostilities.
* Excuse Plot video game; it's not quite clear if Wayne and Garth were sucked into the game or if the baddies came out, but the levels are 90's platformer versions of a few places from the movie; Wayne must use his laser-shooting guitar to rescue Garth, who has been consumed by the purple gelatinous cube from that game in Noah's Arcade in the movie.
* Excuse Plot who had seen an embarrassing photo of him playing with his favorite rubbery ducky that had been posted on the Hellternet.
* Excuse Question - A test or skill question used to prevent a contest from being declared a lottery
* Excuses... Excuses..., after learning that Applejack is a trans mare, Shining Armor has a dream featuring a male Applejack that speaks this way. He's exaggerating male stereotypes:
* Excuses... Excuses...: Cadence has cravings for pickles. She claims it's because she needs to replenish her electrolytes due to peeing more.
* Excuses... Excuses... having already gone out on a date with Applejack.
* Excuses... Excuses... on what dating a mare could mean for her sexuality.
* "Ex'D Ex": A jealous ex tries to wreck his ex-girlfriend's date, only for him to get run over by the tractor she and her new boyfriend were driving in.

* Exdor's robots, which number seven, were built specifically to kill Jack. Each of them is an equal with Jack in speed, attack him in a coordinated manner, and are completely encased in armor that even Jack's sword cannot break, requiring Exdor, who secretly wants them destroyed, to equip Jack with the force needed to cut them open. Even then, Jack can only destroy six of them—he requires
* .EXE ~ A Virus Containment Game: The third game contains a character whose full name is "270 degree (not 90 degree) Rotated Chester Alan Arthur, 21st President of the United States. (But you can call him Chester.) Yes, this is his full name including the parentheticals and this statement also." For obvious reasons, almost everyone just calls him Chester.
* executed Ankh-Morpork's last king. Vimes himself is now a fairly straight example, as he is both the richest man in the city since marrying Lady Sybil Ramkin, and his service to the city has had him raised up to the level of Duke and ambassador.
* Executed brilliantly, beautifully, heartwarmingly well at the conclusion of
* executed worse than them and they've repeatedly demonstrated their skill at handling them. When short-sighted bureaucrats drop the ball and cause completely avoidable disasters, the Toughs can be trusted to get the job done.
* Execute Program. He's dead for about half an hour, but then he's...well, fine.
* executes Loghain Mac Tir, should you decide to kill him (if Alistair doesn't do it first).
* executes someone by using his lightsaber to bisect him from the crown of his head right down.
* Executing captive troops became an option within the game series from
* Executing the falsely accused, genocide of the Seireitei, bloody war with the Gotei, raids into the human world,
* Execution, all characters involved agree to never admit to anything, lest they incur Mitsuru's wrath.
* Execution", as he is about to be hanged for murder on November 14, 1880, Joe Caswell is transported forward in time to 1960 by Professor Manion.
* execution by firing squad, a soldier condemned for dishonorable crimes will be tied to a chair and shot in the back as he's considered to not deserve the "honor" of being shot in the chest.
* Executioner's protagonist), who arranges for men to be sent to his island so he can hunt them. He also has a room full of the skulls of people he killed, and even talks to one of them near the end.
* execution move has the player opening the loading catch, wrapping around the enemy's neck, and giving it a sharp twist, resulting in a broken neck accompanied by a spray of blood.
* execution of one of the cultists. It was horrible enough to qualify him as the group's Token Evil Teammate.
* execution weapon to ensure Rukia couldn't be executed. Yamamoto, incensed by their betrayal and making exactly the same argument Byakuya had made to Ichigo (that society takes precedence over the personal), proceeded to engage them in a fight that would have been to the death had the truth about Rukia's execution not come out in an extremely timely fashion. His personal opinion on the matter of Rukia's execution is never revealed, to him, it didn't matter if it was right or wrong. Upholding one's duty was the only 'right' he was interested in.
* Executive Anthony Santa Croce is in "Mr. Monk and His Biggest Fan" where he is one of the guys sitting down in the background when Marci Maven begins bidding
* Executive Assault: a bunch of feuding corporations land on an alien planet and immediately start building robot armies and waging war to see who gets to exploit its resources.
* Executive Assault does this with the elevator leading to your office.
* Executive Decision after Sergeant Matheny, the squad's explosives expert, is critically injured and paralyzed, aviation engineer Dennis Cahill (who has been left behind to "keep an eye" on Matheny) is forced to try his hand at defusing the bomb. He does just that, in a manner that Matheny admits he never would have thought of. Similarly, Dr. Grant joins in the final assault on the terrorists

because there are not enough commandos left to take out all the terrorists at once.
* Executive Decision because modern aircraft are very complex, and experience has shown that forgetting a step either in flight or in maintenance can have disastrous consequences.
* Executive Decision had a boarding party infiltrating a plane mid-flight.
* Executive Decision had a core that would explode if anyone touched the laser security grid around it.
* Executive Decision has elements of this, being able to silently inject a boarding party into a flying jetliner. The system doesn't work perfectly—one of the team gets killed when they're thrown out in mid-air after the connection is broken.
* Executive Decision. It evidently had nothing to do with the quality of the film itself (she simply didn't want to do it) but changed her mind when Warner Bros. offered her a $1 million salary for the role of a stewardess who helps the team. She quickly signed up for it.
* Executive Decision. Their leader is captured early in the opening act, and the second in command and his team hijack a 747 en route to DC.
* Executive Decision very quickly running out of runway with the same effect as coming in fast. He ends up plowing into a large dirt berm at the end of the runway.
* Executive Decision. Which makes sense, considering that the film takes place on said aircraft.
* Executive Excess: A character with a high-flying corporate job can't seem to focus on anything but partying and avoiding work.
* Executive Excess: An important business figure who prefers partying to actually working.
* Executive Excess: More interested in sex and drugs than actually working, despite the lofty corporate position.
* Executive Excess: Who cares about working a full day anymore? I'm head of the company, so I get to party whenever I want!
* executive meddled. When he's told not to worry, the writer "won't be with us much longer", he replies "Is it AIDS?" It's not.
* Executive Meddlers take offense at "Son of Satan" and change the character to "Son of Santa". Hilarity and a hailstorm of bad X-mas puns ensue.
* Executive Meddling, a brief appearance by the Cheshire Cat and Alice was placed into the finale.
* Executive Meddling. A developer will insist that more time is need to do maintenance, and bug tests, and to generally make sure it works the developers want it to, but the company executives will demand that it be released by a certain date, in some cases threatening to fire them if it isn't.
* Executive Meddling and can't do anything about it, losing their absolute creative control of the work.
* Executive Meddling and Princess Sally Acorn - whenever these two get together, something bad happens to one of them - Sonic gets launched to the other side of the galaxy, Sally falls for Monkey Khan, then she later gets turned into a robot.
* Executive Meddling) and said she wasn't from Krypton, but a sister planet that also ended up destroyed. Kara In-Ze was otherwise used interchangeably with Kara Zor-El, besides the fact she was Superman's adopted cousin rather than his biological one.
* Executive Meddling, and that a change in record label produced songs like "Love Is a Battlefield" and "We Belong" that are more in line with their preferred style.
* Executive Meddling, a third verse is tacked on to appease publishers, in which the suicide is revealed to have been a dream.
* Executive Meddling. At one point, a guard is almost crushed under the foot of a stone monster that just barely misses him, screaming "I'm okay!" Then another foot comes down and actually crushes him, but he survives and says "I'm still okay!" Originally he didn't survive the latter, but the execs wouldn't allow it. Subverted however with Tzekel-Kan's Acolyte, who is not seen again after being pushed into a boiling vat of liquid.
* Executive Meddling being rendered all but useless and done away with. Despite having little purpose left, it was brought back because fans wanted it back.

* Executive Meddling)... but never addressed in the 2005 revival thus far.
* Executive Meddling by having the pilot do nothing for almost the entire season and then killing him off at the season's end.
* Executive Meddling ended up being dominated by several inconsequential storylines that had originally been planned as minor subplots or filler - the Miss Twin Peaks pageant, the adoption of Nicky, and so on.
* Executive Meddling, especially when Andrew Helfer took over from Eddie Berganza as editor. Faerber mentioned he was forced to include the DEOrphans into the series because editorial wanted to introduce a new team of young heroes. Their very presence derailed most of Faerber's plots, especially the Epsilon arc (which got forcibly mangled when one of the kids was revealed to be possessing Epsilon the whole time). That said, it appears Faerber used Lian Harper as a mouthpiece to voice his unhappiness with the situation. Lian, normally one of the sweetest kids around, couldn't stand the DEOrphans and even screamed at them that she'd been in Titans Tower long before them.
* Executive Meddling: Executives giving (often unwanted) input in a work vs. only the author deciding the direction of the story.
* Executive Meddling Girls"... exactly.) Its original intent is still somewhat clear, however.
* Executive Meddling, giving him an incredibly stupid costume (described as "somewhere between Elvis' Las Vegas costume and something you would imagine a pimp on the street corner wearing") and an even stupider power (he can warp reality by screaming).
* Executive Meddling in "The I in Team". Buffy returns to her dorm the morning after she's slept with Riley for the first time, to find the dorm empty and the bed still made. Willow then enters, having spent the night "casting spells" with Tara. Willow is holding a crystal which she'd earlier rejected as a gift from Tara because it was a rare family heirloom, implying that she's now accepted it as a lover's token. The following episode has one of the more famous spellcasting = lesbian love conversations in reference to what happened the previous night.
* Executive Meddling, it makes you wonder if any fans ever tried yelling it at him in real life.
* Executive Meddling lead to the Style Network getting replaced instead. This left G4 as a "zombie network" of nothing but reruns, syndicated shows, and ads until its death at the end of 2014, with the syndicated shows not even airing in the last few months.
* Executive Meddling like "Spin the Black Circle" or "Who You Are", which all sold in high quantities and made the Top 40 despite minimal airplay. They eventually released some of their most popular songs as singles long after interest waned: "Jeremy" in 1995 (it still made #79 on the Hot 100) and "Alive" in 1999 (it didn't chart). The band relaxed their stance towards singles around the release of "Last Kiss", which resulted in its huge sales and radio airplay; the song not appearing on any studio albums drove its sales and it remains their best-selling single. Shortly thereafter, the Hot 100 allowed songs not released as singles to chart; the lead singles off of most their subsequent albums have all narrowly missed the top 40 until rock in general stopped crossing over.
* Executive Meddling meant he didn't have the time to insert the character or storyline into the manga, so the anime went ahead and put the storyline into the anime at the point Kubo had wanted it to appear in the manga.
* Executive Meddling moments that result in a radically different Justice League, mirroring the way Dwayne felt his own storylines were being twisted and taken away from him.
* Executive Meddling novel about Katrina Steiner being a pirate/revolutionary known as the Red Corsair before she'd become Archon of the Lyran Commonwealth. The people at FASA at the time weren't terribly interested in revisiting older eras at the time but liked the novel and had Stackpole rewrite it so that the Red Corsair was a different character set at the current time in the game's setting at the time. Then many years later under a new editorial regime, he was invited to write a micro-story about Katrina as the Red Corsair for a rulebook. So in the Inner Sphere,

there have canonically been two Red Corsairs running about.
* Executive Meddling on a story that was written 20 years earlier but it negated the actions of the Jackal throughout the Saga. Just about all of the writers involved in the saga were notably against the retcon.
* Executive Meddling original plan of 26 episodes were cut in half to 13!
* Executive Meddling or other delays on the end of the replier). Since 57 years separates the two movies, perhaps there's been a technological advance.
* Executive Meddling over that episode's content lead to production being delayed.
* Executive Meddling (plus incorporating said movie into the plot of the TV series itself) was probably responsible for the mostly abysmal art and a story that doesn't know what to do with itself.
* Executive Meddling's 1968 TV acoustic 12-string performance of "Song For The Siren" over the avant-garde 1970 version from 'Starsailor', to the point where it is the version that appears on most of his compilations and inspired most covers.
* Executive Meddling scheme). Alas, the execs didn't get the hint (see above about the addition of Elmyra).
* Executive Meddling, since Admiral Yamamoto's plan for Midway wasn't to capture the base but to draw the American aircraft carriers into a trap where they could be sunk (the cracked Japanese codes meant that the US Navy was instead able to reverse the trap). A diversionary operation in the Aleutians contradicted the entire point of the plan, but it happened anyway just because the higher-ups thought it was a good idea.
* Executive Meddling six of his last seven films were critical and commercial failures.
* Executive Meddling subliminal message into the final episode. The DVD release has all the cuts reinstated but the subliminal, having served its purpose, is gone.
* Executive Meddling. Sugar Ray were originally an abrasive punk-influenced alt-rock band who turned out to have an unlikely talent for sweet-sounding ballads. Their singer commented that they had turned into the kind of band they hate.
* Executive Meddling telling Roddenberry he could retain one of those characters but not both.
* Executive Meddling that he hasn't seen the film and stated he will probably not see it ever, feeling that it would be like him seeing his ex-girlfriend having sex with another man, as in it would bring back bad memories of his time working on the film.
* Executive Meddling that shut down BIONICLE and left some stories half-written.
* Executive Meddling that was about to be released soon after; originally Serpentor was going to kill Duke, but after the fan reaction to Optimus' death they quickly dubbed in a few lines saying he was only put in a coma instead.
* Executive Meddling: The creator is forced to make changes to what they intended to do with the work by the executives.
* Executive Meddling (The execs outright order the creator to include a particular trope.)
* Executive Meddling: The executives force the creators to make changes to their work.
* Executive Meddling: The executives force the creators to make changes to the work.
* Executive Meddling: The executives force the creator to make changes to the work.
* Executive Meddling: The higher-ups interfere with one's creative work.
* Executive Meddling). The plan backfired, and the series suffered a ratings slump as a result.
* Executive Meddling - they rarely if ever get mentioned, since nobody complains if the system works.
* Executive Meddling three years and a half after the theatrical release).
* Executive Meddling to be seen, and Jack points out that this may be why all the aliens are dead. The actor finds this very helpful.
* Executive Meddling to extend the storylines because the Arrancar were unexpectedly popular with the readers. As a result, Aizen's knowledge of his Arrancar subordinates seems unusually shaky; he initially describes Grimmjow's

posse as "Gillians" when they're mostly Adjuchas, with only one Gillian in the group. Urahara also seems to be initially shaky on who the Visoreds are and where they come from, but it's later revealed his history is intimately connected to them as they were all exiled from Soul Society together.
* Executive Meddling was a children's show, the Doctor was never allowed to overtly romance or even express "that sort" of interest in his often young and female companions (it came to a head when 30-year-old Peter Davison became the Doctor and travelled with two sexy female companions played by actresses only a couple years younger than he). This, combined with interpretations of often-contradictory dialogue, led to the opinion by some (still held by some today) that the Doctor was asexual and uninterested in any sexual matters.
* Executive Meddling, was contracted for four episodes in Season 6 but unbeknownst to him, plans were changed during production.
* Executive Meddling when the Lego Company decided to eliminate romance on the grounds that the core demographic (5-12 year olds) would find it "icky." To paraphrase lead story writer Greg Farshtey:
* Executive Meddling (who wrote an episode of the series, and wasn't pleased with the finished result):
* Executive Meddling with me". The executives comically failed to notice.
* Executive Meddling. With the serious issues tackled, next week they can go back to starring in a funny cartoon.
* Executive Orders: An unnamed Expy of Saddam Hussein is assassinated by one of his bodyguards - who was a sleeper agent from Iran - and a second sleeper agent is given orders to assassinate Jack Ryan, the President of the United States. He isn't successful.
* Executive Orders, China heightens political tensions in Asia by orchestrating an air battle between their air forces and the air forces of Taiwan. It fits this trope, in that the Taiwanese pilots were tricked into opening hostilities when they were caught in the middle of a Chinese "training mission".
* Executive Orders the ayatollah leading Iran manages to unite his country and Iraq with an eye towards further expansion but it doesn't last.
* Executive Orders, US B-1 bombers buzz an Indian aircraft carrier at near-supersonic speeds, causing damage to the superstructure of some Indian Navy warships, as a warning to their Prime Minister that she's playing with fire in her dealings with Iran and China in opposition to the US.
* Executive Orders (Which wouldn't have been legal since Clark's crimes were against state law, not federal law, and Jack wasn't Governor of Maryland).
* Executive Outcomes, which contracted its former South African soldiers to win wars, not fight them. The firm, based in Africa, was responsible for several contracted wars, in which other firms that were owned by EO's parent company gained access to oil fields, diamond mines, and the like. Executive Outcomes folded in 1999, but the majority of its operators and equipment were shuffled around into other private military firms owned by the parent corporation. To add to the irony, while most of EO's members (at least initially) were ex-military of the Apartheid Era South Africa, one of their first clients was the anti-apartheid MPLA government of Angola against which they had fought during the Apartheid. EO was even pitted against their former allies, the UNITA rebels. Money is God indeed.
* "Executive Producer Dick Wolf", and the spin offs, that end without enough resolution or sometimes any resolution at all.
* executive producer Jess Winfield who accepts Lilo for who she is, though he still doesn't have that much of a personality.
* Executive producer/showrunner Carlton Cuse has done multiple voice cameos on
* Executives objected to showing the Graysons' deaths. The producers opted to use a
* Executive Stress, a husband and wife must hide the fact that they are married from their employer. The employer has a policy that if two employees marry, one of them must quit or be fired.
* Executive Suite: Alderson, one of the vice presidents at Treadway Corporation, uses this exact phrase to describe himself. He says that recently deceased company

president Bullard didn't make him executive VP because he thought Alderson was a "number two man" instead of a leader. Alderson decides that Bullard was right, and backs Walling for the presidency rather than trying for it himself.
* Executive Veto: The creator has an idea shot down by the executives, so they come up with a new idea that does what they want without upsetting the executives.
* Executive Veto (The execs forbid the use of a trope, which can lead to that trope's inversion or aversion being enforced.)
* Executive Veto: The executives say no to an idea the creator wants to do for the work, requiring them to find an alternative that will accomplish what they want to do with the story while appeasing the executives' concerns.
* Executive Veto: The executives say no to an idea the creator wants to do with the work, so the creator has to either work around the restriction by coming up with an alternative that still does what they want without upsetting the executives or drop the idea altogether.
* Executive Veto: The executives say no to the creator's idea, forcing the creator to come up with a new concept that accomplishes what they want without upsetting the executives.
* Executor after a kamikaze Rebel fighter crashes into their bridge and sends them plummeting into the Death Star II.
* Executor, armed with an EMP main gun that can disable entire fleets, and captained by General Grievous.
* Executor-class went into (relatively) wide production with around a dozen known.
* Executor: probably close to a Brigadier (1-star) General, Tassadar held this rank
* Executor to be so large that it has multiple rail stations just so people can get around in a reasonable timeframe.
* Executrix-also raised from the Outland Regions Security Force aside for a single Clonetrooper battalion (Obi-Wan's old 212th Attack Battalion).
* exegesis, but it's implied that it's really supposed to be actual e-mails released in book form by Alice Lu (one of the main characters).
* exegesis involves interpreting the text beyond, and even in spite of, what is stated or culturally or contextually implied. The latter, if taken too far, is considered an example of this trope.
* Exegol is a desertic tundra constantly ravaged by lightning storms and mostly devoid of natural resources. The only known native lifeforms are the human Sith cultists who were born there.
* Exelion for self-defense. The latter went even beyond that in all kinds of ways.
* Exemplars of Evil has Zargath Human-bane, an orc warlord with plans to commit genocide against humans, elves, and dwarves.
* Exemplars of Evil, which ensures that a minion will not fall into enemy hands, by making them dissolve into a foul sludge if they're captured (or killed, making it very hard to resurrect them).
* Exemplary Novels girls she is raised alongside. When a young Spanish nobleman falls in love with her, he soon discovers her Spanish heritage and that she was kidnapped and raised by a Roma woman as her granddaughter.
* Exemplified by any non-artifact creature with the type "Horror". Just try and figure out what it was before the Phyrexians got their hands on it (or them). Then there are the ones who have types you'd recognise, but look nothing like what they're supposed to be (Good example is
* Exemplified by the traditional announcement of a monarch's death in Great Britain "The King (or Queen) is Dead... Long Live the King (or Queen)" because the monarch technically never dies as the role immediately passes to the next qualified heir. This is also why the royal standard is never flown at half-staff.
* Exemplified by this quote: "For a joint scientific and geographical piece of organization, give me Scott; for a Winter Journey, Wilson; for a dash to the Pole and nothing else, Amundsen: and if I am in the devil of a hole and want to get out of it, give me Shackleton every time."
* Exemplified in issue 300, the debut of the original Iron Legion. After the telepresence armor was trashed by Ultimo and Tony needed time to recover and

complete his modular armor,
* exercise coordinator might at one point say: "Blue Team, your SAMs no longer work", or "OpFor, your fuel dump has been destroyed," so as to train participants to adapt when plans fall apart.
* Exercise Excuse: A character lies about their strange behaviour by claiming they were exercising or dancing.
* Exercise Excuse: Claiming to be exercising as an excuse for being in a strange position.
* exerting her influence over nearly every other Gear in existence), suggesting she might not even have been at the apex of her power when Sol did manage to kill her.
* Ex-FBI Agent/Ex-Police Commissioner. Though he's doing it all for a good cause, it's a hypocritical venture. He recently started working far more closely with Anna again though, so now, he's a straight example again.
* Ex-government assassin Shaw does her own unique version in "God Mode".
* exhaled they couldn't possibly be wearing it for a reason other than concealing a pregnancy.
* exhale you. It's the go-to method of dealing with things like poison gas. (Which means you'd better hope the villain didn't put something in it that could affect you too...)
* exhaust all other options before they are willing to ask that guy for help, because they know the calamities that always follows in his wake.
* Exhausted Eye Bags: A character who didn't get enough sleep has bags under their eyes.
* Exhausting drawback. Each time an item is used it inflicts a point of non-lethal damage on the user.
* Exhaustion-Induced Idiocy: A lack of sleep takes a toll on a character's mental capacity.
* Exhaustion-Induced Idiocy: The character doesn't have enough energy to spare to use for brain power.
* exhaustively named pen — or things that losing capacity on would be a pain, such as most of the Universal Standard Kit, a rather large collection of fluff-relevant but gameplay-useless stuff invariably supplied to all players.
* EX have this belief due to the fact that their mothers are all busty. Yes, this even includes Asia and Koneko.
* Ex-henchman Jeff Bladgett describes sexual brutality in prison to would-be archcriminals and supervillains in
* Ex-Heroes has Cairex the Demon-Human Hybrid die in the backstory due to getting a blow job from zombie Jessica Alba. No one is sure how to react to this story when they hear it.
* Ex-Heroes, heroine Stealth is aiding other heroes battling the rise of a zombie virus in the world. As she sees a police officer bitten after refusing to shoot civilians in the head "because they're still human" and medical personnel trying to help clearly infected people, Stealth realizes society is doomed as, despite all the evidence in front of them, people will refuse to accept the reality of the undead even as it attacks them.
* ExHeroes is a story about the end of the world at the hands of zombies, only to be opposed by superheroes.
* Ex-Heroes the word "zombie" people should still know what it is, and the fact that no one actually does is a sign that something is wrong.
* Exhibit A, after Eren has far and away overtaxed his Titan Shifting abilities,
* exhibiting this trope: Krosp objects that she works with mad scientists and should be able to handle a talking cat.
* exhibits gets loose somehow, the person responsible has to find a sneaky way of getting at highly protected books if she wants to have any chance at all of stuffing it back into its can.
* Exhuman is a girl locked in a dark room for dozens of years with nothing but a blank computer. Within days of it coming back online, she's written custom drivers to get an abandoned industrial factory up and running and is churning out blueprints for her own spy network and personal robot army. All while giving

romantic advice to her superpowered roommate.
* Exiern. And thus she draws the guard's attention to herself, sobbing for mercy and everything - turning Ctyx's fear into the rage he need to activate his powers.
* Exiern..."disappeared". The King is on the hunt for a replacement mother figure for her.
* Exiern Dragons are born looking like humans and gradually transform into their true forms after they mature. The protagonist's sidekick/like interest (she can't admit to more than that) Denver is a larval dragon, though he doesn't know it. His sister was well along in her transformation when she was last seen.
* Exiern infants and grow up looking like (and thinking they are) humans until they reach their late teens when some sort of homing instinct draws them towards other dragons. They spend some time in a half-human/half-dragon state while they gradually lose their human identities, before growing into their final dragon form.
* Exiern: Niels is attacked by a magic user and controlled to steal Peonie, then it's revealed that the spell is just controlling his body and while he can still talk and think, he's powerless to stop it, he apologizes, and then says that he can't do anything about it, so he's gonna have fun playing a bad guy.
* Exiern one character tells the tale of an ancient seamstress sorceress who supposedly cast a spell over the land making all women grow into a similar busty build like her own. However, it is possible that this is a purposefully misleading story taught by the misogynistic Church of Rem.
* Exiern princess from the evil wizard. Accidentally nullifying his own ability to cast dark magic, the wizard resorts to pouring all the power he can into a light magic spell, transforming the barbarian into a beautiful woman.
* Exiern the comic to fan and author Dan Standing. As one of his first acts in charge, Standing invited fans to submit scripts to become the main writers.
* Exiern, the protagonist Tiffany observes her current predicament and concludes that she's a brave damsel about to save the beautiful dragon from the firebreathing knights. She then wonders exactly when the universe turned inside-out.
* Exiern", Typhan-knee finally realizes she's just as bad as she claimed Theresa was.
* Exiern, Typhan-Nee, an unrepentant barbarian, gets gender-bent by an evil wizard very early in the comics (since the whole theme is "transgender barbarian"). The resulting woman, "Tiffany", is every bit the powerfully-built, able combatant she was when she was still a man... as long as his/her rather misogynistic views don't synergize with the curse and make her a weakling. Even other barbarian women are envious of Typhan-Nee/Tiffany's looks, as Tiffany's brother's mate attests.
* Exile. All they do is take away your food, though. The party remains unharmed.
* Exile, are also extremely vulnerable to being wrapped in web by giant spiders. If the spiders continue spinning webs (and they will. They always do), a single character will get no turns at all, getting stuck in a zero-AP loop. Cue either an impossibly long death process or a Ctrl-Alt-Delete.
* Exiled Dead before refilling the graves. The next night, they collect the goods and transport them on boat out of Porto Ceso.
* Exiled from Continuity: A character is forbidden from appearing in an adaptation or from making further appearances in the original work because of legal issues.
* Exiled from Continuity: A character is prevented from appearing in an adaptation or from making further appearances in the original work because of legal issues.
* Exiled from Continuity: A character may not be used in a work due to a major limitation, especially legal reasons.
* Exiled from Continuity: An adaptation leaves out a character because of some restriction preventing the character from being used, often issues concerning potential copyright or trademark violations.
* Exiled from Continuity, two lesser-known miniseries that have been out of print for over a decade, whereas almost all the other Young Avengers have much vaguer ties to the rest of the Marvel Universe.
* Exiled Jedi Masters Obi-Wan Kenobi and Yoda play it straight in the original trilogy, wearing their patched and repaired Jedi robes twenty years after the fall of the Republic. Yoda seems to be the only sentient on Dagobah, though, and Obi-

Wan's beige and brown robes blend right in on Tatooine.
* Exiled Prince DLC disrupted the game by tipping over the chessboard.
* Exiled to the Couch: A married couple fights, which results in one of them being banished away from the bed.
* Exiled to the Couch: Someone makes their spouse/boyfriend/girlfriend sleep on the couch because they're angry.
* Exiled to the Couch: When a couple fight, one partner is forced to sleep away from the bed.
* "Exile" ends with the Doctor under house arrest in the TARDIS, having been told that
* Exile games, when engine changes meant there was no longer an overworld/city map divide, this was restricted to only cities of military importance.
* Exile III allows characters to chose the "Magically Inept" character trait. It does not allow the character to use magic, but makes them less vulnerable to it.
* Exile III when you meet a random bureaucrat NPC who has a rainbow-striped pen as a "symbol of pride". Not so unusual, except you find him working in the Empress's fortress! Obviously this suggests that the Empire has seriously relaxed this policy since the Empress succeeded her father.
* exile occupiers of Cardassia, he's actually contributed to the situation his planet is now in. Home Sweet Home never looked more tragic.
* Exiles at the Well of Souls is transformed into a Makiem, a frog-like alien race. Makiem don't copulate at all, they just release gametes into the water once a year without any physical contact. Karma's a bitch, eh?
* Exiles, by the character Morph, in one of the early issues, that he has noticed that a key component missing on a lot of the worlds is the presence of the Norse Gods (Thor, Loki, Odin, etc). He then goes on to say that he thinks that if the Norse Gods were present, many of the worlds would have turned out much more positively.
* Exiles During the Mojoworld arc, the team goes looking for Longshot, figuring he's the only one who can fight Mojo. They grab a passerby in an alleyway and ask him to tell them where Longshot is. He asks if they're kidding, and points to the building across the road. It's a prison, with a giant neon sign reading "LONGSHOT'S PRISON".
* Exile series, the golems are a major plague destroying the planet's surface. All of them appear to be made of metal and gemstones, but they have different associated elements including fire, ice, and acid.
* Exiles featured an alternate Earth where the entire superhuman population were slaves fighting in Gladiator Games for the entertainment of their Skrull conquerors. Unlike many examples of this trope, most of the fights were nonlethal; each superhuman was a unique entertainer, too valuable to lose.
* Exiles from assorted realities band together to stop an evil Wolverine from yet another reality.
* Exiles had the group land in a world where Curt Conners/The Lizard injected his regeneration formula into several people (starting with his wife), thus creating a whole race of lizard people... who reproduced like lizards, as in groups of eggs. The U.S. government decided to simply let the Lizards have the entire state of California, building a giant wall all along the coast, that was watched over by heavily-armed guards.
* Exiles had the Monster World arc, which envisioned Curt Connors, Bolivar Trask, Tony Stark, and Hank Pym as a team of Action Scientists fighting Kaiju in a transforming mecha. They fight it out with Fin Fang Foom in Japan at the end of the arc. It was awesome.
* Exile's Honor, he's not a bully and deliberately goes easy on the boys, only driving them to the brink of exhaustion.
* Exile's Honor, one of Alberich's undercover identities is an old man who lives this trope. "Falling asleep" after dinner lets Alberich eavesdrop on the upper classes safely.
* Exile's Honour. It's mentioned if they were completely untrained, he'd have used all the padding he could lay his hands on, because they were liable to do anything.

* Exile shows up as a common theme — especially in the historical plays — in Shakespeare's works, mostly because
* Exiles: In the first issue, in order to bust into a maximum security prison, the team decide they need something to distract the bulk of the guards. The narration compares it to a magician making a noise at one end of the stage while his assistant is replaced with a tiger, finishing with "in this case, they had a big tiger". Namely, Thunderbird smashing through the walls.
* Exiles, it was with the editorial edict passed down upon him to get rid of the mainstay characters and replace them with variations of his pet characters (such as a spoiled-brat version of Rogue, a male version of Mystique, a generic teenage version of Shadowcat, etc.) Needless to say it didn't take well with fans.
* Exiles Mimic to Blink in the V-Lock arc, when she's been infected and might well be turned. He gets all the angst he's been sitting on for the last several issues, which has thrown a wrench in their relationship, and admitting he does love her.
* Exiles notes this as being true for Mimic, who has a half-powered version of Logan's healing factor. It apparently was something of a problem when Mimic and his reality's version of Logan engaged in some sorrow drowning - they needed a "Herculean" amount of alcohol just to get buzzed.
* Exiles of ColSec, Cord (who's not stated to be taller than the other character involved, but is definitely bulkier and stronger) intervenes in a potential squabble between Jeko and Heleth by doing this to Jeko.
* Exiles. Once they learnt that the Phoenix actually was Jean Grey, their leader refused the mission and planned to reveal everything in hopes of a better solution only for everyone to be subjected to a graphic mental download by their Mission Control of the horrific destruction that would occur if she wasn't killed at that point in time.
* Exiles once visited an alternate Earth with female Magneto and Quicksilver, and Scarlet Warlock (male Scarlet Witch).
* Exiles: Played with in "The Goldberg Variation", in which the Exiles inadvertantly foil an alien invasion by buying a cheese danish.
* Exiles possibly not being as bad as usual and therefore possibly not vomiting:
* Exiles reality- to be the team leader, as she would be less likely to fall victim to this as her reality was so distant from the realities of the other members that she would likely have less of an attachment to the counterparts of the heroes-turned-villains they might face.
* Exiles shows a reality where Heroes for Hire is one of these, consisting of near-every major superhero doing work for them by commission. It turns incredibly dark when their CEO refuses to help a client because they won't pay the full-price for services, resulting in a chain of events that ends with said CEO dead, and the entire population of Japan being exterminated by Moses Magnum and Namora, all because said CEO woke up in a bad mood.
* Exiles stories had the team visit worlds with gender-flipped versions of Marvel heroes. The most prominent example would be the team's version of Sunfire, who had the civilian identity of Mariko Yashida rather than Shiro Yoshida.
* Exiles, the omniscient whatever-it-is that commands the Exiles sets up a chain of events that ends with some minor supervillain, feeling unappreciated, setting off a weapon that fills the Earth's atmosphere with foul-smelling gases for 72 hours. All because the omniscient whatever-it-is has foreseen that right as he sets off the weapon, an alien invasion fleet will arrive, scan the planet, and decide that humanity must have somehow seen them coming and decided to destroy their planet's atmosphere rather than let the aliens conquer them so they depart before anyone actually knows they're there.
* Exiles, the titular team's mission was to buy a danish. Buying said danish led to a sequence of events that thwarted an alien invasion.
* Exiles. This version had joined the X-Men and had spent years developing and mastering his plethora of powers and becoming a champion of mutants. His "main" powers for most of the comics run were Flight (Angel), Invulnerability (Colossus; couldn't fly in steel form), super agility (Beast), energy projection (Cyclops), and healing (Wolverine). Even with years of practice copying others Mimic admits

that he wouldn't be stupid enough to try and copy a shapeshifter or teleporter for fear of accidentally killing himself.
* Exiles trilogy covers three generations in three books: the first generation on the ship, the ones who finally reach their apparent destination, and the ones who finally reach the end of the journey. By the time they get there, the ship has started to decay, they live in technological ignorance and don't even know they're on a journey or there's anything outside.
* Exile's Valor features two of Alberich's students deciding to Flynn during a class practice bout to show off. Since they aren't nearly as good as they think they are, all they do is embarrass themselves (and get stuck with a hideous bill for salle damage).
* Exile's Valor. Selenay is already having trouble sleeping due to grief over her father's death, and the drip in the royal suite's bathing room isn't helping matters.
* Exile's Valour, two students try to show off using stage fighting. A thrown sword shatters a huge mirror.
* Exiles, when Mimic reflects that superheroes really, really love fighting robots for the sheer pleasure of unfettered destruction.
* Exiles, who openly flirts with women. Despite living in the 1940s, none of the soldiers she fights alongside comment on her sexuality or behavior.
* Exile, The Empire, which controls the entire surface, discovered a series of massive underground caverns, and they decided it would be a perfect spot for exiling all undesirables to for crimes both real and imagined. Enough people were sent down below to form a nation of their own. In the most of the games you play as the Exiles/Avernites and their allies except for the fifth game, where you play as the Imperials.
* Exile: There are a number of spells for summoning temporary allies. Before summoning demons, it's necessary to cast another spell to keep them from immediately turning on you.
* Exile there's a few, mostly when you kill a major NPC you're not supposed to, like King Micah or Erika Redmark. But the one that really takes the cake is the one in Exile II, where you can open a portal that will eventually collapse the entire northwester quarter of the underworld, killing hundreds of thousands, perhaps even millions of people — including your party. But on the "bright" side, it will stop the Empire invasion, since most of their troops were in that area.
* Exile, this happens a few times, most notably when defeating the Slime and Cockroach plagues.
* Exile to conserve subterranean resources. They always expect a high attrition rate, which players get to witness themselves.
* Exile to Siberia in Tsarist Russia wasn't quite prison, but otherwise it tended to fit this trope.
* Exile will have an evil temple with skulls, bloodstains, and/or traps that unleash demons in it somewhere.
* exist anymore) and the more modern ones — have an important role in the government of the City of London.
* Exist Archive Characters increase their Affection for each other by fighting together. Increased affection increases their chances of learning new skills from each other, and gives the player a reason to keep switching up the party, instead of finding a preferred group and sticking to it like glue.
* Exist Archive Suzaku is 5' 10", which makes her one of the tallest characters in the game. Her description says "Suzaku has leveraged her stunning looks into a fairly lucrative modelling career."
* exist at more than one location at the same time, really, what's changed?
* exist because people believe in them means that spreading the Imperial Truth can actually make it the truth.
* existed in "201," mostly so that fans would stop asking what happened to him.
* existence and the virtues they have, are enough to keep the world from going to hell in a handbasket.
* Existence, a rich kid is saved from drowning by some partially uplifted dolphins

who were abandoned when the project lost its funding. He makes sure the project is resumed and completed.
* Existence" based on wealth, with the first estate controlling by far the majority of the world's wealth despite comprising a very small fraction of a percentage of the population and acting like aristocrats.
* existence had any intention of making this a sci-fi tale the book was a hit.
* Existence has an aristocracy arising in the next forty years due to class warfare. The ultra-rich came up with a "New Deal" that stratified society into ten estates. While it's not quite feudalism many of the tenth estate consider the Enlightenment a failed experiment and reason that since so many past societies were feudal it must work. Their plans are somewhat waylaid by the discovery of the Artifact though.
* existence has no real impact on the plot, let alone his romance, and his character arc doesn't change very much whether he's romanced or not. The only major difference is that if Hawke "friendmances" him, they can get married before the end of the game, which is not true of any other romance in the entire series to that point.
* existence know that it is possible for them to get magical abilities themselves.
* Existence posits that a war between alien probes that took place millions of years in the past caused an object to fall to Earth and trigger the Cretaceous extinction. Whether it was an actual alien probe, a piece of rock flung by one of the probes at another, done on purpose or by accident, is not known.
* Existence the United States has sixty-two states. One of them is Panhandle, formed from the Oklahoma and Texas panhandles.
* existence, which (for various reasons) was what the Bene Gesserit both wanted and needed to happen.
* Existential Comics: How Aristotle is portrayed. The author admits that it has very little to do with his philosophy, he just thinks its funny.
* Existential Comics imprisoned for several months in a POW month after the Fall of France.
* Existential Comics: Karl Marx constantly shows up performing new jobs. Given that he attempts to apply Marxist analysis to everything and encourages communist revolution in the workplace, his constantly shifting careers may be justified.
* Existential Comics picks up multiple women at a time without trying.
* Existential Comics session, as an allegory for the real-life schisms of the radical left.
* Existential Comics) the greatest threat to Middle-Earth's peace in the eyes of Hobbits, Dwarves, Humans, Trolls, Orcs was the Elves.
* Existential Comics, the latter mostly getting on the former's nerves when he used his paradoxes as excuses.
* Existential Comics where giving anything as an answer would have counted as failing too.
* Existentialism: The Philosophy. There is no higher meaning in the universe, and thus no such thing as fate or destiny. Free will is both a gift and curse, and whatever destiny one has is self-created and they must take responsibility for it.
* existential question — asking what color he was when examining himself in a mirror.
* Existential Terror and Breakfast: Follows the misery of Malcolm Steadman as he experinces one existential crisis after another.
* Existential Terror and Breakfast Malcolm Steadman is driven mad by a series of existential dread. The plot is carried along as a 90-day countdown to the day that he dials a suicide hotline ticks away. He also eats breakfast.
* Existenz as an operative who was sent to kill her all along and kills him instead that the game slowly unravels and she wakes up for real.
* eXistenZ could be justified because "Existenz" is the German word for existence and "isten" is Hungarian for "God," giving the director a reason to frame it with Caps.
* eXistenZ, even having characters lick the ports of other characters during sex scenes.

* eXistenZ, he jokingly points the weapon at Allegra and repeats the line used by an assassin who previously tried to kill her. She's not amused, and he apologizes.
* eXistenZ: The biological game device runs on the energy of the user, since it plugs directly into a "bioport" (sort of an extra anus artificially installed in the lower back). It's suggested that all gaming devices operate the same way.
* eXistenZ. The virtual reality game has so many layers that the characters are never quite sure if they're back in reality or not.
* existing. It's also implied that even if Ash had done more to make her try, she still would've refused out of personal dislike for him.
* Existing on the edge between mythology and history, the legendary Viking
* exist rules for how memories intersect with your class levels in the game: specifically, there's the Amnesia status effect, which only disables class features and specialized skills until they can relearn them by leveling up again, and lets the character retain things like their Hit Dice, HP, save bonuses, and most things having to do with pure numbers. An amnesiac high-level character, though badly gimped, would still have very high stats and be a lot more powerful than the petitioner statlines that usually exist in the game.
* exists, a lynching OR that they attacked the Crosses with intent to commit murder, and any first-year law student would argue as much...
* Exists as a sub-genre of pornographic literature, generally with no attention whatsoever paid to how the mechanics would work out what with friction, immobile body parts and organs, and other things that would make such an act impossible.
* Exists even in fantasy worlds, as Roy Greenhilt has to learn in the
* Exists on both sides of the wizards vs Lone Power battles. The Lone Power who exists outside of time, has already been redeemed, but its shadows still crop up. The wizards know that beating him in linear time won't make a knowable difference while the Lone Power knows it will ultimately lose and be redeemed.
* exist. The average modern citizen in the Marvel or DC universes presumably believes something like "In ancient times, people with superhuman powers were worshipped as gods; but in this modern age, we know they're just superheroes."
* Exit 33) who decides which customers to murder by the gas pump they use. And it's implied the jerky he sells is made of people.
* Exit after aria: The deeply, deeply annoying exit convention, which required the performer to exit the scene after finishing an aria, caused all sorts of logistical problems, and after the Baroque period was seldom used.
* Exit and the Japanese show that inspired it are game shows where teams have to solve challenges to move onto the next room or be "killed" by that particular rooms death trap. They of course aren't killed but the show likes to pretend they are.
* Exit/Corners shut off from the outside world (as is usually the case); each captive is granted a device that allows them to send and receive text messages from only one person in the outside world.
* Exit Fate also count - although Bast is a somewhat more approachable version.
* Exit Fate. Even though you and your opponent has multiple units to fight with, as long as you knock out their primary leader, the rest will flee/surrender and you win. (You get a better rating if you take them all out, though.) However, the same goes for you; if the enemy defeats the unit that represents the main character, it's immediate game over.
* Exit Fate has Derek, a 200-year old skeleton knight who joins your army after you've aided a (friendly) necromancer in raising him. He's pretty jovial about it. He's also Australian for some reason.
* Exit Fate in fights, when in every other part of the game the battle background never changes at all.
* Exit Fate: One bookshelf in the Hall of Memory. Ancient knowledge, translated and restored... or someone's grocery list.
* Exit Fate, several darker-skinned NPC's and the Ambiguously Middle Eastern mountain people.
* Exit Fate: when you defeat Vanrushal the vampire, the damage drains his power and leaves him on a "mere" human level. Since he finds you interesting and, more importantly, cannot stay at his monster-filled mansion like this, he joins your

army instead. In other words, his demotion causes him to join you, not the other way around.
* Exit Fate you can gather a full 75 party members, including the main character. Some join by plot, others have to be sought out and hired/aided/persuaded/tricked to join you. This actually makes sense since you have a unique commission and is asked by your commander to seek out talented people who might not want to join under normal circumstances. Oh, and you also have regular soldiers.
* Exiting out of a live does not deplete your LP (regular lives) or tokens (event lives). Thus, the only thing you waste by retrying a live is your time.
* Exiting the cage in a steel cage match via the door. You COULD go over the top of the cage to leave but the official standing near the door is compelled to open it when a competitor tells him to. This is usually a good way to get heel heat since it's taking the "easy way" out. However, it's very often subverted because, despite the practicality and effectiveness of leaving via the cage door, no one ever seems to get to it in time before the opponent is back on their feet and dragging them away from it. When cage matches end by escape, it's almost always via going over the top. In fact, the few times someone does win by escaping through the door, it's almost always beating an opponent who attempted to escape over the top.
* Exit Path, though it's never explained what you did to get put in the arena.
* Exit, Pursued by a Bear: A person is last seen being chased by a creature that will probably kill them.
* Exit, Pursued by a Bear: Kyle has hit his wife Nan multiple times in the past, as well as calling her bitch and forcing her to do things she's obviously incredibly uncomfortable with, like bleeding an illegally shot deer for dinner when her passion is for animals, as well as emotionally toying with her and telling her he loves her and needs her when she tries to make a stand for herself.
* Exit, Pursued by a Bear: The story ends with the villain being chased away by a creature that will most likely harm them.
* Exit, Pursued by a Bear: The story ends with the villain being chased by a creature that intends to harm them.
* Exit, Pursued by a Bear: The story ends with the villain fleeing from a creature that will most likely harm them.
* Exit, Pursued by a Bear: The villain ends up chased by an animal that intends to harm them.
* Exit Smiling is a zany comedy about a terrible actress in a traveling theater troupe trying to save the man she loves from going to jail. She succeeds. But he never finds out she was the one who saved him, and he's so happy about being able to stay in town with some other girl he likes that she simply doesn't tell him. The movie ends with her crying quietly as he steps off the train.
* Exit Smiling, which is about a traveling theater troupe that performs an absurdly over-the-top, silly melodrama.
* Exit Stage Left. If the villain doesn't follow these rules, the hero might just not let them live to have a second go at things.
* Exit Stage Left: The Snagglepuss Chronicles (gay main character, gay supporting characters, subject matter includes homophobia, LGBT acceptance)
* Exit Stage Left: The Snagglepuss Chronicles, Snagglepuss is married to Lila Lion so that the public will not suspect that he's actually gay. While she initially accepts this role, she divorces him in the final issue.
* Exit The King plays around with this a lot— the three royal characters wear fur capes so ludicrously long that they become physical comedy props.
* Exit Through the Gift Shop, when an apparent graffiti artist in France escapes from two policemen by quickly scampering to the roof of a building.
* Exit to Eden makes a pixie-dust sprinkling gesture over his head while chanting "Miranda Miranda Miranda."
* Exit to Eden mentions that his notes start out remarking that the film was slow and uninvolving; by the fourth page he's writing a grocery list instead.
* Exit to Eden takes place on an island where BDSM and Fetishism is the everyday norm. And it's hardly even a real part of the story, more like an exotic background for an ordinary detective story.

* Exit to Eden was temporarily banned in Saskatchewan, but the backlash proved so fierce that the Saskatchewan Film and Video Classification Board quit classifying movies on its own and struck an agreement with the British Columbia Film Classification Office in 1997 to use their ratings.
* Exit to Eden, when a male photojournalist who enjoys being spanked is given the heave-ho by women who are squicked by his desires.
* Exit Tunes Presents ACTORS cover franchise, but each album release also includes drama track/s; the franchise has also released a couple of full-fledged drama CDs.
* Exit Tunes Presents ACTORS franchise - he likes meat, a good drink, and triathlons; works out a lot, and is arguably the most traditionally manly out of the main cast.
* Exit Tunes Presents ACTORS has a bunch of these: there's Hinata (orange), Satsuma (blue-gray), Chiguma (green), Washiho (black), Takato (blue), Tsukasa (gray), Ushio (purple) and Kagetora (reddish-brown)
* Exit Tunes Presents ACTORS Shirou styles his hair to cover his eye in the Deluxe Duet Edition.
* Exit Tunes Presents ACTORS the part, he is in fact calmer and more capable than most traditional examples of this trope.
* Exit Tunes Presents ACTORS to make up for all the energy his brain uses.
* Exit (with a scenario by the sci-fi author Bernard Werber) revolves around suicide pacts that turn out to be this.
* Exit Wounds, not only did Toronto and nearby Hamilton double for Detroit...so did Calgary.
* Exit Wounds's character for saving the Vice-President's life in a shoddy manner. Because in real life nobody is ever honored nation-wide.
* Exivious: Dutch instrumental progressive metal/jazz fusion act that leans more towards the fusion side of the equation but still has a subtle metallic undercurrent.
* Ex. "Jose (not Linda) pointed at the zombie horde outside his living room window, looked his crying, 12-year-old son in the eyes, and said, 'It's time to sack up, beotch.'"
* Ex Libris, before she's forcefully pushed out of the room by a jealous Piper.
* Ex-Lover's Lover by Voltaire dreams of doing this, but at the end admits he would never have the guts to go through with it.
* Ex Machina and artist Tony Harris appear in the comic. Harris and another character talk about how a comic writer's only contribution is "putting words in the bubbles," yet gets top billing because "it's political."
* Ex Machina and dismisses questions about his sexuality as unimportant.
* Ex Machina and he can't use the keycard-locked house phones. This is entirely intentional on Nathan's part, as his goal was to create a secret and undisturbed place for his experiments.
* Ex Machina and starts to cut on himself to find out if he's actually a robot with false memories. He draws dark red blood, showing that he isn't.
* Ex Machina, Ava easily takes her broken arm off to replace it with a spare.
* Ex Machina). Ava is no exception. He doesn't see any problem with humans having sex with robots, (in fact he specifically designed them to be able to) whether it's himself or others, and encourages Caleb to see her as a woman. Ava expresses attraction towards Caleb and he is implied to find her attractive too, although he's reluctant to admit it.
* Ex Machina avoids long-term relationships and dismisses questions about his sexuality as irrelevant to his job. This leads to a lot of in-universe speculation, but he still avoids giving a definite answer.
* Ex Machina. During a crisis, Mitchell's second-in-command starts saying he's going to quit, only for Mitchell to interrupt forcefully and say he needs him because he needs someone questioning him every step of the way, even if he can't always agree.
* Ex Machina. During a riot, someone yells out "RAISE HELL". Father Zee sucker punches him right in the face and says "If you say so". He frequently spars with Mayor Mitchell Hundred.

* Ex Machina, during his career as "The Great Machine", Mitchell Hundred tries to establish a working relationship with the NYPD police commissioner. She ends up nearly beating him to death with a nightstick because his "heroics" had caused two of her officers to be critically injured. When Mitchell becomes Mayor, he still keeps the commissioner on since she was the first person to make him realize the effects of his actions.
* Ex Machina has an artificially intelligent robot woman trapped in an underground fortress—the threat of her death is imminent and she must connive her own escape.
* Ex Machina. He often asks the same kind of questions the audience is thinking of so that Nathan can provide the exposition.
* Ex Machina. He programs his creations to desire freedom so that they would suffer in captivity. And it's visually implied that he enjoys their psychological pain as evidenced by his smug and satisfied expression when one of his creations goes mad from isolation.
* Ex Machina is very female and very attractive. Many of the scenes that highlight her sexiness simultaneously draw attention to her artificial nature. Caleb does ask Nathan why he didn't just design her as a sentient black box instead, but Nathan points out that supplying the robot with a gender identity gives it a reason to interact with the outside world.
* Ex Machina, Kyoko reveals to Caleb that she is also an A.I., albeit less advanced than Ava. Caleb is so disturbed by this, he cuts open his arm with a razor to see if he too is an android.
* Ex Machina, Nathan and Caleb discuss Ava's programming as a female android;
* Ex Machina: Nathan is a reclusive and secretive creator of artificial people, who considers himself a god and thinks nothing of destroying them in his sick experiments.
* Ex Machina. Nathan mentions that as a programmer he's "okay" or "pretty good" — though that's from the perspective of the most groundbreakingly advanced programmer in the world. He does manage to access Nathan's computer system and reprogram the doors.
* Ex Machina, Nathan often interrupts Caleb and tells him forget about technical language, urging him to instead describe his opinions in the simplest way possible. Ironically he wants this mostly for Caleb's benefit and because of his own preference for directness. He can understand Caleb's jargon perfectly well; it just makes him impatient to have to beat around the bush.
* Ex Machina, Nathan's becomes increasingly apparent, and peaks when Caleb discovers videos of his previous creations breaking down and begging to be let out and it becomes clear that he doesn't care about the suffering of others.
* Ex Machina, Nathan tells Caleb to his face that his coding skills are so so. He does move him up to "being good", and it is from the perspective of the world's best programmer, and scaling his perspective doesn't necessarily tell us much about Caleb's skill.
* Ex Machina. On one hand Nathan is the head of a trendy tech company, follows various health fads, and generally seems to cultivate his own unique lifestyle. However, this is at least partly intentional on Nathan's part. He is intended to represent how powerful tech companies get customers to let their guard down by acting like they're your pal and making you think you're getting to be part of a cool lifestyle, when what they're really doing is taking your money and rifling through your address book.
* Ex Machina sees Caleb trapped inside of Nathan's facility as Ava escapes without him, the ultimate test of her abilities. While the film doesn't show anything one way or the other, Caleb's hundreds of miles from help with no one coming to look for him, in a facility without any power. The most the audience gets to see is Caleb trying and failing to break down a window with a chair.
* Ex Machina special, where we saw the origins of Jack Pherson, in his cave we see he kept the decaying corpse of his girlfriend, talking to it like she was still alive.
* Ex Machina. The isolated underground lavatory/house automatically locks all the

doors whenever the power gets shut off, to prevent someone getting past the security by knocking out the generator. This becomes plot-relevant.
* Ex Machina, the robot's creator asserts that his robot Ava is beyond this test and could pass it easily. Instead, he wants Ava to convince the tester that she is "human" even though he knows she's a robot.
* Ex Machina, the skin on the robots is easily moved from robot to robot and blends with no seams.
* Ex Machina, the sound made when the key-card activates a door to open is the 'Tejat' sound from the Android Operating System.
* Ex Machina, this is a problem for "The Great Machine" once or twice. But that's why his backup always has fire extinguishers.
* Ex Machina to a previous scene where she dressed and asked Caleb to be her date, until she locks him in Nathan's room and leaves. He has no hope of escape with the power out, Nathan dead, the windows too tough to break, and no one else in the world knowing he's here or what was happening in the compound.
* Ex Machina, where Journal quotes the line after suggesting the public will suspect Mayor Hundred of being gay.
* Ex-Men that completely changes the story into a gay version of the original masculine epic, and depicts Leonidas (named Samson in the dub) going through a coming-out phase as a gay man.
* EX Modes involve wielding their classic "best weapon". Cloud's Buster Sword becomes Ultima Weapon, Squall's gunblade becomes Lionheart, etc.
* Exmoor, Great Britain: The legendary Beast Of Exmoor supposedly lives there.
* Ex-Morning Musume member Aika Mitsui had to graduate from the group earlier than she wanted, due to a particularly bad foot injury. After spending a few years in New Zealand to study English, she now mainly works under Hello! Project as a reporter and middleman for overseas promotion.
* Exmortis less scary when your character becomes a superhuman that has telekinesis and can cause people / evil beings to explode. With his mind. This is especially pronounced when you come to a horror-filled room with a cannibalistic survivor that wants to eat you. Until you immediately pwn him and hold him up in the air with your mind. He practically pisses himself in fear, and the horrific feeling kind of...goes away.
* Exmortis recording the disasters in the outside world, the measures put in place to defend themselves from approaching Exmortis, and the foraging expeditions to abandoned settlements. Of course, with supernatural entities roaming the Earth in search of humans to torture and murder, the cosy catastrophe lasts only until the first air-horn sounds.
* Exmortis the player encounters an invisible being that reveals itself to you by treading across the floor with bloody feet.
* Exmortus is probably the closest that one can come to finding a conventional label that sticks, but even that is flimsy at best.
* Exodia Necross, a particularly nasty card that is immune to various things depending on which part/s are in the graveyard. All five being in there, it was immune to damn-near everything.
* Exodus 20:8 and Matthew 4:17. The culprit was fingered as Thomas Haynie, an uplink engineer at the Christian Broadcasting Network who was on duty at the time of the incident. However, the trial proved that the evidence against him was circumstantial at best and attempts to recreate the jamming with CBN's equipment were not successful. Haynie was still found guilty of two of six counts and sentenced to three years of probation, a $1,000 fine, and 150 hours of community service, though Haynie still maintains his innocence.
* Exodus 34:29 is as follows: "And it came to pass, when Moses came down from mount Sinai with the two tables of testimony in Moses' hand, when he came down from the mount, that Moses wist not that the skin of his face shone while he talked with him." This verse refers to Moses as having rays of light, not horns, emanating from his face. The image of Moses having horns comes from the Vulgate, a translation of the Bible into Latin by St. Jerome, which translates קָרַ֛ן, qāran (based on the root,

קָ֫רֶן qeren, which often means "horn") into "cornuta". Even so, "horned" in this context is very likely meant to mean "glorified".
* Exodus 9:15-17, God directly states this as one of the intentions behind His Signs and Wonders (AKA the Plagues of Egypt). Instead of wiping out all of the Egyptians, God is making an example of some of them despite the way they allowed the Hebrews to suffer (with the slavery and killing their male babies).
* Exodus, aka Bennet du Paris, was one of many promising characters who saw his potential squandered. Introduced as a
* Exodus as ever and the series has not let up on the undertones. In fact, now they only look pretty darn domestic.
* Exodus: Gods and Kings due to its historical inaccuracies (see below).
* Exodus: Gods and Kings: his adaptation of the Biblical tale starts with the Battle historical Battle of Kadesh, where the Egyptian army faces a huge invasion by the Hittite Empire.
* Exodus had a group of arms raised defiantly upward, with the tallest hand holding a rifle by the barrel.
* Exodus is a fairly influential thrash metal band. Even if their biggest overall legacy is that founding guitarist Kirk Hammett went on to replace
* Exodus is an omega-level telekinetic whose control of his ability is so fine that he can reconstruct matter at the molecular level. He once
* Exodus is especially bad at this. Early chapters interweave the protagonists' escape from Cyprus with detailed mini-histories of the Holocaust and World War II - at least partially justified as back story for several characters. Then the second "part" of the book stops completely for a 100-page description of modern Zionism from the 1890s through the creation of modern Israel. The novel picks up once the main story starts, but just getting there will exhaust many readers.
* Exodus it that way. Also referred to as the Land of Milk and Honey, milk referring to goat's milk and honey referring to a type of date paste.
* Exodus — a quest to escape Egypt and found a new nation in the Promised Land.
* Exodus Road first to make it semi-legal, but she declined, bringing it back to this trope.
* Exodus that it's hard to trace it down to the first one that brought up the idea. Occurrences like the parting of the Red Sea and the red river are usually attributed to a natural disaster. Other biblical stories like the Flood get similar treatment.
* "Exodus": The raft crew are found by a nearby boat. They've finally found rescue! Oh, wait. It turns out The Others are in fact REAL and "the boy" they were coming to take was Walt, not Aaron! Within the next few minutes, the raft is destroyed, Jin and Sawyer's fates are left unclear, Walt is taken, and Michael is left alone in the dark waters screaming for his son.
* EXO: Exo-L (or Aeri/Eri, which has the meaning of guardian and blessing in Korean).
* EXO, Luhan's visions of the future sometimes manifest themselves as dreams.
* Exo Man and reproduce it, thus achieving his original research goals. Instead he builds a suit of power armor using the few bits of the stuff he has, and goes out fighting crime in it.
* exorbitant prices on the secondary market. If you've ever hit a dead end looking for, or been too short on cash to purchase, a Schwartz Plastics Co. soap dish or Money Lover's Barrel Bank, it's because fans have been using them for Crow's eye socket and Tom Servo's torso, respectively. (The show itself eventually started using custom-molded replicas when the show's characters needed to be rebuilt, rather than try and keep the original items in stock.)
* Exorbitant? you get three times that if you make it through the arena without leaving.
* exorcised, or will trying to do this just end up with the host hurt or worse?
* Exorcist II: The Heretic and which Blatty personally wrote and directed.
* Exorcist II: The Heretic, probably from using the brainwave synchronizer. When

she helps autistic Sandra to speak, Dr. Tuskin knows exactly what she did and warns her it's not polite to get in people's heads without permission.
* Exorcist II: The Heretic - quite infamously, given that it's the sequel to what's often considered the scariest movie ever. Highlights include a goofy "mind synchronizer" device, Reagan suffering an attack during a jazzy tapdancing performance, reams of nonsensical pseudo-metaphysical exposition, and James Earl Jones dressed up as a giant locust, spitting a leopard from his mouth.
* Exorcist II: The Heretic) tend to vary, but very few consider them to actually be worse than the second film.
* Exorcists Vox and Valentino hiding out from them during the latest purge.
* Exorcist: The Beginning better critically (due to a limited release, the gross was even shorter).
* Exorcist: The Beginning make the critics any more kindly disposed toward the film. The eventual release of Schrader's version also didn't get any critic screenings, though that had more to do with it being a token cinema release before it was dumped onto DVD.
* Exoria, codenamed MRX-402A (second prototype model of the fourth generation military reconnaissance X-series). Aside from being able to achieve speeds over three hundred kilometers per hour, it has onboard electronic systems that allow it to analyze the terrain ahead instantly and adjust the suspensions real-time. It also has an auto-drive function, and two .50 machine guns. Seatbelt not included.
* Exoria, however, that neither Hyrule nor Gerudo are exactly "white", though, and hints have been dropped insinauting that Valent may have a very good reason for launching a continent-wide invasion.
* Exoria series. Despite managing to stay true to the usual Zelda formula, such as item acquisitions, dungeon grinds, and boss fights, the author never fails to remind you that the story is set in the midst of a continental war, and things can get brutal.
* ExoRobotics, which in turn grew out of the powered exoskeletons built in 1969 by a Serbian researcher Miomir Vukobratović.
* EXO's Kai has done this for his solo performances in concert, the most famous being "Confession," where he takes off his jacket and dances shirtless for his screaming fans.
* Exo Squad, after Terran retake Venus, some of the Neosapien garrisons become guerrillas, hoping that Phaeton would send more reinforcements to rescue them. The reinforcements never reach the Venusian surface.
* Exo Squad all rolled into one. His battleplans usually end up getting ambushed and outgunned by the enemy.
* Exo Squad are supported by jet-pack powered light infantry. Human resistance forces play the role of Indigs (some of them have jetpacks too). The Neosapiens develop Supersoldiers, some focusing on brute strength, others on mental capabilities.
* Exo Squad becomes the official leader of the eponymous Able Squad. (In practice, however, the two new squadrons rarely appear and Marsh still commands the Able Squad whenever it is sent on a solo mission.)
* Exo Squad, before the Neosapien wars break out. They eventually become the reluctant allies of the fleet.
* Exo Squad, begins with a documentary about the history of the Neosapiens.
* Exo Squad), but it was also broken into smaller four or five episode long mini arcs, with the action typically focusing on a particular theater of the war. On the DVD release, each mini-arc gets its own name in addition to the episode titles.
* Exo Squad), but opposed Phaeton's because he didn't want Neosapiens to become the ones who enslave others.
* Exo Squad, Captain Marcus suicidally rams the otherwise-crippled carrier Resolute into the Neosapien fleet.
* Exosquad commandeered by the Resistance get into an extended battle at a cloverleaf interchange with a group of loyal Neo Tanks. This lasts until the entire Exofleet gets overhead and brings the battle to a swift conclusion in favor of the Resistance.

* Exo Squad control their E-Frames with cyberjacks mounted at the base of their skulls, although they're also shown using an optical targeting system - the crosshairs follow the movement of the pilot's eye, and they "pull the trigger" basically by winking.
* Exo Squad could go wrong. Luckily, they're sterile. And can collapse into a pile of mush. Yay, science.
* Exo Squad devices mid-second season. Although said devices didn't bring about a combat performance improvement as most examples above, they did save their lives on several occasions later.
* Exo Squad doing an orbital insertion on occupied Earth in pyramid-shaped entry capsules.
* Exo Squad, Draconis regularly plots against Phaeton, but his plans always come to naught. Phaeton eventually gets rid of him anyways.
* Exo Squad, enemy Neosapien ace Neo-Frame pilot Thrax pilots a red Neo-Frame, whereas other Neosapiens pilot purple and gold craft. Sure enough, Thrax turns out to be one of the best fighters that Able Squad goes up against.
* Exo Squad explains that he was a petty thief in Paris in his youth and joined Exofleet to escape the past, meaning that it plays the role of FFL in the setting.
* Exo Squad features team member Alec DeLeon, with his specialized Communications E-Frame.
* Exo Squad had previously crushed the first neo-sapiens rebellion on Mars. This left the neo-sapiens unhappy, which eventually led to a second war.
* Exo Squad had the Neo Megas experiment on other Neosapiens to find a cure for his Automutation Syndrome.
* Exo Squad has an interesting reversal. While humans are born naturally, the Genetically-engineered Neosapiens are artificially grown by the "brood." At the end of the series, one of the Neosapiens, Marsala, lobbies with the government to allow the creation of one final brood that's capable of natural breeding.
* Exo Squad has an interesting variation. While humans are born naturally, the genetically-engineered Neosapiens are artificially grown by the "brood." At the end of the series, one of the Neosapiens, Marsala, lobbies with the government to allow the creation of one final brood that's capable of natural breeding.
* Exo Squad has Captain Marcus. All of his tactics mostly involve attacking right away with no thought of any battleplans whatsoever. Most of which end in spectacular failure. Also his complete disregard for the use of Exo-Frames in any form. This is especially telling considering the show is about a squad of E-frame pilots.
* Exo Squad has people travel between Earth, Mars, and Venus, as if it were to another country.
* Exo Squad, he can survive without the air far longer than any human, and this trope isn't apparently an issue. The back trip itself isn't shown, but Marsala is fine afterwards.
* Exo Squad. In his first appearance, we find him painting with a VR helmet on. When asked by his Neosapien colleague why he would paint something only he could see, the prof derisively states that only he could appreciate it. If there was any doubt that he deserved his planet-sized ego, it's put to rest near the end of the series when he puts the recently obliterated planet Mars back together again!
* Exo Squad in the second season. Not that any of them had a real chance to harm a recurring character...
* Exo Squad is a bit of a subversion. Her death actually has an impact on the main character that shows up well into the second season, even more so when the bad guys clone her...
* Exo Squad is basically a Band Of Brothers, especially for characters like Nara Burns, who was orphaned by the war.
* Exo Squad is constantly berating his generals for their incompetence. Even when they're right. ESPECIALLY when they're right.
* Exosquad kind of way), though he clarified in multiple interviews that the series was created by Jeff Segal.
* Exo Squad late in the second season was an even more devastating blow to the

Neosapiens. Phaeton built most of his anti-Terran propaganda upon it afterwards.
* Exo Squad learns that Neosapien prisoners "sent to Venus" are killed on route.
* Exo Squad: Maggie Weston and Alec De Leon share a few, as do J. T. Marsh and Colleen O'Reilly; but neither of them hold a candle to the looks that Nara Burns gives Marsala. The longing look seems to be permanently affixed to her face in his presence.
* Exo Squad. Many of Burns' fellow captives die en route, which lies right across a Venusian desert.
* Exo Squad Neosapien War breaks out and easily surpasses the original one in scope and impact.
* Exo Squad notes that if this upcoming attack is what it looks like, then the Exofleet's leader must be insane.
* Exo Squad, not only are Nara and Marsala both unable to express their feelings for each other, they each have instances where they unknowningly slap the other down.
* Exo Squad often had extended sequences showing Able Squad "framing up".
* Exo Squad of the Solar System. Wg.Cdr. is the air force equivalent of infantry's Lt.Col.
* Exo Squad on Marsala and orders him to kill his ex-comrades. Marsala receives an obligatory "How could you?! After all we went through together!" reprimand from the humans, responds with a heartfelt and hateful speech about human oppression of his people...and naturally shoots the Neosapiens. However the second part of the trope is subverted as Phaeton turned out dumb enough to actually give him a loaded gun.
* Exo Squad pilots and the jumptroopers (basically, light paratroopers) who die like lemmings when things get hot.
* Exo Squad. Practically all humans of the late 21st century, men and women alike, have at least part of the sides of their head shaved, and often in a manner far-removed from any current-day style.
* Exo Squad, since it's the job the exoframes and Neo Sapiens were invented for.
* Exo Squad, so only Kaz Takagi's CR-001 Exofighter qualifies for the "plane" part.
* Exo Squad spots the guy and angrily throws him off the bridge as soon as Winfield sees him.
* Exo Squad starts off at Exploration and Colonization of the Solar System and leaps into a system wide War. Interestingly, it does have elements of being an Empire At It's Height at the beginning.
* Exo Squad steering is twofold: the ground movement (walking) is synchronized with the pilot's leg movements, but aiming and flying are controlled via "cyberjacks" connecting directly to the pilot's brain via a socket at the back of his/her neck.
* Exo Squad that could shapeshift by Automutation Syndrome and medical experiments.
* Exosquad, the Able Squad is able to turn the tide of battle in Terran favor by assaulting the enemy flagship, buying the Terran fleet time to escape the massacre more or less intact.
* Exo Squad the ExoFleet plays it straight, most of their ships are grey and boxy, the best example is the Resolute.
* Exo Squad, the hairstyles of 22nd century Earth defy description. Random strips of hair are shaved off, and weird combinations of hairstyles exist (such as a mohawk/mullet), for both men and women!
* Exo Squad, the Neomegas seem to have this programmed into their DNA.
* Exo Squad. The Neosapiens themselves would count, except that they were actually designed for physical labor rather than combat. Still, they make good soldiers.
* Exo Squad, the other exosquads are treated like this. Especially Baker Squad. In early episodes, the Jumptroopers were also treated this way, but once the Charlie-Fives show up, this ceases.
* Exo Squad - the size of an attack chopper when the rest were barely SUV sized.
* Exo Squad. They double as Exo-Frame Carriers and both carried huge guns into battle, making them Battlestars.
* Exo Squad. They have brought up the issue of cloaked ships being tracked by heat or expended fuel... once or twice. Otherwise, decent size space ships and mecha are able to cloak and escape detection all the time.

* Exo Squad, Thrax is demoted and has his insignia ripped off for not finishing off an Exofleet pilot during the retreat from Mercury.
* Exo Squad to distinguish them from Neosapiens and get around the small fact that both races are human, regardless of the fact that they don't call Earth "Terra", or that many humans are natives of Venus or the moons of the outer planets.
* Exo Squad to Venus. "We need to become official undesirables. That's one assignment you troopers might enjoy."
* Exo Squad was dedicated to Neosapien propaganda and Terrans who collaborated with it.
* Exo Squad was partly aboard a cargo ship that had been attacked by pirates, and was without gravity. Or so they said, anyway. The animators apparently couldn't make up their minds about whether they were moving in or out of a gravity field. Otherwise, though, they have artificial gravity, and can even use it as a weapon for defending planets (GRAF [GRAvitational Focus] shields, the focus of the Venus story arc).
* Exo Squad were all modified versions of the usual models, testing new features which inevitably turn the tide in the first battle they are used in.
* Exo Squad when asked about Barca, a traitor Pirate helping the Neosapiens in return for Pirate dominion over Venus: "All of Venus Barca will ever see is a six-foot hole in the ground."
* Exo Squad, who was already phasing out the Neo Sapiens with the Neo Lords.
* Exo Squad with the mutating agent as a ploy to get Marsh to do his dirty work for him.
* Exo storyline in the second game is also a reworking of Rasputin's original story, involving the player having to save him from the Hive. As of the Beyond Light expansion, the last remaining copy of Rasputin after his destruction at the hands of the Darkness now resides inside an Exo body, bringing back the original idea.
* Exoteric anime publishes an article claiming that All Might's successor is attending U.A. However, instead of Izuku, he zeroes in on the wrong suspect: Ojiro Mashiro, throwing his life into disarray as he's dragged into the spotlight.
* "Exotic" Adrian Street are among those who followed Gorgeous George's example.
* "Exotic" Adrian Street sees your brain damaged cowboys like "Wildcat" Wendell Cooley and their rodeos as competitions to show off who can ride the worst. You'd never see such clumsy horsemanship from a British man. Now go watch a fox hunt, colonials!
* "Exotic" Adrian Street's song "Sweet Transvestite with a Broken Nose":
* "Exotic" Adrian Street Wrestle Birmingham, where he was Heavyweight Champion of Alabama, shutdown.
* Exotic Entree: An evil character eats food that's immoral just to prepare.
* Exotic Equipment: A non-human character's sex organs have features which human sex organs don't have.
* Exotic Equipment-Centauri style: if you visit a Swim-With-Dolphins attraction, you can count on all the animals being females, because males have a bad habit of grabbing tourists' wrists or ankles with their you-know-whats.
* Exotic Extended Marriage: Exotic cultures are more open to unusual marriage arrangements.
* Exotic Extended Marriage norm, for a foreign/nonhuman culture rather than a fringe practice.
* Exotic Extended Marriage: Polygamous marriages are the norm in this culture as a way of showing how alien it is.
* Exotics: Space Marine Librarians and Psykers, who utilize the dangerous,
* Exotic technologies include "Damper Field", which replaces standard deflector shields with an energy field that reduces any incoming damage by 75% and has 50% chance to kill teleporting boarders. "Reflector Field" is compatible both with shields and Damper Field and gives a chance to reflect weapons fire back at the shooter.
* Exotic Weapon Supremacy, that indicates that they're more badass than everyone else.

* Exo-Toa, the Toa quickly discard them when they realize the exo-suits are blocking their special powers. They made a cameo in the following arc, only to get destroyed.
* EXO used to have 12 members but after 3 members leaving the group they became 9.
* Expanded Galaxy Mod "Evacuation of Thessia" mission where you're tasked with flying the Normandy around the planet to rescue fleeing refugees and key assets before the Reapers catch you. Crew members can be invited up to the captain's cabin at any time, and there's additional romance content for certain characters like Liara. There are even special achievements and shuttle bay items depending on the player's decisions during the story and/ what they've done in the previous games.
* Expanded Galaxy Mod's cargo bay), as well as depreciable War Assets and Assignments peppered throughout the galaxy.
* Expanded in the supplement "Street Magic". Adepts can benefit from blood magic, with at least one of the new metamagics revolving around
* Expanded material posits the theory that the acidic blood in a Xenomorph is similar to the acid in a battery. Essentially, the Xenomorph runs off of energy that is generated by chemical reactions within their bodies, meaning that they don't need sustenance or respiration. This could also explain why various castes of Xenomorph can remain dormant for long periods of time, such as the Ovomorph.
* Expanded on a little more in Volume 8: when Ruby starts entering a stress-induced Heroic BSoD
* Expanded Psionics Handbook about Elans, so they take a -2 racial penalty to their Charisma stat.
* Expanded Psionics Handbook, has psionics as an explicitly separate type of magic.
* Expanded Psionics Handbook is essentially this: humans who underwent body modification to turn themselves into an immortal being powered by thought.
* Expanded Psionics Handbook take over the body of anyone that they are in contact with.
* Expanded States of America: The USA has acquired many more states and territories than it did in real life.
* Expanded Universe — by using ground troops to force the enemy into specific locations on the planet below, where they could safely be blown to bits. Repeatedly.
* Expanded Universe abandoned Centauri world, living in isolation for decades (and colonizing a nearby world) before being discovered.
* Expanded Universe adds both dedicated carriers, as some fighter-using races tend to have their carriers (in addition to the fighters of the larger ships) too small to carry offensive weaponry, and a few battlestars:
* Expanded Universe, a decapitated Data is still in control of his body.
* Expanded Universe, all other Hutts, as well. (Hutts, in fact, consider girth to be a sign of strength and power, and consider small Hutts to be weak and less worthy.)
* Expanded Universe, allowing him to maintain his position effectively even against the four-armed Grievous while waiting for the right moment to strike. (Its "weakness" was that a Soresu user might have to count on an opportunity arriving instead of creating one.)
* Expanded Universe also has examples like New Siberia, New Sahara or New Reykjavik.
* Expanded Universe, a medical school had a hazing practice where first year students were required to research a non-topic and write a paper on their results with the same level of rigor that one would expect from a research paper that one is trying to publish in a real medical journal. A group of students decided to research telepathy, actually found some telepaths, and from there ended up setting in motion the creation of PsiCorps.
* Expanded Universe ancestor who looked almost completely identical to him; someone even remarks that it's no wonder he has such a powerful ATA gene.
* Expanded Universe (and Episode 3) has the Juggernaut vehicle, which could be turned into a full-fledged tank just by replacing the wheels (all ten of them) with tracks. It's essentially a slab of metal with guns.

* Expanded Universe and far stronger illusions, complete with a similar transformation to Rainbow Dash.
* Expanded Universe and spends most of her time sitting in her room spying on the house's inhabitants via the mirrors.
* Expanded Universe, and that doesn't suggest that the modifications were entirely beneficial or even voluntary.
* Expanded Universe, and the Earth-Minbari War left them a bit scarred...).
* Expanded Universe. And then it turns out that the Eternals themselves greatly respect creatures known as the Black and White Guardians, who are as far above them as they are above Time Lords.
* Expanded Universe. As a result, when the Centauri invaded during the Centauri-Orieni War to bypass Orieni defenses, the brave but already technologically inferior Rogolon were slaughtered by the Centauri veterans who wasted no time in picking on isolated ships that refused to dodge attacks or shoot down incoming fire, and the Rogolon remained independent only because the Centauri had bigger things to worry at the moment and after the war were too busy rebuilding to spare the forces necessary.
* Expanded Universe. At no time, however, the Centauri are willing to arm their subjects (foreign mercenaries (especially Drazi), on the other hand, are used).
* Expanded Universe. Attarn ships are also known for their exaggerated firepower, and defeated two similar-sized empires with energy weapons before first meeting the galactic community.
* Expanded Universe authors to start creating their own survivors who went into hiding or were mysteriously overlooked. Not to mention the hundreds of Sith all over the place.
* Expanded Universe because with their mutual precognition, direct attacks are pointless is most cases, and they're trying to wear down their opponent's guard strength.
* Expanded Universe between the IDF and the II. The former despise the underhanded tactics employed by the spooks, and the latter consider the warriors to be dumb grunts.
* Expanded Universe Books it's revealed that vampires get normal humans to act as body doubles so they can have passport photos.
* Expanded Universe books often feature "Dark Jedi" as villains, many of whom were formerly real Jedi, who are too numerous to list.
* Expanded Universe books says that they got their technology from failed alien invaders and don't understand it well enough to do more than replicate it.
* Expanded Universe brings us the Halo artifacts, which are completely disturbing.
* Expanded Universe by a magical queen who was overthrown by Rassilon. So the Time Lords avoided extinction with by using this, even when the curse wears off. Mind you its not like they can't have sex, its because that they have been using this trope for so long they decided to avoid the whole pregnancy process when you can get an instant baby.
* Expanded Universe). By no mere coincidence, these are by far the strongest ground forces in the setting.
* Expanded Universe, causing the heat to melt the whole person rather than sear holes through people.
* Expanded Universe: Clone commando R C- 8015, 'Fi', starts merely with wisecracks. Over time, however, his mood darkens, but he continued to amuse his squadmates with jokes. His tend to be a touch morbid, but very funny.
* Expanded Universe: Collection of officially licensed works and adaptations that serve more to explore and expand a setting, rarely getting in the way of the main storyline.
* Expanded Universe comics focusing on Junkrat and Roadhog, Junkrat is seen constantly insulting Roadhog for being fat, but as soon as one cop tells another to "keep an eye on the fat one", Junkrat immediately flies into a rage.
* Expanded Universe design being scrapped (and reworked into Leia's blockade runner by adding the hammerhead bow section) very late in production, the new design (unlike the original) had neither obvious escape pods nor obvious hatches for

launching internal ones.
* Expanded Universe did include a couple of theories along the way, though.
* Expanded Universe episode "The Enterprise Incident". Spock wasn't supposed to have any real feelings for her, but it's implied that he did.
* Expanded Universe exists because critics and other writers do look at the work from different lenses.
* Expanded Universe explains that he is a Supervoc that was deliberately misbadged, but the television serial implies that Dums' inability to talk is more of a social imposition than anything to do with their programming.
* Expanded Universe explains that synthehol was originally invented by the Ferengi for use in scams: a Ferengi con artist would invite the mark to drink, giving the mark their strongest booze while the Ferengi only drinks synthehol and fakes being drunk out of his gourd. But they quickly realized that there was a huge market for an alcohol substitute that lets people get as drunk as they like, but also lets them sober up as soon as they need to and skip the hangover. So just selling synthehol to everybody was an easier way to make money.
* Expanded Universe explains the PPGs that appeared only in the first episode as one such attempt, with about the same penetration as a kinetic weapon, more munitions, and no way to regulate the power, leading EarthForce to revert to the previous model at least for the station crew.
* Expanded Universe fleet plays stirring bagpipe music over every broadcast channel. At maximum volume. Doubles as communications jamming since their enemies are unable to hear each other over their radios with the bagpipes on every frequency, and several on the receiving end of the tactic have noted it gives them headaches.
* Expanded Universe, for example, contained a scene where Chris spends a night in the TARDIS guest suite and discovers that his "bath" is an Olympic-sized swimming pool with clawed feet on the end.
* Expanded Universe for Kahless. The knife from which the blood used to clone "Kahless" was extracted.
* Expanded Universe from executing Imperial Guardsmen who'd been fighting daemons.
* Expanded Universe. From his reaction, it was giving him claustrophobia and agoraphobia at the same time.
* Expanded Universe gets boyishly excited by a lot of the weird, gross, terrifying stuff they encounter.
* Expanded Universe gives us the Orieni and their hunter-killers, starfighter drones specifically designed for this. While devastating, it's also logistically intensive and their opponents in the Great War, the Centauri, had a larger industrial base.
* Expanded Universe give the Hyach a number of stealth ships, depending on advanced hull materials and a fully gravitic drive to not be detected. This has a few downsides: as their technology is not as advanced as the Minbari's, their stealth ships need to turn off their active sensors to not be detected, and WILL get detected anyway the moment they open fire; also, the stealth hull is more fragile than the standard, and a stealth ship is far easier to destroy when it gets detected.
* Expanded Universe going as far as suggesting the player should save their game every time it gets uttered.
* Expanded Universe had clones in jars. On Kamino, the cloned fetuses are grown in pods filled with nutrients. Pretty creepy, but even worse is the part about the clones' training: "If clones showed any signs of abnormality, they often mysteriously disappeared in the late hours of the night. This was the case of a batch of young clones whose vision was not 100% perfect."
* Expanded Universe has Beylix, essentially a giant storage yard for the United Reclamation company.
* Expanded Universe has Jar Jar Binks compare them to Gungan skeletons when he first sees one.
* Expanded Universe has The Empire and The New Republic fighting each other and later brings in more Empires, as well as a Hegemony, a Dominion, an Assemblage, an

Aristocracy, several Imperiums, a Confederacy, a Consortium, a Sovereignty, a Union, an Authority, an Ascendancy...
* Expanded Universe has the Fourth Doctor recount the unshown adventure leading up to "The Abominable Snowman", claiming that his life had been saved by Buddhist faith healing performed on him by the priest, and using "Buddhist wisdom" to put himself into a "healing coma" that allowed him to recover from being shot through the heart.
* Expanded Universe have a few examples of "good" Unitologists, people who are not fanatically devoted to the religion and fight back against the Necromorphs because they realize this cannot be the salvation they were promised. Later games don't feature such individuals, perhaps explained as an effect of the Markers' growing influence.
* Expanded Universe having his classic character defining moment of vowing to kill Kerrigan someday. We're suppose to believe that he got over his ploy for revenge during the 4-year intermission, but how he got over it went completely unexplained in the game; leaving many players confused as to why Raynor's suddenly in a different emotional state.
* Expanded Universe. Heck, even the ones who are featured in canon are this, since we still only get a tiny glimpse of their adventures.
* Expanded Universe hints, by Ancient experiments), while the Asgard placed several worlds in the Milky Way under military protection from the Goa'uld.
* Expanded Universe, however. Female Twi'leks are considered sexually attractive to males of most humanoid species — especially human men. Zeltrons are less famously so, but those who know of them tend to think they're even better, partially due to their use of pheromones and a more humanlike skin tone.
* Expanded Universe in any possible medium beyond the theatrical films.
* Expanded Universe. In fact, there's a novel dedicated mostly to him and an attempt by a Section 31 operative to recruit him. The novel also reveals that he's gay, not that it makes a difference to any other character. Hawke's partner calls Picard out on letting Hawke die. When Picard points out that Hawke was already assimilated, the guy points out that so was Picard. Assimilated people can be restored. Hawke didn't even get a chance to do that.
* Expanded Universe: Information not given in the work itself is revealed in related tie-in media.
* Expanded Universe intimates that Q killed the dinosaurs after using a spatial rift to divert an asteroid hurled at him by another omnipotent being. He would later be charged with overseeing the rebuilding of Earth's ecosystem, including nurturing any sentients that might arise. He left a gift for us in the form of the platypus.
* Expanded Universe introduces the Centauri-Orieni War, with (most of) the factions shifting side depending on the situation:
* Expanded Universe involves the Doctor using various entheogenic drugs, including LSD and hallucinogenic mushrooms, in order to communicate with an alien Aztec god.
* Expanded UniverseIt should be noted that any wish that was impossible to fulfill would be interpreted in its own way by the GENIE. For example, wishing for something "never to have happened" would be impossible to fulfill, as the GENIE is unable to alter the past. Instead, he might create an illusion for the person as if the wish was actually fulfilled.
* Expanded Universe know about them will immediately realize they have a very serious problem.
* Expanded Universe (like the Ithorians) stay that way by kicking out troublemakers, so that members of the species encountered out in the galaxy are far more likely to be examples than those on the homeworld.
* Expanded Universe Main Fleet have shown up, each with her own Main Base.
* Expanded Universe material elaborates that Jar Jar's crime was stealing a miniature sub from Boss Nass (the "heyblibber") and crashing it into one of the reactors powering the
* Expanded universe materials and the sequel game expand the number of Earth-like planets, with Umoja, Agria, and Meinhoff being notable examples. Korhal IV also

used to be a nice place to live, but most of the planet was flattened by nuclear missiles before the start of the first game.
* Expanded Universe materials establish that this was once a radiation-shielding measure but is now purely traditional; the full chrome paint job was reserved for the Royal Yachts, whilst the fighters have it applied to the nosecone and the leading edge of the wings.
* Expanded universe materials have featured even more of these, especially in the hands of Sabers. Siegfried's Balmung is about as tall as he is, and he's already a giant of a man. The Saber version of Frankenstein carries a ridiculously bulky weapon that seems to weigh more than her. Musashi carries regular ol' katanas, but her
* Expanded Universe material state that Tarkin's plan backfired and the rebellion used Alderaan to recuit thousands.
* Expanded Universe material, you'd have no idea what character was being referenced in the credits.
* Expanded Universe — by using ground troops to force the enemy into specific locations on the planet below, where they could safely be blown to bits. Repeatedly.
* Expanded Universe, meanwhile, explains that Starfleet exploratory vessels automatically drop subspace signal boosters as they travel in order to maintain contact with the Federation.
* Expanded Universe mentions that, during the Earth-Minbari War, Earth Alliance found a way to create areas where jump points can't be opened. The usual application is to prevent the traditional Minbari tactic of opening a jump point inside your squadron, but they also used it to prevent the opening of jump points anywhere in the Sol System inside the asteroid belt. It barely slowed the Minbari down.
* Expanded Universe mentions two feuding worlds whose centuries-long strife ultimately stemmed from the hard feelings caused by an unintentional diplomatic incident. Specifically, a dog analogue owned by a dignitary from one world killing a cat analogue owned by a dignitary from the other. When this was discovered, this resulted in the first ever peace treaty to include a section about leash laws.
* Expanded Universe mother and a telepath father would result in a Mundane child. It's implied that father's genes serve to enhance the child's telepathy if he or she has received the gene from the mother (otherwise, breeding would be pointless). This fact also resulted in many female telepaths keeping their mothers' last name (e.g. the female Alexander line stretches back to the founding of the Psi Corps).
* Expanded Universe movies, the event was caused by Shockwave's crash-landing on Earth.
* Expanded Universe needed to power such small cloaking devices had already been used up.
* Expanded Universe novel, he becomes the Federation ambassador to the Ferengi, given his rather unique skillset and understanding of the capitalist mind.
* Expanded Universe novel implies it's not universal, since the Klingons actually start importing the beverage in droves after the Dominion War.
* Expanded Universe novel mentioned that that episode was turned into a training exercise that was considered hellishly difficult, and that 90% of the people who tried Kirk's approach ended up blowing themselves up when the cannon misfired. Riker's solution was to use the makeshift cannon as a giant mine, and clubbed the Gorn with a rock while it was disoriented from the blast.
* Expanded Universe novels also suggested that the Eternals are the descendants of “Time Lords” from the previous universe that escaped its collapse and fled into ours. They also suggested that some of the rogue god-like beings we sometimes see – like Fenric, or the Animus, or the Celestial Toymaker - – are actually rogue Eternals or Guardians.
* Expanded Universe novels feature the Infiltrator 950s, which are genetically modified humans implanted with various subtle neural and subdermal cybernetics, making them predominantly flesh creatures with some machine enhancements, like wireless networking in their brains. This means they can pass as human far better

than even the T-800s.
* Expanded Universe novels have started being pointedly casual about mentioning this or that character with a same-sex partner, possibly to compensate for the above. It can sometimes come over as trying too hard.
* Expanded Universe novels, they go on to have a civil war between the all-mechanical Cylons and the partly-organic Cylons. This gets them off the Colonials' backs for a while, but they fear that whichever side wins will be that much stronger when the war ends and they turn their attention back to humanity.
* Expanded Universe of their tendency to play fast with the rules to complete objectives and talking back to their superiors.
* Expanded Universe, once the New Republic was set up, they had their version of the Academy.
* Expanded Universe, one of the Imperial Remnants becomes the First Order, which causes the Resistance to be formed out of the New Republic.
* Expanded Universe or digital display, another character flips open the cover, showing the object to be a book. They are absolutely baffled—not at the concept of a book, but in storing information in a system that is so hard to search. Once informed of the benefits (a power outage will not cut off information access, just for example), they gradually adapt, though they still find it a mind-numbing task to search.
* Expanded Universe play with the trope. Their term for "friend" is the same term for "sibling." If you've fought enough battles with a Mando'ad, then you're their sibling. No, blood ties or formal adoption is not a requirement. Their culture also sees all who follow the Mandalorian way as brothers and sisters in one big, war-mongering family.
* Expanded Universe, raiders and privateers had a surprisingly large impact on galactic history:
* Expanded Universe reprising the role, but sadly, Hurt was battling pancreatic cancer and suddenly passed away two days after his birthday in 2017, genuinely cutting short his time as the Doctor. Comics and literature have managed to keep hammering out the details of his character's presence in the series.
* Expanded Universe says he's so handsome that he could steal the heart of every woman in London.
* Expanded Universe says that this exchange is an example of the constant arms race between cloaks and sensors: the Klingons develop a ship that can fire while cloaked, and once the Federation finds out about it, within a week they've invented a way to detect it.
* Expanded Universe Separatist and was seen by the Republic operatives, it's likely Skako Minor was invaded soon after.
* Expanded Universe. So far they only built one city-sized domed attraction, but is already a huge financial success.
* Expanded Universe. Some of these Force powers, like Force Push and Force Speed, would go on to make their big-screen debut in the prequel trilogy, where there were more fully-realized Jedi around to use them.
* Expanded Universe sometimes uses paper-like materials and writing utensils for using them, but it's something called "flimsiplast" or "flimsi". Unlike paper it's completely reusable, snaps back from being crumpled if it's smoothed out, and dissolves in water. There's also a similar reusable material called "durasheet", popular among students passing notes because not long after being written on, any messages fade.
* Expanded Universe, specifically chosen for his experience and immunity to the White by Odo to be the Dominion representative on Deep Space Nine.
* Expanded Universe stories, also happens to take place on Tatooine despite Luke's remark that "If there is a bright center to the universe you are the planet that is farthest from".
* Expanded Universe story, Seven says that he can clearly sense that she will somehow hold great meaning to him in his future, but the only reasons as to why he can think of is that she is either going to be his "dearest friend" or "darkest enemy"; he simply cannot think of any other possibility. The truth, of course, is

that he is going to marry her as the Eleventh Doctor.
* Expanded Universe, such as the Keepers of the One Freedom (who are unique in their relative tolerance towards humanity).
* Expanded Universe suggests that Luke was this as well with his aunt and uncle, despite the conflicts he had with the latter during the movie.
* Expanded Universe takes some pleasure in giving previous Doctors powers only shown by later ones. For instance, the Time Trips novella "The Death Pit" shows the Fourth Doctor using psychic paper to blag his way into a spa, a gadget introduced by the Ninth Doctor.
* Expanded Universe that governed how they operated. Most Bounty Hunters just moonlighted as mercenaries or assassins in addition to chasing legal bounties laid out by the Empire, and in many cases the Empire would turn a blind eye to such illegal activity.
* Expanded Universe. The comics have also established that Clara was Da Vinci's original model for the Mona Lisa.
* Expanded Universe; the Council created a separate arbitrary Galactic Standard time for the galaxy that isn't based on any single planet specifically to coordinate everyone. And as mentioned above in the tie-in novels, most species' homeworlds have years of similar length to Earth's due to the limitations of main sequence stars' Goldilocks Zones.
* Expanded Universe the language "Federation Standard", which has never been fully explained but is presumably a language to encumber every member of the Federation, regardless of series. It's probably (but not necessarily) based on English. One can assume other regional languages have become merely points of culture to people like Picard. It's explained in-universe that French became obscure by the 24th century (episode "Code of Honor").
* Expanded Universe, the leaders of the factions survive the centuries by using life extension treatments developed by Zakharov. However, by the end of the second novel, Sheng-ji Yang is captured and imprisoned for attempting to eliminate all the other faction leaders. The opposition leader Jin Long is installed as the leader of the Human Hive in his place. However, Yang's daughter discovers that Long is actually Yang's clone, specifically created at his own request in the event he would become too rigid to deal with what was coming. Long was to become the new Yang (he even took the name) and used Yang's memory-recording machine to become more like the original. However, the third book reveals that the new Yang became corrupt and decadent, eschewing the original's philosophies in exchange for personal gratification. His wife (Yang's daughter; apparently, she suffers from a weird case of the Electra complex) assassinates him and also takes up the name/title Chairman Yang.
* Expanded Universe - the PT standing for "Personal Transport". Basically, they look like a shorter and stockier AT-ST.
* Expanded Universe, the Rutarian strike fighter: developed by the Centauri, it uses an unspecified form of stealth to sneak upon unsuspecting targets before opening fire.
* Expanded Universe (the Vatican for the same reasons they are still independent from Italy, and Israel with their own colony world and the Republic of Korea because they never joined the Alliance for their own reasons), even if they strongly feel Alliance pressure (Israel's independence is mostly nominal), and as Earth Alliance expanded in space two different sets of separatists slipped out and formed their own states, the Sh'lassen Triumvirate (two worlds, they join Earth Alliance during the series when the government starts losing a civil war and calls Earth for help, with joining the Alliance as condition) and the Free Human Union (three worlds, still independent).
* Expanded Universe, the Venusians do this to their dead. It has the added purpose of allowing the eater to share in the eaten's memories.
* Expanded Universe thrown to the creature. Zorba was saved, however (though humiliated even more) when he made the beast sick and it vomited him out.
* Expanded Universe to boot. Additionally, the head of the SPARTAN-IV program has the Arabic name of "Musa".

* Expanded Universe) to function and consume large amounts of power. Since everywhere almost everyone wants to go has fixed Jump Gates anyway, and anywhere that gets lots of traffic can have on installed readily enough, in practice only military and some very special exploration ships have Jump Drives.
* Expanded Universe to qualify. Only Earth Alliance and the now-extinct Dilgar build "proper" dreadnoughts.
* Expanded Universe to transform their shadows into living arsenals capable of directly manifesting in 3-D, allowing their priests to calmly sit down for a spot of tea as their shadows tear all enemies around to pieces.
* Expanded Universe was also instituted to cut down on it since then there would only be a couple of Sith, and they could work from the shadows against the Jedi. A telling admission, because they could never wipe out the Jedi when fighting them openly (though they would never admit their weakness of course).
* Expanded Universe, was that many of the major races such as Klingons and Romulans come from the rarely-mentioned-in-canonicity Beta Quadrant. More specifically:
* Expanded Universe we get a detailed look at the armies of most races. Most have only Line or Mechanized Infantry, but a few more militaristic ones are better equipped:
* Expanded Universe where the planet withdrew from the Republic, and is in a state of all-out civil war among the nobility, with the Republic and the Empire supporting different noble houses in a proxy war to take down a usurper who believes the planet should remain independent (which is not in the interest of either faction).
* Expanded Universe where we learn the Guild has specialized teaching facilities set aside for this very purpose.
* Expanded Universe. Which luckily was still under construction at the time of the movies.
* Expanded Universe while his father was still in charge of Shinra Inc.... Yeah, we're not buying it either.
* Expanded Universe will do the same thing, usually at a similar cantina. Talon Karrde once quipped, in the aftermath of such an incident, that paying off the aggrieved bartender is "traditional in these cases".
* Expanded Universe with comics and books referring to it as the Human Empire, Human-Vulcan Empire and the United Empire of Planets. It wasn't until the Deep Space Nine episode "In a Mirror, Darkly" that the name "Terran" Empire was officially added and after that the issue was set, to the point of been retroactively added in the two prequels Enterprise and Discovery.
* Expanded Universe with Detective Veta Lopis, as they both admit privately to themselves the other is quite attractive and they seem to develop a fondness for teasing each other. Saving each other's lives seems to have only strengthened that bond.
* Expanded Universe with the Fourth Doctor, with certain stories (especially the Big Finish audios) taking inspiration from the actor's history of depression and some of his more damaging life experiences to flesh out the character.
* expanded upon film gives some more frame to these by taking place in the United States in the 1920's.
* Expanding ammunition flattens on impact to increase the size of the wound (and therefore its lethality) while reducing its penetration, which would allow for a human body to better absorb the bullet. Soft Point Ammo has the jacket removed from the nose while Hollow Point has an internal cavity. Cruciform ammunition has an X shaped incision in the tip, causing it to split and expand in a controlled fashion. While the Hague Convention prohibits the use of expanding ammunition in warfare, it is permitted or even required in certain circumstances such as hunting or law enforcement, where quickly disabling the target may prevent loss of life and over-penetration may put bystanders at risk (though the latter point isn't nearly as significant as people make it out to be - even if your bullet won't over-penetrate, many of the other bullets you shoot can still easily miss and hit a bystander—a source of civilian casualties more common than overpenetration by orders of magnitude).

* expanding finite region. Our universe, for example, could be infinite and as long as the portion of it that is simulated expands outward at the speed of light, we would never be able to tell. This can also be used to construct infinite simulations-within-simulations.
* Expanding on that "center of the multiverse" comment: it's what holds the multiverse together. Destroy New Earth (home of the main DC continuity) and it starts a chain reaction that will inevitably destroy all of existence. Imperiex tried to take advantage of this in
* Expanding on that, we have Kataangers (fans of Katara/Aang, or "Kataang") and their
* Expanding on the above, gratuitous or poorly-implemented changes to long-running online games can cause serious balance issues, create increasingly gimmicky gameplay, and create or exacerbate
* Expanding on the previous point, magic is defined by human thought, but this is dependent on the user in question. In one book, Harry marks out the boundaries of a protection spell with blue Play-Doh. When Murphy asks why, he explains that he mentally associates the color blue with safety, and that another wizard might use an entirely different color. This also comes into play with potion-making, as all the ingredients must fit the central theme. For example, a vigor potion might use strong coffee as the base liquid and include ingredients such as high-energy music and a piece of tie-dyed fabric.
* Expanding on this, the AI starts to become personalized towards each person. You see it giving advice and comforting an office drone the first time you met it. As the game goes on it starts acting as your handler, which you can comment on. And to be fair to the Pop-Star she was panicking as she found herself in the middle of a war-zone.
* Expanding on Zemo, he believes that it is natural for the strong to rule the weak, and when accused by T'Challa of being
* Expansionist Party of the United States coordinates sites of groups advocating statehood for Taiwan, Britain, Australia, Guyana, and many other places.
* Expansion Pack added the Dumbfire Missile Rack: the individual missiles are smaller, weaker, have less range and no guidance, but the rack fires them in volleys of ten (or twenty for the large mount version) and can launch volleys twice as often as regular missiles.
* Expansion Pack added the Ghouls as a villain group. They like to cling to the ceilings of the subway tunnels and drop down on you as you pass under them.
* Expansion Pack: Additional content released after the original game that is purchased separately and (usually) requires the original game to run.
* Expansion Pack adds the Phoenix Mercenaries, a breakaway group made up of former Crayven mercs who have decided to strike out on their own. Their tech is similar to Crayven, for the most part, with a few additions.
* Expansion Pack adds the Titan class, which are truly enormous ships that dwarf the previously-huge Flagships. Notably, you can only build one, and it takes a long time to complete.
* Expansion Pack and must rediscover lost technology, putting them on par with the humans.
* Expansion Pack are all viable ways to end an Undead menace, but the headshot tends to be the go-to choice for players.
* Expansion Pack (Burning Crusade and Wrath of the Lich King,) they were bustling, central hubs of activity due to their proximity to the action and the convenience of portals to the other major cities. Now the action has moved on, the portals are shut down, and so there's very little reason to go there any more. (The Broken Isles version of Dalaran does not count, as it is effectively a separate city from the Northrend version.)
* Expansion Pack, but as for a full explanation, we'll just have to hope the sequel or one of the spinoffs provides it.
* Expansion Pack crash site, exploring which can get you a free unit or two.
* Expansion Pack, had Yuri's new third side use laser-armed flying saucers referred to as Floating Discs. General Carville lampshades this in the mission where they're

introduced
* Expansion Pack. However, it can be difficult when the enemy is firing AP shells at you.
* Expansion Pack, however, they lack the tools to repair or make more of them.
* Expansion Pack lets you put Halloween and "horror"-themed decorations in your park, along with the option of bare dirt (or whatever you want) for the ground. Some rides are even Halloween-themed.
* Expansion Pack, Nod gets a new artillery unit type called Specter and its spotter infantry are the Shadow Teams, who gained a new ability to make it possible.
* Expansion Pack Past. All we know is that she was a fruit stand vendor who worked with Yucks Shmumbers on the creation of "juice on the go" (eventually helping her to invent juice boxes), helped get a traitorous Odd Squad agent fired, then joined the organization. What happened between the firing of said agent and her joining Odd Squad includes her delivering newspapers in Norway, then becoming the queen of Portugal, but these events aren't expanded on.
* Expansion Pack Past: The details of a character's past go on and on and on until it's incredibly complicated.
* Expansion Pack Past, where different jobs can get piled on in the character's backstory.
* Expansion Pack Past, which only came up when Jesse decided to go skydiving before his wedding.
* Expansion Pack play it straight. Almalexia, Umaril the Unfeathered, and Miraak all wear rather broad pauldrons on their shoulders.
* Expansion Pack. Protoculture also was not getting any money from the game's sales.
* Expansion Pack returns the Panzerkleins halfway through. This time, though, they are much more susceptible to damage, although small arms fire is still mostly useless.
* Expansion Pack, The Chest after that one, where the Most Definitely True Final Boss lies: ???, which is Isaac's corpse.
* Expansion Pack. The equivalent to the Cruise missile is a lightning bolt, and to the Nuclear bomb is a fireball.
* Expansion Pack this ending and will fight anyone who strives for it. However, this stems from the last time someone tried to do this, resulting in the destruction of their home system. Here are the defining quotes of the Caretaker leader and her counterpart among the Manifold Usurpers:
* Expansion Pack (which pass on their abilities by bite), and baseline "human" Sims; the offspring will be randomly assigned the "type" of one of its parents.
* Expansion Pack World. They just weren't accessible yet, and therefore had no reason to be on the map.
* Expansion sets were planned to be temporary installments played along with the main set, then forgotten as newer sets replaced them. The "Standard" format preserves this idea.
* Expansions such as The Pitt feature other flesh-eating, decaying-looking formerly-human radiation monsters, such as Trogs, who are always mindless flesh-eaters and walk on all fours, and Wildmen, who seem to retain some human characteristics but eat people and cannot be talked to or reasoned with.
* Expansion teams in closed-shop sports leagues (i.e., those in North America that don't practice promotion and relegation), whether granted and created from scratch or imported from the merging of a rival league.
* Expatriette is a very straightforward hero to play, and she doesn't have many ways to create wild combinations like, say, the Wraith or Absolute Zero can. However, she also comes online
* Expatriette, liquid nitrogen rounds, incendiary rounds, hollow point rounds, shock rounds... And a card that lets her use all of her weapons in a single turn.
* Expect a fandom to get a sudden increase in fans when it's either dubbed by a company or it airs on
* Expect a lot of children to lose interest in any fad when their parents take interest in it.

* Expect any crime anime that takes place in the United States during Prohibiton to exclusively use
* Expect any good looking female villain who is well-aged, or young and beautiful to be an anti-villain.. All of the female villains to be unsympathetic are either poorly aged with wrinkles or wear a very unflattering expression with evil-looking eyes.
* expect any heroes to take him up on the offer, but if there's someone strong enough to be useful he'd be happy to have them.
* Expect anyone with fire-based powers to say "things are heating up", "now we're cooking", "they're hot", etc.
* Expect any statement that "X must be accepted and done because it's stated in the Bible" to be followed up by quotes of many, many other examples from the same source that pretty much no one follows, and to modern eyes would lie somewhere between "comedically ridiculous" and "will land you on death row for doing". Comically illustrated in this
* expectation, namely athletes and musicians. Athletes who are forthright about their virginity, such as Tim Tebow or Lolo Jones, have been criticized on that basis.
* expected test by reprogramming it so the simulated Klingons would react to him this way.
* expected to drop everything related to the fate of the world when they see a vividly-colored beam of light radiating from a piece of equipment; you can always save the world next time, but that ultimate epic legendary shiny must be picked up or it's gone.
* Expecting Someone Taller: A character's appearance doesn't match up with what was expected of them.
* Expecting Someone Taller fall into this category, especially his eventual engagement to the Valkyrie Ortlinde.
* Expecting Someone Taller from Norse/Germanic mythology, which allows him to take on any shape he desires.
* Expecting Someone Taller has Wagner's version of the Germanic Gods as one big, messed-up family.
* Expecting Someone Taller: Someone did heroic things and became famous, but nobody knows what the person looks like, so people are surprised when they meet them, usually because the celebrity is shorter than expected.
* Expecting Someone Taller), Wotan, the king of the gods, wears one, just as he does in the opera. It's very intimidating.
* expect it to work. The exact extent to which this is true varies from codex to codex to book. The codexes tend to ascribe their abilities to technology, the fluff to psychic power.
* Expect lots of this in German whenever Uberwald and/or philosophy are being mentioned. Überwald is German (the inhabitants of Discworld prefer to avoid the diacretic points because they'll just roll off and cause unnecessary punctuation) and literally translates into "over forest" or "beyond forest". Or in Latin: Transylvania.
* expects is exactly what drives her to pardon them in the first place.
* Expect to be looked at as if you're doing this if you like spiders, and are called upon to remove some particularly big and beautiful specimen. Especially weird if you live in Europe and there are no spider species venomous enough to really endanger humans. (Of course, a biologist may have this attitude to a real dangerous animal, too, see above.)
* Expedition: An early and pioneering attempt to model and envision a truly alien ecosystem. Adapted as the Discovery Channel documentary "Alien Planet" in 2005.
* expeditionary invasion force when the Bonaparte dynasty conquered the world.
* Expeditionary Tank that was developed in Parallel wasn't too bad either.
* Expedition come to Earth and help apes evolve in their image, creating the basis for several religions and mythologies in the process.
* Expedition: Darwin IV has twin suns. The term "sunslight" is used several times in the text to remind readers of this.

* Expedition Everest. Part of the queue area is a museum run by a local naturalist, Professor Pema Dorje, presenting his evidence that the Yeti is real and dangerous, including a plaque at the end warning people of the danger of entering its domain, below which is a note by the operators of the railroad saying they don't agree with or endorse his opinions. If you board the ride vehicle, you're "ignoring" this warning and going to the mountain anyway, and your train gets attacked by a Yeti, making Professor Dorje an example of this trope.
* Expedition, feature the jet-propelled, lance-headed Skewer, which has a 60-foot wingspan. The book also mentions the Ebony Blisterwing, which is said to have a wingspan of up to 1000 feet.
* Expedition has a number of tripodal creatures, such as the Sac Back, Beach Loper, and the Groveback mentioned below.
* Expedition is a two-legged antelope-like alien herbivore from the planet Darwin IV, with one front leg and one hind leg, seemingly from its front and back legs fusing together. Despite this seemingly unstable configuration the gyrosprinter evolved highly-efficient balance organs, becoming Darwin IV's fastest land animal.
* Expedition. It's speculated that the planet's atmosphere was extremely foggy at the time such sensory mechanisms arose, making visible light an inferior mode of detection.
* Expedition megafauna is at the brink of extinction, claiming that, barring humans, nothing larger than the Norway rat exists outside of zoos, and even the animals in zoos are badly mutated.
* Expedition not only gives us a planet with a wide variety of "Floaters", several of whom are basically Air-Whales, one of these is of human-like intelligence.
* Expedition: Sonar seems to be the primary sensory input for Darwin IV species.
* Expeditions: Viking has one straight (Nefja and Asleifr) and one bisexual (Røskva and Ketill) romance option of each gender.
* Expedition, the aliens called Yma are there to protect humanity from itself. We'd destroyed the environment almost beyond repair before they showed up, and they're helping us put the world back together.
* Expedition: The gigantic creatures called sea striders have mouths in the bottoms of their feet, allowing them to gulp down mouthfuls of the Amoebic Sea just by walking about.
* Expedition to the Barrier Peaks and the D&D Blackmoor adventures.
* Expedition to the Barrier Peaks enter, they discover that the dungeon is actually part of a derelict spacecraft and they're fighting alien monsters armed with high-tech weapons.
* Expedition to the Barrier Peaks features a crashed alien spaceship full of robots and such, as do several Blackmoor adventures.
* Expedition to the Barrier Peaks has a crashed spaceship with concentrated rations such as protein stews, cero-porridges, nutrient drinks, surrogate steaks, vegetable substitutes and vita-bars.
* Expedition to the Barrier Peaks. The spaceship's police headquarters had cells with three normal walls and one force field wall.
* Expedition to the Barrier Peaks. The starship has multiple examples of gravity control technology, including the drop chutes/tubes, inside the control room and the worker robots.
* Expedition Venus by Hugh Walters. In this case it's not associated with an alien invasion; it was inadvertently brought back by an unmanned space probe.
* Expedition wrote about a joint human-alien expedition to a primitive planet called "Darwin IV" (the aliens came and helped humanity clean up their act).
* Expedition Z enjoy eating human and animal brains more than normal flesh.
* Expedition Z has a Westerly Wall at its Western border made of scrap metal and wood stretching for 1,300 miles that blocks off intruders and (formerly) zombies.
* Expedition Z the zombie apocalypse (AKA the Fall) happened 20 years ago that at this point the main character's father points out there shouldn't be any zombies out in the wild after having starved to death about 7 years ago.
* expel, in whole or in part, their uninvited guest during a visit to the toilet.
* Expelled: Ayano behaved badly in front of the teachers once too often, and the

Guidance Counseller lost patience and expelled her.
* Expelled by stowing away in a shipping crate which contains a bike he is supposed to deliver as well as changing the address to the O'Neel house.
* Expelled claims that proponents of intelligent design regularly receive this treatment at the hands of the scientific community, which supports Darwinian evolution.
* Expelled from Every Other School: A character is kicked out of multiple schools, for making trouble.
* Expelled from Every Other School: A character who can't go to school because they have gotten expelled so many times.
* Expelled from Paradise on Earth in a human body, she's just as the title described, but it seems that she doesn't regret it.
* Expelled to sabotage their statements. Myers tried to attend a screening of the film, but the filmmakers recognized Myers and would not allow him into the theater, apparently afraid that he would discover their tactics and expose them. All this did was make it clear that the filmmakers knew exactly how shady their tactics had been when Myers and Dawkins (who managed to get into the screening) blogged about the film.
* expendability, where Balalaika's Russian ex-military mercenaries are easily the deadliest force on the show, and the murder of two of them leads to a city-wide manhunt.
* Expendable Alternate Universe: Universes besides the story's primary one can be ruined or destroyed with little fuss.
* Expendable Alternate Universe: Whatever happens to an alternate version of your reality is of no concern to you.
* Expendable Clone — The tendency to see these doubles as highly expendable, if not abominations to be killed.
* Expendable Clone are treated as mass-produced, cheap copies and easily-replaceable objects, that aren't even granted the dignity of being considered as "real" people.
* Expendable Clone: Clones are considered okay to sacrifice because we can always make more.
* Expendable Clone: It's not considered a big deal when a clone dies because more can always be made.
* Expendable Clone: The life of a clone is worthless to their creator or master.
* expendable, doing more damage than it could fighting to the death after such a wound.
* Expendable, two explorers start asphyxiating in a strange atmosphere. One gets the idea of a tracheotomy in her spinning head and tries to perform it on her partner, untrained, with improvised tools, while blacking out herself. She wakes up next to the corpse and discovers that the effect is just a momentary symptom of acclimation.
* Expensive Glass of Crap: Swapping out top-shelf with cheap liquor and charging a premium for it is very illegal, and anyone who is even suspected of doing it (usually when they've been ratted out by a disgruntled former employee) can expect a visit from the regional liquor commission or analogous monitoring authority, and, if caught, can expect stiff fines and quite possibly the suspension or revocation of their liquor license if it's particularly egregious or is not their first time getting caught pulling this sort of thing.
* expensive lawyer, provides a clue that he's guilty of more than the police knew about.
* experienced a hiatus between January and May 2008 in an effort to improve artistic ability before continuing.
* experienced his first death meant that Celestine, Olga, and the assassin responsible knew about his Resurrective Immortality
* Experienced Protagonist: A veteran hero who clearly isn't a rookie or newbie.
* Experienced Protagonist: The main character is already an expert when the story begins.
* experienced technical difficulties during the Cleveland Browns game against the

New England Patriots the game had come back on!
* Experience Entitlement: A character who feels entitled to everything because they're more experienced than others.
* Experience Entitlement: I have more experience than you rookies, and thus, I have every right to show it!
* Experience Entitlement: I'm more experienced in this thing than you are, so I have every right to look down on you!
* Experience Entitlement, ironically enough. People will often try to justify their immature behavior based on horrible experience.
* Experience Entitlement: Using their age or amount of experience as a reason to put others down.
* experience of smell is probably more like how we experience sound or vision than aromas.
* Experience Penalty supplement continues to reduce the pain of multi-classing by introducing fractional increases to BAB and saves so that multi-class characters don't fall behind in those progressions, so long as you don't mind some additional math when levelling-up.
* experiences the downsides of having superhero parents and blackmail them into willingly giving up their powers
* experience under his belt (he's a Whateley alumnus himself, among other things, so he did have formal power training) and so can usually avert this trope because whatever powers he's copied from you, they're probably similar enough to ones he's had before that he can skip the "figure it out" step and just use them competently straight away.
* Experiencing death in the family or losing a friend to death is extremely saddening and heartbreaking for everyone that were close with the person that passed on. If the same people lose yet another family member/friend, they may not be as upset as they were with the first death; more so if they can visibly tell that the person in question is going to die.
* Experimental Archeology: A character tries to prove that an ancient voyage actually occurred by doing it themselves.
* Experimental brain implants have already been installed on Alzheimer patients in clinical tests with positive results. They're still very simple, but prove once and for all that simply having silicon in your nervous system won't make you inhuman.
* Experimental Comic Kotone—the whole "little sister" thing is just a cover.
* Experimental Comic Kotone. However, later strips show that, while she may have originally felt that way, as time went on she fell for Onii-san for real.
* Experimental Comic Kotone. In a case of questionable biology, her sister Lisa is a fox-girl.
* Experimental electronic/R&B artist Jai Paul is notorious for this, such as only having a Twitter account with one tweet to address a leaked album back in 2013, giving very little interviews and very little live performances, next-to-nothing being known about his personal life, and most notoriously, only having released two or three singles since 2010 despite massive praise and buzz (aforementioned leaked album/demos not counting).
* experimental engineered human species... the bonobos, designed to be sexy and submissive (and exclusively female), hibernoids who go from frenzied sleepness workaholism to extended hibernation sleep (useful on a slow-travelling spacecraft) and of course the 'Variant Thirteens', scary pre-civilisation throwbacks who are incredible badasses combined with a complete disregard for hierarchial authority structures and no need to feel a sense of belonging.
* Experimental Film, a man steps on her hand, breaking her finger. She keeps crawling with one hand.
* Experimental Film appears to laborers at exactly noon, and decapitates anyone who isn't perfectly respectful.
* Experimental Film, Clark wakes up crying. When his parents reach his room, he's wet himself.
* Experimental Film: Lois's parents met a theater school. She was seventeen. He was a twenty-four-year-old draft-doger from Australia. They were married five years

later, had Lois two years after that, and divorced seven years after that.
* Experimental Film, Safie Hewsen's great-grandparents were a Yezidi man and a Christian woman who immigrated from Armenia to Canada because of their families' disapproval. This turned out for the better, as they were able to avoid the Armenian genocide.
* experimental films. (or over 35 days). It follows the complete process of making and selling a pedometer in reverse chronological order.
* "Experimental Film" the ending of the titular film supposedly "makes your face implode".
* "Experimental Film": They Might Be Giants collaborated with the creators of
* Experimental Film, Wrob Barney's handwriting is extremely hard to read, which isn't helped by what he calls uncontrollable hypographic pornocentrism, meaning a tendency to make sex-related misspellings.
* experimental jetpack that you steal in one mission, and thereafter always have, if you can bother to go pick it up. Not only does he fly it without trouble, but he can fire any singlehanded gun from it as well as from any vehicle.
* Experimental MIRV to fire 8 mini-nukes in one shot are pretty low, if at all. The strongest in-game enemies can take around 2-3 mini nukes before going down, some of them like the Feral Ghoul Reaver can appear inside buildings or quickly close the gap between the player and them.
* Experimental musician Matthew Villani is quite fond of this trope. Song titles include "Here's The Waw Voice", "Off The High Dirve, Into The Empty Pool", "Loudness Capacity Test", "The Drunk Elephant's Night On The Sea", "The Fiery Lava Rains Down On The Dead Land", and "Bang! Bang! Bang! Bang!". It seems that if his songs aren't this, they're given number series titles like "Experimental Midi #7", "Project Song #1", "Composite Song #2", or "Fantasy Music #3".
* Experimental Webcomic Kotone between the main character and Professor Akira, and it's funny as hell.
* Experimentboy (mainly in his video descriptions, but sometimes also in the video itself). As his videos essentially consist in playing with fire, destroying things with a lawnmower, cooking dangerous things in microwave ovens, or firing improvised ammunition (tin cans, nails, dolls, etc) with a spud gun, this is totally justified.
* experiment conducted at an Australian restaurant suggests that this pricing trick may actually be effective. After the price of a particular menu item was reduced by a single cent (all prices started at round X.00 figures) customers became 15% more likely to order said item. When everything else was reduced to X.99 to match, the distribution of orders returned to roughly the same as before.
* Experimented in College: A person who currently identifies as straight pursued same-sex relationships when they were in school.
* Experimented in College: Someone who currently identifies as straight pursued same-sex relationships when they were in school.
* Experiment Four, Mr. 76ix's 2012 album, ends with this, and the last track is appropriately titled "Mors Janua Vitae".
* Experiment In Terror, where it's the bad guy who gets shot and killed by cops on a ballfield immediately after a game.
* "Experiment IV", a horror movie pastiche in which a bunch of government scientists in a spooky military facility, including Dawn French and a pre-
* Experiment Kraj copies all the abilities of creatures that have +1/+1 counters on them.
* experiments" and possibly magic. Downplayed in that he's 100% obedient to the throne, and never speaks, and is thus a far less despicable person than the complete psychopath Gregor Clegane was. On the other hand, however, it's very heavily implied that he doesn't have a head, sooo yeah...
* Experiments in the Revival of Organisms (most famous for featuring the Autojektor, an early predecessor to modern ECMO) featured a canine heart beating and kept alive, with blood being supplied by a series of tubes hooked up to the great vessels, oxygenated by a lung on a tray inflated and deflated with bellows.
* Experiments suggest that astronauts headed to Mars or other interplanetary

destinations may experience Alzheimer's-like symptoms, due to brain damage caused by cosmic rays.
* Experiments with millisecond-tracking digital stopwatches suggest that the brain's perception shifts into an actual approximation of "bullet time" when its levels of adrenaline are highest. This happens because neurons' activity is devoted so tightly to whatever danger or challenge a subject is confronted by, the person actually picks up enough details so that time
* Experiment: The inhabitants of Sezaria were all human once excluding the "original one" - Ladrafiefr/Kaito. Said inhabitants are now freaky aliens with tentacles coming from their backs.
* Experiment XI0014101's alternative name "Marigold" is rather fitting in that it is a sunny flower and that she is known for her rather sunny personality. Floral symbolism wise, it serves as an
* expert at doing this sort of thing. It never came up because his work is classified.
* Expert Consultant: A professional brought in for their expertise or special skills.
* Expert in Underwater Basket Weaving: A character is skilled in something completely useless.
* Expert in Underwater Basket Weaving: Cool talent! Too bad it's totally useless.
* expert marksman be the one running away, while waiting for the best time to put his plans into action.
* Expert poker players who must be defeated by the hero always have a 'tell' (i.e. a subconscious move they make when they are bluffing, or have a good hand).
* Experts in Germanic mythology actually believe dwarves began as chthonic
* Expert sniper Garrus Vakarian, infamous mercenary Zaeed Massani, and unmatched assassin Thane Krios have the deepest voices on your team.
* Expied, Captain Marvel became Marvelman, Captain Marvel Jr. became Kid Marvelman... and Mary Marvel became Young Marvelman.
* Expies of Jenna and Tracy: a black boy and white girl. They are apparently full biological siblings and fraternal twins.
* Expies of other popular characters, even their own. Over the years, however, after developing them enough, they show similar traits, but on the while they end up being quite different than how they started out.
* expies of our world's politicians) presented as small crooks and burglars. As a result, it has its funding cut by politicians offended by the simulation.
* Expies started becoming more popular, the two became more traditional superheroes and started wearing proper costumes.
* expies. When the rest of the family lists their grievances and ask Homer to go back to Springfield, Bart mentions that not getting in trouble due to his status as a special-ed student is one of the reasons why he wants to move back.
* expies). While interviewing Romário, Tobby asked how Romário would define himself. Romário arrogantly asked how to define such a wonderful, perfect and talented person and Tobby's response led Romário to congratulate him for making a good definition.
* expies, who eventually did get matched up against that very same tag team, who in turn were brought together amateur braggarts in the vein of Kurt Angle (and were for a time lead by him as "Team Angle")
* Expiration Date: Ghosts are lingering echoes of the dead person's personality, without real sentience or drive. They sometimes coalesce into tangible figures that wander the streets, babbling nonsense and eating rocks for subsistence (it is implied that this phenomenon accounts for a good deal of the homeless people in Los Angeles). Non-tangible ghosts can be captured and bottled, and are bought and sold like drugs by people who are addicted to the power that comes from ingesting them.
* Expiration Date, meaning what Soldier did made their situation a lot worse.
* Expiration Date revolves around a secret subculture who capture ghosts and inhale them to retain their youth. The trade in "smokes" as depicted bears a lot of resemblance to the covert trade in other things people inhale illicitly.
* Expiration Date: there is a passing reference to the protagonist's twin sister

trying to force him into bed.
* Expiry Date. One of the protagonists, Kieran, knows the day of his death - in fact, there's a permanent reminder on his wrist. But with creatures called Barcodes to defeat and schoolwork to be done, Kieran's life might be gone before he knows it.
* EXP is earned by winning battles and completing quests, but doesn't get taken into account towards levelling up until the party
* Explained by Lil'Jon to be the point of "Turn Down for What". While looking like
* explained by the fact that elves are inherently magical, but are weak on the mechanical side — to compensate for this weakness, they poured all their development of magical abilities into enhancing the mechanical and physical world. Humans are inherently mechanically/physically inclined, they compensate for their magical weak spot by pouring all their magical development into the natural things, like the elements, and controlling dragons. Magnify this single-minded focus of development over hundreds of years, and you get humans whose magic controls the elements (even though humans are by nature mechanically inclined) and elves whose magic enhances mechanical objects (even though elves are by nature more nature/element inclined).
* explained his tongue-in-cheek theory, trad-Catholic homeschooling family trapped in a sterile Protestant suburb".
* Explained in some potentially canonical source or another as being the result of
* Explained in the sequel. Apparently users wear haptic feedback gloves when interacting with holographic displays which both detect the coordinates of the users digits in relation to the holograms and provide resistance for buttons and such. Of course, these are difficult to clean and maintain, so heavy users get the feedback sensors implanted under their skin.
* Explained in the show that, for the first six months (roughly a year in the books), the sire and the fledgling don't feel animosity towards each other. This is likely so that a young vampire can learn all he needs to know before being forced to live on his own.
* explained), is still recognized as an old-timey synonym for "prostitute".
* explained somewhat", when it is revealed that the tribbles are being thrown out onto him by people trying to identify which one is a bomb.
* explained [...] Thanks for your patience." But the toys have already started shipping.
* explained that it's not overused... because it's SCIENCE!: "According to Professor Warren Dow, authority on genetics, heredity and twins, 'Every human being on Earth has at least 20 doubles who look like him or her.'" (It may or may not surprise you to learn that Professor Dow's existence cannot be confirmed, at least by cursory Internet research.)
* Explain, Explain... Oh, Crap!: Someone talks about something and then gets shocked once the implications of what they're talking about hits them.
* Explain, Explain... Oh, Crap!: Someone talks about something before being horrified once the implications of what they're discussing dawns on them.
* Explain, Explain... Oh, Crap!, telling the chorus about the "strange sight" that is the bubbling, disintegrating piece of cloth she used to smear a "love potion" onto a shirt she just gave her husband.
* explaining about it to Andrew, who finds the idea messy and concerning, much like a child. Oddly, Andrew gets stuck on the idea that because only one sperm is able to fertilize the egg, the rest all die.
* explaining just how stupid and desperate the tactic was. All Honorverse ships include numerous conventional sensors, radar, lidar, passive EM and IR detectors of all kinds; any one of which could have seen Honor coming from light-minutes away. Her trick worked simply because her enemy's sensor-techs were too lazy and trusting to check anything but their gravitic sensors, and apparently they had no automated monitoring systems.
* explaining that the Red and Blue soldiers are actually simulation troopers meant to test Freelancer troops against a myriad of mad situations and everything they were subjected to in Blood Gulch was in fact a controlled situation they weren't

meant to understand.
* explaining the gag to Crow and Tom using an actual plank. While Mike was close to tears about the gag, the bots where... less than amused.
* explaining them, as in the above examples (the ones from the first half of the act were simply read off the cue cards, followed by an awkward pause, followed by the next joke).
* "Explaining the Urban Fantasy Masquerade" goes into great detail as to why the presence of an appropriate Masquerade Motivator is necessary as a motivating force for a Masquerade. He suggests two types of Masquerade Motivators: 1) a big scary thing that wants to murder all the super-people and has the power to easily do so 2) a higher authority, a god-like figure, that works to keep humans from being affected by magic.
* explaining why paper explodes by filming it through a microscopic lens at high speeds. What effectively happens is as the press comes down the fibers in the stack of paper tear one by one, until there's not enough left to "resist" the pressure and the remainder all tear at once, creating the loud bang and sending everything flying.
* Explaining Your Power to the Enemy: One-way stupidity screws you over is by telling your enemy how your abilities work and what weakens them.
* Explaining Your Power to the Enemy: The character makes the mistake of telling their opponent how their powers work, letting the enemy know how they can weaken them.
* Explaining Your Power to the Enemy, they didn't really say anything that could make the good guys pick up on a weakness. They had to figure that stuff out on their own.
* Explaining Your Power to the Enemy: When a character's power is spelled out by that character, rather than made clear through visual representation.
* explain memetic evolution without referring to the word "meme" once.
* explains here, the fuel-hog reputation of the Abrams is also somewhat overblown. Part of the reason the tank drank fuel was that earlier variants of the Abrams lacked a reliable and robust auxiliary motor, meaning that to keep the tank parked but the electronics (like radios and so on) powered up required running the main engine, even while you're settling down somewhere for the night. This is also why, as noted above, the tank consumed the same amount of fuel whether it was parked or rolling. Because the military was footing the fuel bill and could supply it reliably, the crew generally weren't too concerned about this. Eventually, a suitable auxiliary power unit mounted on the turret bustle was designed and installed, and the bustle rack was extended to mitigate the loss in space for the crew's personal gear.
* explains her plan for revenge upon Vaarsuvius. Explaining the plan is, in fact, part of the plan.
* explains in a Tumblr post character Sally Pride's last name isn't just a play on the word for a group of lions. Whether future writers will make this a part of her character remains to be seen.
* explains why in any organization or committee it's always the asshole who is in charge.
* explain the above quote Matt was referencing, so comments along the lines of "X is a reference to Y. Or, it could be a reference to Z." were fairly common. It's not surprising that he didn't think too highly of the site.
* Explain WHY the entry scared you. Try to convey your sense of fear to your readers. Avoid putting up
* Explanation , they are all undoubtedly badass. Vampiric and magic powers, experienced in intense combat, and easily able to keep up with the Belmonts.
* explanation, was very proud of inventing a more compelling reason the message was lost, as Tony's gang very nearly rapes the messenger.
* Explicitely mentioned during the Teachers Argument song in the musical Fame, with one of the teachers pointing out that not all of their students have what it takes to be great stars, and some are only good for carrying spears. The argument is over whether Tyrone is the former or the latter.

* explicitly as being uninhabitable for at least a year past that point.
* Explicitly averted, or for the moment very explicitly attempted, by Kieron Gillen on his run in
* Explicitly described by many readers and writers as an essential mark of the genre, distinguishing it from other love stories. Abbreviated HEA.
* explicitly forbid listening to music, with such sentence being essentially torture for him.
* Explicitly invoked, but averted (with tragic consequences for the scrupulous barber), in
* Explicitly invoked by a sample of a crazed preacher, midway through "Static" in
* Explicitly invoked, in the Haunted Art Gallery. The painting is apparently an Escher drawing, which has links to other artworks ...
* Explicitly invoked to explain the Huarong Valley incident: the victorious naval commander Zhou Yu reveals to his lord Sun Quan that he set up the pursuit so that Cao Cao would be chased into the forces of Sun Quan's nominal ally Liu Bei, intending for Cao Cao's successors to blame Liu Bei for his death and primarily target Liu Bei's force, leaving Sun Quan's force free to operate more freely. However, Liu Bei's military advisor Zhuge Liang revealed this plot to his lord, and that he'd deliberately left Guan Yu on that route
* Explicitly made into a game mechanic in the obscure superhero parody
* explicitly makes a similar comment about Revan, but that later turned out to be the True Sith, members of the order that fled into solitude sometime around or before the Great Hyperspace War.
* Explicitly mentioned as a problem for many wizards in the series, since their very-much-extended lifespan puts most relationships with normal humans into
* Explicitly pointed out in the case of Summoners, like Caro or Corona. The latter of which, in a 1-on-1 tournament, decided to rectify this issue by using her golem-manipulation magic on her own body, allowing her to copy the physical fighting techniques of close-combat mages despite not actually knowing said techniques. This almost works (her opponent is taken by surprise and she gets a few good hits in), but the copied techniques are all very predictable, and her opponent learns to dodge them and still knocks her out.
* Explicitly referenced in the one where Homer gets a job writing fortune cookie fortunes: one he pitches is "You will be aroused by a shampoo commercial" - the owner pauses, says that's not bad, then gives him the job.
* explicitly removed (though notice the subtitles include 'masturbation')
* Explicitly spelled out in the final battle between Liu Kang and Shang Tsung in
* Explicitly subverted again years later in the single "Your Body" from her following album Lotus
* explicitly. Such ads may also claim that "supplies are limited," "going fast," or "running out."
* explicitly told with a couple bursts from her P90 at the same range — then cut the rope holding it up with a single bullet.
* Explicitly used, but that's only used to scope out the surroundings and figure out how to proceed - it won't protect you as you move.
* Explicit mention is made of the use of other languages within other star nations. For example, the Andermani speak German and San Martin spoke Spanish until the Republic of Haven came in. Most language issues are handwaved due to good translation software.
* explicit protection. Effectively setting a murderer loose in a building full of helpless children and then preventing anyone from stopping the killing, putatively to teach a moral lesson.
* Explicit RC information means the audience tends to settle onto an agreed 'canon'. and writers typically adjust their writing to appeal to this. MC audiences are not able to, giving writers maximum flexibility.
* explode. Admittedly, the explosions are very tiny, but pistol shrimp use the effect to stun and sometimes kill small fish.
* explode, albeit without much force. The game in question is called Exploding Snap.

* exploded, broke down the surrounding mountains and used the rocks to fill up the pass.
* exploded in flames after stalling and being rear-ended by another race car. Luckily, Reindler got out largely unhurt.
* exploded was also one of the first examples of a traditional European royal army adopting traits of the standing army model that would come to dominate in the early modern era.
* explode gave it the Noise resistance it needs to get close enough to Meteor G for Mega Man to jump from WAZA's Dynamic Station through the rocket into the Meteor Server.
* explode. He also seemed to have a thing for coconuts in his introductory story/episode.
* explode into an enormous fireball exhaust, meaning the shot was considered impossible until Luke (who is a Force sensitive) somehow managed to do it.
* explode into fireballs upon defeat. It's a flashy way to get rid of a monster without more expensive post-editing effects.
* Explodemon has the title character talk entirely in Intentional Engrish For Funny. Made all the funnier by the fact that everyone else doesn't.
* explode) not only lead to the return of this block, but it also lead the creation of the Respawn Anchor, a block made out of crying obsidian that allows players to set their spawn point in The Nether.
* explode of these Planes), even more so than they want to kill the denizens of the other similar Planes. There's an entire plane of pure chaos, where only a strong mind can allow you to impose a small bubble of order around yourself to survive in. Even the relatively benign residents of some of the Planes may attack you if you have a different alignment, or if you violate some obscure rule of behavior that you have no way of knowing about.
* explode per se, any hit from a heavy weapon to the rear of the vehicle could flood the passenger compartment with flammable liquid, barbecuing ten poor Slavic bastards inside with no way out.
* Exploder. If the player controlling it attacks, neither player is hurt.
* explodes a wine glass in her hand in frustration, then rubs the resulting blood in her hair.
* explodes, leaving no sign but her glasses floating on the water. Did we just see our first actual human death in the anime?
* explode someone's neck while they were asleep would cause their head to pop off and fly across the room.
* explodes on a trumpet while Squidward lays on the ground and everyone else mourns.
* explodes. Then she cooks and eats the eggs, because, hey, it's not like they'd survive after their parent exploded.
* explodes. The whole sequence had a very forced, weird atmosphere about it. Particularly if one had seen the "real" Honey in the Bosko cartoons, who basically just prances around going "La, la, la!"
* explode when killed or if they reach a unit, killing any nearby units. You get the Fuel Launcher which has an extremely long range and covers them in fuel, greatly slowing them down.
* explode while inside them isn't enough to do an Abrams in, It'll just get turned into a fireball shooting upwards and out of the tank - without harming anyone/anything inside.
* Exploding Calendar has done a gag at some point or another, making the joke a trope of its own.
* Exploding Calendar, where the butler is desperately trying to stop the pages from flying off the calendar.
* Exploding Fish Tanks: If an aquarium is shown at any point, the aquarium will inevitably be destroyed.
* exploding heads are implied to be the result of a blood seal rebound.
* exploding in a mushroom cloud when he hits the bottom. It did happen to a few other characters throughout the series, too.

* exploding in a shower of blood. Additionally, if Culling Blade is used in that manner, it does not go on cooldown and you gain a speed boost, potentially allowing you to dunk several enemies in succession.
* "Exploding Nazi Heads" seems to be a running gag in the series now. In the 2009 sequel, after defeating the
* Exploding Ring Match, a hardcore match in a ring rigged with explosives on a timer. In some versions the idea is to finish the match before the timer runs out and detonates the ring (although this does not necessarily end the match!), while in others the explosives are concentrated in a specific area, with the wrestlers struggling not to get pushed onto it. Frequently combined with the barbed wire match.
* exploding whale incident in Oregon. This took place in 1970, long before Barry wrote about it, but it's through his article that most people know about it.
* exploding whatever they hit in a later episode. And on a couple occasions Team Rocket have also shrugged off electric shocks after being zapped by Pikachu so many times, with Meowth even making use of his Pikachu-induced shockproofing once.
* exploit a certain loophole Cie'th. This effectively means that if the fal'Cie need an undead army on the spot and you happen to be in the wrong place at the wrong time — enjoy your eternal suffering as a shambling monster without any input or means of preventing it whatsoever!
* Exploitation Film: A film with excessive violence or sex for no real reason
* Exploitation Film, allowing her to ultimately take revenge against her tormentors.
* Exploitation Film: Examples existed in earlier decades, but the genre is associated most with the 1970s, when entire new subgenres came into existence, like biker movies, cannibal movies, nunsploitation movies, slasher films, etc.
* Exploitation Film features a drug dealer who goes by the name Santa Claus. He uses a toy store as a front for his illegal operations.
* Exploitation Film like David DeCoteau and Fred Olen Ray becoming prolific Lifetime movie directors in recent years.
* Exploitation Films. However many of them were just excuses to display more explicit content (namely nudity) than the major studios yet allowed at the time (this being the pre-Code era).
* Exploitation Film shows a young woman kill an attempted rapist with a straight razor and stuff his body into a trunk.
* Exploitation Films in that the film crew protagonists prove to be more savage than the tribe that they are filming!
* Exploitation Now between Jordan and Jones when the latter is attempting to assassinate her.
* Exploitation Now did conclude the main plotline of Jordan and the organization she was fighting against, the comic ends just a few pages after the final battle without addressing what happens after.
* Exploitation Now, has a cybernetic left arm with a built-in plasma cannon.
* Exploitation Now hit this in the later half of Act 3. While the first half has some solid backstory and a bit of development of Bush and Jordan as well as setting up some possible threads for Bimbo and Ralph, the latter half is an extended cliche tentacle monster/magical girl parody connected more to the ultimately unused Babylon Jones while Bimbo and Ralph mostly just complain about their lack of panel time. It does have its humor, but in terms of plot progression, nothing of importance happens.
* Exploitation Now lost her left arm in a car accident when she was little. And replaced it with a mechanical one armed with all sort of gadgets.
* Exploitation Now. The author even lampshades it in the comic with the former two characters who started the series.
* Exploitation Now: When picking up Bimbo's sister Bush from the nunnery, Ralph wandered off for a bit and came back looking disheveled. One of the girls' theories as to how that happened was that a near-sighted priest lost his glasses and mistook for a choir boy.
* Exploitation of the cube squared law was the driving factor of the race to build

the largest luxury liners that dominated ship building from the late 1800s to the 1930s. As a liner's size increases, the amount of free space to devote to more rooms (and thus more paying passengers) increases much faster than need to expand both common rooms and machinery necessary to propel the ship. However this was also a driving factor behind the Titanic Disaster. Laws at the time required lifeboats based off of tonnage rather than total number of people the ship carried. The proportions specified in the law were calculated assuming much smaller vessels, which meant far less efficient use of tonnage. When super ships like the Titanic rolled around, the law's requirements for lifeboats were horribly behind actual passenger capacity.
* exploitation of the war game software to cause mass casualties to Blue. While Van Riper claimed that this proved that the war games were rigged, the intent of the challenge was to test capability in an accurate situation and provide two weeks' worth of training and data that a loss on day one would completely waste. Van Riper's "tactics" did not actually match Iran's capabilities of the time (such as equipping small speedboats with missiles they were physically incapable of carrying), making all of his data garbage.
* exploitative of audience familiarity with the actor's real life situation (
* Exploited) are inherently uncool and lame, therefore anything they like must be just as uncool and lame as they are.
* Exploited. As Paul's Grandfather is gambling at the Le Cercle club, he runs out of money. So he writes a "tab" on a piece of paper, puts on a plate, and he places a napkin on his arm and walks over to a patron, who "pays" him. He then uses the money to get back in the game.
* Exploited by Candace in the movie, where she attempts to get her mom to see outside where
* Exploited by Douglas "Wrong Way" Corrigan, who claimed to have managed to fly across the Atlantic Ocean from America to Ireland without knowing he was doing it until he looked down about three-quarters of the way to Ireland. Corrigan, who had formerly worked as a mechanic for Charles Lindbergh's Trans-Atlantic flight, had actually dreamed of following in his hero's footsteps. However, the home-modified plane in which he had hoped to carry out the flight was deemed so unsafe by the Bureau of Air Commerce that they would only approve flights within the continental United States. Thus, while carrying out a flight plan that should have taken him from New York to California, Corrigan disappeared while flying
* Exploited by grabbing an orange, which the Ghost Writer realizes too late that he can't rhyme with anything. The episode, by the way, ends with Walker taunting Ghost Writer (now safely imprisoned in Ghost Jail) by offering him an orange.
* Exploited by hunting for the mass signature of its drive singularity.
* Exploited by Kunoichi, or female ninja. It was all to easy to manipulate stressed officers to reveal vital information with just a promise of a pleasurable night.
* Exploited by Madame Gao. Her "Steel Serpent" heroin is packaged and delivered by blind Chinese people.
* Exploited by Madara Uchiha. After his fateful duel and defeat at Hashirama's hands, he knew that Tobirama would preserve his corpse to give him a proper burial out of respect. When he makes his return to wreak havoc among the Shinobi Allied forces, he explains to the heroes that, had they destroyed his body, he wouldn't have been able to use the time-delayed Izanagi to resurrect himself.
* Exploited by the children in "The Wacky Molestation Adventure", who call the cops and claim their parents molested them, just to have them taken away and live in freedom. The town turns into a post-apocalyptic hellscape within a matter of days.
* Exploited by the webslinger in a later issue when someone needs to talk to him, and he takes them to chat over fries in a fairly public downtown diner. He's not remotely worried about being recognized as the real Spider-Man, and when his confidant questions this, Spidey provides a perfect demonstration:
* Exploited character, aware that a trope will occur (or is occurring), uses it to their advantage. If the trope is not yet in effect, the character who Exploits it may Invoke it in the process.

* Exploited. Corporal Strappi tries to humiliate Polly by "sparring" with the new recruit, fully expecting her to be unfamiliar with real swordfighting and try to hit his weapon. Polly understands this, and also knows she knows nothing about sword-fighting, so she gives him a headbutt instead.
* Exploited in "Gi-Ants" when Doofenshmirtz makes a Turkey-inator to turn things into giant roasted turkeys, so once everyone eats the turkey, the effect of tryptophan will tire them out and Doofenshmirtz can take over the Tri-State Area.
* Exploited in "Personal Politics": the suspect asks to speak with his lawyer, but the detectives say that there's no need to get a lawyer involved, they just need him to explain his alibi. Wanting to appear helpful, he does so — and then the detectives immediately tear the alibi apart, having previously questioned the other people involved, and merely needing him to either confess or get caught in an obvious lie.
* Exploited purposes by simply disabling the ignition on the car of someone who's already paranoid (either thanks to Mike or because they're in a dangerous line of work to begin with).
* exploited result in one of them being moved to a different store (and more likely would result in Stuart, who hates Cooper, firing him), Cooper enlists the help of his black friend to pose as (the also black) Val's boyfriend Rick Cooper to make it look like Josh was mistaken about Cooper and Val.
* exploited Since many Biblical literalists haven't actually read the Bible, you can go ask them "Do you really believe in [crazy thing that wasn't in the Bible but sounds a bit like it might have been]?" and they'll answer "Yes."
* Exploited sneaks up behind the building and fires his gun into the ground. The noise makes the criminals panic and kill each other.
* Exploited story "A Gutted World". As losses mount in a war with the Klingons and Federation, the military blames the Tal Shiar for giving them bad intelligence while the Tal Shiar thinks the military are just too arrogant to listen to their advice. Neither side realizes go-between Koval has been replaced by a Changeling who ensures a lack of communication to drag the war out longer to set up a Dominion invasion.
* Exploited system by adding red dye to poison bottles to disguise them as healing potions.
* Exploited, that monetizes the trope by stalking waitresses then selling their personal info to male admirers.
* Exploited. The opening heist involves female thief Laure seducing a woman in a bathroom stall, slowly dropping her jewelry as she undresses her. Unbeknownst to the woman, Laure's accomplice is hiding in the next stall, deftly switching out her jewels for lookalikes.
* Exploited: They also have a "bear druid riding a bear while summoning bears"
* exploited this to his advantage: He had put Mata Nui to sleep, but a group of Toa heroes were destined to wake him up again. Rather than try to stop the heroes at all costs, he arranged things so that reviving Mata Nui could give him even more power.
* Exploited) to chase them and they all converge in the gallery, where a bunch of crooks planning to steal a priceless painting are caught in the act.
* Exploited Trope: A character is aware of a trope and tries to take advantage of it.
* Exploited Trope. A combat engineer from XCOM, whom everyone knows for his dirty jokes, when separated from the rest of XCOM, broadcasts a coded distress signal. Another XCOM radio tech easily picks up on this, telling his CO that said signal "looks like a cock and balls sir. Centered on the 69 megahertz bandwidth.".
* Exploited Trope enough to order his squad to dig into the rubble until he finds what's left of Zeta or is forced to realize he's been had...
* Exploited Trope episode "Mandatory Brunch Meeting", when in a riddle contest with (of course) the Riddler. The riddle she sets has the answer "I love you", and Riddler solves it instantly, but owing to Ed Nygma's suppressed feelings for her, he can't bring himself to actually say it.
* Exploited Trope Holt is undergoing an interrogation, with plenty of red stuff

smeared over an apron he's wearing. He leaves for a short conversation with someone else, telling his subject he'll be back after dealing with the subject's comrades. It's actually strawberry jam (he takes a bit off his apron to put on a cracker), and he returns to his subject after dipping his torture tools in more jam.
* Exploited, vanquisher of eeeevil", dumps them in his prototype flying machine, and drops them out of his airship, knowing full well Othar (and Tarvek by extension) will survive. He even calls out to Tarvek wanting to know how Othar gets out of that one.
* Exploited whom Corran Horn has infiltrated unexpectedly run into a New Republic fleet (including his home unit, the elite Rogue Squadron), he orders the other fighters with him to use their ion cannons on enemy fighters so the other side will be slowed down by search-and-rescue, allowing Corran and the others to escape.
* exploited, who plants the priceless Heart of the Ocean diamond on Jack, to frame him for stealing it in retaliation for having an affair with his fiance, Rose.
* Exploited, with Rick complaining that they can only do this a limited number of times.
* Exploited would take turns sitting in space faking serious damage (low power, leaking fuel, weapons and engines off) and sending out a distress signal then wait for the Jem'Hadar to come by looking for an easy kill, whereupon the other ship would decloak and blindside them.
* Exploiting physics glitches allows you to pull this off with ordinary wooden pallets and... small, plastic buckets in
* Exploiting the Fourth Wall: Characters use their access to metafictional elements to their advantage.
* Exploiting the Fourth Wall: Using the fourth wall for practical reasons.
* exploits", he gets Craig to bring his baby son with them when they investigate the alien-menace-of-the-week. His reasoning is that people are friendlier to someone with a baby, which is the same reason he travels with non-Time Lords.
* exploits this in order to seduce women. He even tries picking a girl up by just walking up to her and saying, "Daddy's home."
* exploits this trope by bringing Mr. Curtain ribbons to use as bookmarks for his journal. Mr. Curtain is flattered, considering it to be "a proper attention that had been lacking."
* exploits this trope once by using leftover Christmas wreaths to pretend to build a display in the middle of the summer just to see customers' heads explode.
* Explored also in the episode where Kes is traveling backwards in time, so we see an alternate future where Kes is married to Tom Paris while his friend Harry Kim is married to Kes's daughter.
* Explored. Averted in the case of the signal lights; the investigators wonder if they might have been green instead of red due to a mechanical fault, but an electrical engineer notes that "a fault does not give a positive green light to any situation … if there was a fault … it would have forced everything to go to red." Sadly played straight with the dead man's pedal (see the Real Life section below), which is believed to have contributed to the accident.
* Explored in employing him in the past. By the end of the story, the charges have been dropped, but the rest of Class 1-A knows that he committed some terrible crime, even if they don't know the details. Even Ejirou has lost faith in him.
* Explorer-class vessels. Their task was to travel to unexplored systems, identify those worth permanently occupying, and deploy jumpgates. They were several miles long, and so broad the pylons of the Babylon 5 jumpgate had to be spread wider than normal to create a jump point large enough for them.
* Explorer Designed to travel space and study whatever may be found, being used to survey new stars, planets, and any scientific phenomena. Depending on the ship, it may or may not have any experimental super science capabilities. Some Explorer craft lack dedicated research labs, instead carrying equipment needed for preliminary study. Others may be large or advanced enough for such accommodations.
* Explorer Horror; minimalist storytelling that largely relies on atmosphere and surrealism.
* Explorer Horror: Video game genre in which the player goes through a horror story

with emphasis on exploration, puzzle-solving and atmosphere over fighting enemies.
* Explorer Marco Polo experienced this. He left home at 17 to explore Asia with his father and uncle and didn't return for almost 25 years. He barely spoke his own language anymore and of the family that was still alive, most of them thought he was already dead or didn't recognize him.
* Explorers features a trio of kids who manage to build a spaceship, and then boldly set off to hunt for aliens.
* Explorers of Gor's village, where his friends have been captured and are being kept to be eaten. Once the ants invade, the cannibals are too busy trying to avoid being eaten to stop Tarl's rescue. The cannibals end up eaten.
* Explorers of Sky, and laugh as your weakest moves tear foes a new one (and your strongest moves become downright mean).
* Explorers Of Souls, the Pikachu that she first meets has no interest in adventuring or becoming her compadre.
* Explorers on the Moon has a few all-text panels headed "Extract from the Log Book by Professor Calculus."
* Explorers on the Moon. In the view of "our good old Earth, seen from over 6,000 miles", South America and Africa are the most visible continents; Europe is obscured from readers by a protruding periscope.
* Explorers on the Moon, the bumbling detectives Thomson and Thompson walk around the moon's surface and soon, to their surprise (since this expedition marks the first time men set foot on the moon) find footprints and promptly radio the rest of the crew. When told it's likely their own tracks, they reminisce about the desert episode.
* Explorers on the Moon, when Captain Haddock is explained by Prof. Calculus how the Moon Rocket will turn around before landing, he ends up concluding that "It is exactly like during take off, except that it is the complete opposite".
* Explorers, the Guildmaster's right-hand man will take battle damage in lieu of his boss whenever his positioning allows him to.
* Explorers, the little force field ball that Wolfgang creates does this when his cat jumps on the keyboard, destroying half the basement.
* Explorers, the three kids meet aliens who pick up English from watching television. One alien did a better job than the other, so the latter communicates by speaking in TV catch phrases and clips from old black-and-white TV broadcasts.
* Explorers, the three kids meet aliens who pick up English from watching television. One did a better job than the other so the latter communicates by speaking out TV catchphrases and clips from old black-and-white TV recordings, including this one.
* Explorers to the bully and his friends beating the crap out of him and the bully mentioning that, since he doesn't understand what 'elephantiasis' means, he's just gonna have to take it was a very rude insult and punish the main character... by nearly breaking his nose and then holding him down so he can drool on him.
* Explorer, who has fun by immersing in a large and detailed fictional world.
* explores parallel time and the Timesweepers who have to clean up the messes left by previous time-travelers while fighting off others who don't want the extant lines cleaned up.
* explore the city and quickly became good friends, but as Elise was forbidden from leaving the castle grounds without a chaperone following this incident, they didn't re-encounter one another for several more years, after Effie joined the royal knights and entered Elise's service. They still consider the other to be their best friend, and Effie is incredibly devoted to Elise.
* Exploring Calvin and Hobbes, Watterson recollects a storyline that he scrapped involving Calvin meeting a kid on the playground who was supposed to be even weirder than him. The story never clicked with either himself or his wife, and he ended up tossing it (a rare occurrence, given the lost time rewriting material to keep ahead of deadlines). Later, he realized that the character essentially changed Calvin's role in the strip, making him seem more normal and less of an outsider.
* Exploring island no. 5, the voyagers discover a large plain with many hoof marks, and each mark is "as large as the sail of a ship". They also see nut shells

of unusual size and a lot of "plunder". They become scared and go back to their ship; as they sail away, they observe a crowd of gigantic people approaching the island over the sea, who proceed to put on a horse-race (with equally gigantic horses) on the island. There is no explanation for these happenings, except that the voyagers feel sure that the giants are demons, and accordingly
* Exploring the consequences of making Amy and Rory part-time companions.
* Explosion, contrasting with the sheer destructiveness of this power. May occasionally come in form of beautiful fireworks, which combines this with Light.
* Explosions happen all the time on the show. In one episode, Kermit admits that explosions are one of their trademarks. And if something isn't going to explode on its own, there's always
* Explosion shockwaves in space. Possible for faster ships to escape
* Explosions in Space: Something explodes in space in an unrealistic way.
* Explosions in the rest of the series, however, are particularly deadly. Since the entire point of the game is to push your enemies off the screen, push-away explosions become very useful. AND they do tons of damage.
* explosive battery issues, was also known as "Samsung Galaxy ISIS" or "Samsung Galaxy Allahu Akbar".
* Explosive Breeder: An animal that is capable of giving birth to numerous offspring at once.
* Explosive Breeders, but for being able to tolerate sunlight and consume fresh meat. As such, more advanced ghouls detest them.
* Explosive Breeder that determines how fast a population grows. Mathematically, having a breeding female live forever will do less to increase birth rates than having her produce a daughter (who'll breed early in turn) slightly sooner.
* Explosive Cigar. Unfortunately, Laughing Larry gave the cigar to an innocent man. The killer felt deeply guilty and even tried to stop the man before it blew up and killed him, and was willing to pay for his crime, so long as he knew that Laughing Larry would never laugh again.
* Explosive Cigar: You offer someone a cigar, but after it's lit, it makes a small explosion.
* Explosive Decompression accident, the fourth diver practically exploded when the diving bell was opened accidentally. The pieces were then sucked out and ejected, with one piece landing atop the oil derrick some 30 feet above the accident site.
* Explosive Decompression: A sudden shift in pressure makes you blow up.
* Explosive Decompression: Being in space without a spacesuit makes you explode.
* Explosive Decompression happened frequently in this movie, which opened with an anonymous character exploding inside his space-suit; the same occurs to another character later on. Another is exposed more slowly in a space-elevator and is afterward shown simply with his guts exploded.... so it seems the film tried to preserve
* Explosive Decompression: People don't actually explode in the vacuum of space.
* Explosive decompression why you can open the bay doors when your hand, because of your Pip-Boy, is clearly exposed.
* Explosive Demon Wave turned East City and Papaya Island into flattened wastelands, and it nearly kills Imperfect Cell after Piccolo fuses with Kami.
* explosive. Doubly subverted when Starfire happens to be allergic to a rare mineral the bomb is made out of and is used to find its location.
* Explosive Leash: Keeping prisoners in line with a collar that can kill.
* Explosive Leash: Someone has a collar forced onto them that will kill or torture them if they try to defy the one enslaving them.
* Explosive Leash", though it's possible for a very crafty player to make it out with all the treasure.
* Explosive Leash: Where a bomb is attached to a prisoner while they carry out a dangerous mission.
* explosive leaves him on the ground in the epicenter of a crater, but visibly just covered in dirt and a few scuffs.
* "explosive" materials under various cargo transportation guidelines.
* explosive missiles. When Marge points out how dangerous it is, Homer claims it's

perfectly safe, but is stabbed, zapped, and shot by the toy.
* Explosive Overclocking: Increasing power to dangerous levels to boost speed or performance, causing a device to self-destruct (or close to it).
* Explosive Overclocking: pushing the Phlebotinum beyond its safety limits can be hazardous.
* Explosive Overclocking ramming the target. For naval ships, for instance, this means pushing your ship to speeds that will probably wreck your own ship in short order, but since you're about to wreck it anyway...
* explosive overreactions. Out of all the villains, he's probably the nicest.
* explosive runes, which creates a magical writing which explodes when read. You can set some condition for non-triggering it, making it both versions of this trope at once.
* Explosives being lodged in living soldiers is a fairly common problem in modern warfare. Sometimes the doctors risk their lives, others are left to die from the wounds because it risks the lives of many other injured men and doctors who could save far more lives. At least one case involved a surgeon wearing
* explosivesky. There are also usually background relationships of Ruby/Weiss, Jaune/Pyrrha, and Sun/Neptune, but they don't get much focus. Sometimes the background pairings are shuffled around.
* explosive structure flufftext also described that the MMM-only launchers came about because electronic countermeasures were just too good for individual missiles to penetrate: for the same mass, a single hard-hitting missile would almost inevitably be jammed, spoofed, blinded, or otherwise overcome but a salvo had a pretty good chance of enough making it through to have an impact.
* Explosive Stupidity: Someone blows themselves up by mishandling explosives.
* Explosive Stupidity: When you leave explosives in the hands of idiots, they'll get themselves killed in the process.
* Ex-Police Commissioner/FBI Agent Anna Devane is probably the most prominent one in law enforcement.
* Exponential Idle: You can watch an ad to temporarily increase the value of dt by 50% or buy the Permanent Ad Reward and all achievements related to them.
* exponentially Scientologists who buy the book, most buy multiple copies.
* Exponential Plot Delay: When the real plot moves briskly at the beginning before slowing to a crawl.
* Exponential PotentialAs you level up, you get so many spells that gameplay starts getting confusing.
* Export Save: Keeping progress with a more often than not ridiculously long save file that is expected to be copy-pasted or exported-then-imported from a .txt file.
* Exposé's only #1 hit wasn't "Point of No Return" or "Come Go With Me"(both peaking at #5), but rather "Seasons Change".
* "Exposé": The episode begins with the deaths of Nikki and Paulo. As the other survivors try to discover what killed them, we are treated to flashbacks, gradually approaching the present day. It turns out that they're NOT dead, just in a severe state of paralysis from a spider bite. Their friends don't know this though, and bury their fellow castaways alive.
* Exposed Animal Bellybutton: Cartoon animals with humanlike belly buttons.
* exposed to lethal radiation regenerate an entire flatworm, if said cell has a scaffold on which to grow (the dying adult).
* Exposed to the Elements: Barbarian attire oftens seems to ignore the climate they live in.
* Exposed to the Elements can stop arrows but isn't rated for below-freezing temperatures...
* Exposed to the Elements: Characters are underdressed for cold weather, but this is ignored.
* Exposed to the Elements: In reality, clothing inappropriate to the elements can prove harmful or fatal.
* expose Lila as a led to her being ostracized until she transferred to a new school, and while she swears that she's done with that drama, she still feels guilty over not being able to convince anyone to listen to her. Even with Tikki,

Adrien, and her newfound friends reassuring her, it takes time for her to accept that she can't save those who reject her help.
* expose their panties while playing will fall victim to this trope for some people. Cheerleaders, figure skaters, tennis players...
* exposing his internal organs but causing not a drop of blood to flow.
* Expositing the Masquerade: Turns out these folks knew about the weird stuff all along.
* Exposition Already Covered: A character is about to explain something but another character beats them to it, much to their frustration.
* Exposition Already Covered: A character tries to explain something, but finds to their frustration that someone else already beat them to it.
* Exposition Break, is revealed to be dead in a movie sphere that can be collected on a bonus mission.
* Exposition Cut - One character gets required information, but we don't need to hear it, so we don't.
* Exposition Diagram: A diagram is set up to explain the upcoming plan.
* Exposition: Dialog informs other characters, and also the audience, of key information.
* Exposition Girl. She, like Kankri, is almost a parody of this trope.
* Exposition Party: Characters gather at a party as an excuse to drop exposition.
* Exposition Victim: Upon finding out who the killer is, the character speaks to them instead of fighting or running away.
* Expository Delay, where the explosion is delayed just long enough for the audience to be shown the trigger that causes the explosion.
* Expository Hairstyle Change: Hairstyle change signals a characterization change
* expository text mentions the Great Solar Flare, which caused the collapse of civilization in the 21st century and its eventual rebuilding into the somewhat less uptight version seen in Buck's time period.
* Expository Theme Tune are sapient because "their genes have been spliced". With what is never explained.
* Expository Theme Tune, Furrball is minding his own business sniffing a flower and suddenly gets hit by a piano from nowhere.
* Expository Theme Tune Gordon is shown in the army peeling potatoes; this is basically what he did during his entire tour.
* Expository Theme Tune: The theme tune explains the premise of the show.
* Expospeak Gag. Aperture Science tends to give everything they produce a convoluted title preceded by their own name, which culminates in this:
* Expospeak Gag: Using big words to describe things usually spoken in layman's terms.
* Expo Speak translation. It's anyone's guess how much is due to different parts of the studio audience responding to different terms, and how much is the editors using a laugh track to simulate this effect.
* Exposure of Immortality: When a character in a work is immortal, he is often either perceived to be normal or actively trying to be perceived as such. Sometimes, these characters will need to out themselves to the world at large in order to prove the existence of the supernatural to doubters and deal with a greater threat. Sometimes, they just want to prove it. And sometimes, they're exposed by others deliberately; either to reveal their True Nature and bring about their downfall or during the course of a mundane investigation that uncovers their secret.
* Exposure. They even adopt their trademark uniforms because their clothes were shredded to nothing, and even they don't last long.
* Exposure to Krypton's native environmental conditions weaken and at first even incapacitate Superman.
* exposure to various ancient powers, they can literally "ascend" and become godlike beings — many of the lesser gods are known as Ascendants and were once mortal.
* Express Delivery: A creature is able to give birth immediately after becoming pregnant.

* Express Delivery: A pregnancy that develops at an abnormally fast pace, commonly because of some supernatural reason
* Express Delivery: A unusually short (full-term) pregnancy vs. an unusually long one.
* express disappointment at the fact that they are unavailable — "That's a pity";
* expressed a refusal to evolve (see below), Dedenne can't evolve, and Axew leaves the cast before he can evolve. Goh's Scorbunny broke this pattern by evolving into Raboot within 15 episodes of his debut.
* expressed fondness series, while simultaneously being disturbed by it.
* expressing concern over the conditions in the beautiful princess' cell, I will immediately transfer him to a less people-oriented position.
* expressing desire to become the seat of a bicycle; another one, achieved through "found poetry", is named "I Ejaculated On a Lever") and Mamonas Assassinas (who also had a "found poetry" song about what soap does to your pubic hair, and had one song consisting on just dirty "facts" about animals).
* Expressing Myself My Own Way to this, since by themselves penguins do look all the same.
* Expressionism, and focus on cinematically recreating a character's unstable state of mind, sparked many of the ideas associated with German Expressionism as a film genre.
* Expressionless Face Girl And Emotional Face Boy. Kashiwada is a stoic girl who is unable to make facial expressions to signify how she felt. As such, her classmate Oota becomes obsessed with trying to invoke a response from her.
* Expression seekers derive pleasure from creating something that is uniquely their own. They desire characterization and customization options and the chance to leave their mark on the world their characters find themselves in. They are frustrated by games that deny them the ability to create unique characters and by campaigns that don't permit them to leave lasting legacies.
* Expressions, like "a metric crapload" fall on this category. Such unit does not, of course, exist, but everyone has
* Expressive Hair as it droops when she's depressed or standing up when she's nervous or excited.
* Expressive Hair: Hair that is independently mobile and responsive to mood
* Expressive Hair—hair that is independently mobile and responsive to mood
* Expressive Health Bar: Animations, sounds, etc that play when the player is low on health.
* Expressive high, responsive high; response's delay short, duration short.
* Expressive high, responsive low; response's delay short, duration long.
* Expressive low, responsive high; response's delay long, duration short.
* Expressive low, responsive low; response's delay long, duration long.
* Expressive Mask: Character wears a mask that is somehow still able to register their emotions.
* Expressive Mask: Someone wears a mask that is somehow still able to register their emotions.
* Expressive Skull: Skulls that can perform facial movements as if they had flesh and muscle. Typical in Halloween productions.
* expressive that he could easily be mistaken for an actual goblin creature and not just a disguised person.
* express joy in their new weapons... even as just before they turn out to be a bad choice.
* Express Lane Limit: Express lanes in grocery stores are nowadays mostly replaced by self-checkout.
* Express Lane Limit: Going one over is a standard "crime", especially in comedic works.
* Express Lane Limit ten items for the express lane. That doesn't quite fix the problems (again, the lane might not have been open in the first place), but points for trying.
* Express Lane Limit: When a customer tries to pay for more than the desired number

of items in the express lane.
* expressly because Sydney has won the bid to host the Olympic Games. The full title lyric, not given until halfway through the song, runs: "You gotta love this city / For its body and not its brain..."
* express satisfaction at the fact that they are available — "I'm glad";
* express sympathy if the circumstances are not pleasing — "I'm sorry".
* Ex-Prince Orm, the supervillain known as Ocean Master and the original Aquaman's evil brother, is
* EXP stands for "execution points," a measure for the amount of pain the player has inflicted upon others and LV stands for "Level of Violence," a measure of how capable the player is of hurting other people. Like in other RPGs, you gain EXP by killing monsters... but in this game, the monsters are just regular people who aren't especially out to hurt you, and killing them provokes an understandably negative reaction from others.
* Expy - a grungy, drunken, chain-smoking cynical battlemage right at home on the streets, duking it out with monsters. Quite apart from being the most overtly magical of all the Tokyo Response Team, his cinematic takes place in the most obviously urban setting, featuring him loafing around at a particularly grotty-looking pub and lighting his cigarettes with magic before getting into a fight with a demon in the bathroom.
* Expy, allowing him to utterly flatten everyone but Ochako who, while not as strong, has undergone similar training and has a more powerful version of her canon quirk. Izuku's proof that he's so powerful despite being Quirkless has Re-Destro declare that his death is the number one goal of the Meta Liberation Army.
* Expy are apparently constructs funded by the F.I.B to serve this purpose. The Count? Really a vampire.
* Expy Auton doll is clearly supposed to be one of the Troll dolls that were a big fad in the 70s, but with the design altered.
* Expy) bit his neck. As Supes has solar-powered blood, it didn't end well for the vampire.
* Expy, but she explains that she's a wholly original character, like "Ricky Rouse" or "Monald Muck".
* Expy, but takes on a cover as a logistical studies unit. One instance shows up when Kim, a Unit operator's wife goes to console another military wife friend, whose air cavalry husband is recently KIA. Her friend disdainfully pushes Kim away, because her husband is now a logistics clerk, so she isn't a "soldier's wife" and has no business consoling one.
* expy - by raising a local army in the alternate India, very, very far away from Albion, and attacking north, establishing supply lines across some of the most treacherous and dangerous terrain in the world. His idiotic plan instead triggers a Communist rebellion.
* Expy Cody Impossible, who ignites when exposed to oxygen, has no control over his fire, and feels it every agonizing moment of his life.
* Expy Coexistence: A parody or imitation of a copyrighted character is established to coexist with the character they are copying.
* Expy "Dandy for Candy" or "Old Maid" and the owner dismissing Fillmore's request to play something else. Poker is never mentioned as a possibility by either of them.
* Expy does this regarding his own huge nose to show up a less-clever rival's lame insult.
* Expy for his nemesis Captain Sunshine, about a "type of jack". When Sunshine can't unravel it, the answer is given by The Clue Clown's spring-loaded corpse erupting from the casket, with "a jack in the box" scrawled on a note pinned to his chest.
* Expy, he offered the Spell and 4 Monsters as a choice, knowing his brother would let him keep the one card that wasn't a monster.
* expy in danger, not the holodeck itself. Although, as usual, simply turning off the holodeck or altering the program to provide a more convenient resolution scenario are not available options, though at least the safeties do still work.

* Expy indicates that the company was founded as a result of Blackwater's breakup.
* Expy instead. Thanos hover thrones are possibly a nod to the originally intended reference.
* expy is another example, with pretty much the same vow as Red Sonja's if for completely different reasons. She is an allegorical figure of the virgin Knight of Chastity.
* Expy is a Sailor Moon fan who shows off his Sailor Moon underwear to Rini, which disgusts her.
* Expy, is based on Homer, claiming instead he is a composite character, based on his dad, Lisa's dad, and Maggie's dad.
* expy, is that he refuses to take on a case that doesn't interest and challenge him, even though he's leagues above the rest of the world's police.
* Expy (Lord Commander Solar Macharius), put the Spanish Inquisition (Imperial Inquisition) in charge of your platoon of red coat pith helmet-wearing Brits (Praetorians).
* expy loves to prank other gods by shaking their hands and biting them off.
* Expy named Flashstrika, whose Motor Drive ability allows him to run at great speeds.
* Expy of an earlier Hebrew Sun God, and that his long blond hair was symbolic of the sun's rays/corona. Hence, cutting it off took away his powers.
* Expy of Bond, has no weaknesses. The only way to kill him is to end the game with him in custody, where he’ll be blasted off into space with a rocket.
* Expy of Clarisse? (I haven't seen any of the works involved, so if this makes no sense for some reason...)
* Expy of Reno, the double casting across all languages is almost certainly intentional.
* expy of the Catacomb Necromancers, instead of fireballs, they now utilize sorcery.
* Expy of the Ilwrath Avenger in terms of speed and maneuverability that replaces its short-range flame weapon with a long-range (unguided) missile.
* expy of the last two seasons, could return after being killed, once a certain time period had elapsed. Worse, he could choose where he would reappear, and what his appearance would be, making him a de facto shapeshifter. His weaker enemy Duke could resurrect but not change his appearance.
* Expy of the Salty Spitoon, called the Tough Tavern, appears. It even has some of the same characters that appeared in the Salty Spitoon.
* expy, Ollie Chandler, in Randy Alcorn's books. Chandler softens up a lot more quickly, though.
* Expy, she ended up as an "old friend" of another hunter just as effortlessly.
* Expy someone threatens her, he's there to save the day. Afterwards, she works hard for and establishes peace in the world.
* Expy spent training heavily that he's able to overcome this and begin mastering his powers.
* Expy stories: Darcy's cousin the Marquis of London. As brilliant a mind as Darcy, but lazy (and cheap). So much so that he once had Darcy's assistant Master Sean arrested for murder so Darcy would be forced to solve the crime in order to prove his innocence.
* Expy, to use the correct plural) being named in grammatically-correct German. It also shows up within the names of your mercenaries, of whom the vast majority are named of German origin. As an interesting side note, the setting is, to a lesser degree, strongly Celtic inspired, what with the usage of round shields and tribal tattoos to complement the largely Germanic setting.
* expy until the day before Thanksgiving. In Canada, that episode aired on October 27, 2019, a month before the actual parade in question was held. Nickelodeon then put the episode into their regular rotation, airing it well after Thanksgiving was over.
* Expy, who had gotten off on the murder of his wife due to a bribed juror, is eventually nailed for the murder of the publisher of a book about the previous trial. McCoy was eventually able to get evidence that the defendant had lied about

previous evidence, but also that he admitted killing his wife. The jury convicted him of the current murder, but looking at the jury kind of implied this trope for the previous case.
* expy, who is also a childhood friend. Barry eventually appeared in the anime himself but isn't friends with Dawn.
* Expy) who is "having trouble with a patient" in the back room. (The patient was roaring and clawing at Dr. Katz, like a lion or some such.) It turns out the patient is a rabbit being treated for anger issues.
* expy), who promises he won't turn Roy into an undead. He turns him into a bone golem instead. Of course since she doesn't want to pay for it, the party later has to take him by force.
* expy, who turn out to be friendly and teach her that it's okay for so-called "smart" people to get scared.
* Expy; with her being tough, fast and strong, she can endure most of their attacks until she retaliates with fast and powerful moves.
* Exquisite Corpse has a gay version of this trope. Andrew Compton and Jay Byrne are necrophiliac serial killers who scheme to murder and eat the secondary protagonist.
* Ex-SNK artist Falcoon began his career at that company by drawing fan art for their various properties, such as
* Ex-Spectre candidate Captain David Anderson is confined to a desk job at the beginning of the game, though
* ex-spetsnaz sniper Strelnikov, who cooperates with a couple of Bob Lee's investigations, is also fairly jovial.
* Exstetra features a mechanic where the main character kisses his party members to give them, as well as himself, boosts in combat. This is not limited to his female companions, and at the end of the game you can choose between your most kissed party members to see their ending.
* Extant has amazingly realistic ones that basically do everything a normal limb can do (and they can withstand fire).
* Extant is that one of the astronauts went insane after prolonged exposure and isolation in space (13 months) and quickly killed himself upon his return to Earth. This raises a question about Molly, the protagonist: did her experiences in space really happen, or is she suffering from the same problem?
* Extant: Kryger does this to his hallucination, who unfortunately appears as his deceased mother.
* Extant using these means, Ethan's subsequent and self-repair creates some... bugs. Nightmares, learning new languages and similar things showcasing an increased self-awareness.
* Extant: Yasumoto Corporation, which owns the ISEA, a private futuristic version of NASA.
* Ex-Tatsunoko Production and Kitty Film producer Tomoyuki Miyata founded
* Extended Cut DLC relaxes those requirements, reducing the necessary Effective Military Strength from 5000 to only 3100.
* Extended Greetings: I respect you enough that I will greet you with your full—extremely lengthy—title.
* Extended Greetings— Someone introduces themselves in a lengthy fashion.
* Extended Stay It doesn't really help that he was an inmate at the latter's prison.
* Extended Stay. The next two chapters take place a month after Chapter 11. Chapter 14 takes place four years after Chapter 13 and Chapter 15 takes place sixteen years after Chapter 14.
* Extended to even further depths after it is revealed that he used to be a student of Prowl's mentor, Yoketron. And not only that, but he was the one who betrayed and killed him.
* Extended unimportant montages as film openings. Such sequences, leftovers from early cinema in which simply seeing such things was a novel spectacle, eventually vanished unless they were immediately relevant to the plot. They still exist in art and experimental cinema in various forms, but in commercial fiction films, they

have long since faded from public consciousness.
* Extended Universe has this as part of the games' backstory. The magical creatures and beings that once lived on our world knew about the matter, so when we started becoming more scientific they voluntarily left to a new world before any weakening could occur.
* Extending this, a Walmart commercial advertises that these days, everyone's changing their own oil at home, and men and women are shown getting into the oil changing projects as couples. (Just in case you're wondering, these commercials always indicate that you can take in your old oil to be recycled at any Walmart auto/tire service department.)
* Extending this beyond combat, some games even suggest in the guidebook that in order to keep the players on their toes, the GM should make rolls for no reason at all,
* Ex Tenebris, Lux going on after years of abuse. She suffers from night terrors, anxiety, and other symptoms.
* extensive and constant drills with equipment much heavier than the one actually used in the field to their replacements in the Second Battle of Bedriacum.
* extensive animations summons are pivotal to the plot as the beasts enact massive actions in cutscenes; apparently, their attacks are much more surgically precise during gameplay.
* extensive hit list. She corners her final victim and his wife before she finally killed by Team One.
* extensive lifespans, Optimus, Bumblebee, and Bulkhead, all relatively young, and Sari, who is eight.
* Extensively referenced and subverted in the Cheeky Moon comedy sketch
* extensively. Sailor Moon is fated to find the Moon Princess and then be the Moon Princess once she discovers her true identity, the Inner Senshi are fated to protect the Moon Princess, the Outer Senshi (minus Saturn) are fated to protect the Moon Kingdom (and by extension Earth) from outside threats, and Sailor Saturn is destined to bring her Silence Glaive down on worlds whose time has run out.
* Extensive networks of tunnels were dug underneath Portland, Oregon and used for highly unsavory activities. (This is a major understatement.) Historical societies have been working to excavate them and to document stories of people who were victims of the human trafficking which they were used for.
* extensive psychological counseling to do it - roughly 60% of "slave borgs" will attempt suicide every chance they get until it works.
* Exterlien, who proceed to kidnap the women for the "pleasure" of their master Ruzu. Your job, as the protagonist Masato, is to defeat the monsters and rescued the distressed (and half-dressed) damsels.
* Exterminape is a tongue-in-cheek example, where the main character is a talking gorilla who discovered firearms shortly after learning how to use simple tools and quickly became a badass assassin who likes to show human women his "jungle love".
* extermination camp of Auschwitz, the Nazis attempted to muffle the screams of the gas chambers' victims, using two motorcycle engines that were revved up to full throttle nearby. Despite this, the sounds of yelling could still be heard over the engines.
* Extermination killed by his time-traveling teenaged self. "Kid Cable" has since taken up residence on Earth-616.
* Extermination where the player watches the transformation into a monster...
* Exterminatus before sacrificing an inhabitable world (a very finite resource that the Imperium can't afford to waste); in the fandom, simply mentioning heresy in any way, shape, or form is enough to warrant the planet being nuked into oblivion.
* Exterminatus could be considered this. When a world has been overrun by xenos or chaos forces and is beyond saving, Imperial forces will order the planet's biosphere wiped clean through orbital bombardment, cyclonic torpedoes, virus bombs or other methods of destruction, sparing the inhabitants of the planet from further suffering.
* Exterminatus Now after they shoot it. That said, this zombie had just been having a conversation with his buddy about how he'd murdered a few of the living (and yet

still portrayed himself as the victim), so this wasn't exactly undeserved...
* Exterminatus Now after Virus tampers with a villain's summoning circle, resulting in a huge, three-headed, black-and-red and extremely foul-tempered demonic hound appearing in the mortal plane.
* Exterminatus Now as "fox" or "penguin" or even "zebra" according to their appearance.
* Exterminatus Now. As of early 2010, after his run-in with a Fernex daemon caused his bionics to be... forcibly removed... he's upgraded — to a chainsaw.
* Exterminatus Now, before cracking up and admitting that the cultists don't actually have any rights.
* Exterminatus Now, but still kind of cute on some level", it rips apart and devours the daemon it got its abomination-ness from. Even Lothar Hex winced and said "Ooh, that ain't right". This is a character who once sat bolt upright and shouted "You can't prove I ate that baby!"
* Exterminatus Now) but was promoted into becoming an incompetent bureaucrat.
* Exterminatus Now by asking her if she's warping the building's spacial dimensions or if Eastwood's just stupid. She says she doesn't know what he means by the former, so he guesses the latter. Then starts to realize she was probably lying when the door he tries opens up to an MC Escher room...
* Exterminatus Now, due to the existence of Fernex, Dark God of Technology, whose techno-daemons can possess machinery. Toasters, in fact, are considered perfect for this, and the Inquisitors have to destroy their possessed toasters on a regular basis. Other items have included calculators and a jailbroke X-Box. On the other hand the Inquisitors' personal computers contain benevolent spirits summoned by techpriests of Gruss, the good Machine God.
* Exterminatus Now: Eastwood's toaster regularly gets possessed by a demon, because he keeps buying the same cheap brand (whose circuits accidentally draw a pentacle to the evil machine-god).
* Exterminatus Now example above, with Lothar pissed that Eastwood didn't warn him about it when recommending the book.
* Exterminatus Now Extra points for this strip being actually called "Dynamic Entry".
* Exterminatus Now, features Exterminatus. However here it's a localized attack rather than a planet-wrecking one.
* Exterminatus Now: First, the team will have Lothar cut your balls off. Then, you'll talk. And no, they didn't get that the wrong way around.
* Exterminatus Now forum is watching Lothar, one of the comic writers, and his girlfriend Raye get into their regular multi-post arguments and insult exchanges.
* Exterminatus Now had the Necrotelenomicon in one arc, a book made from its author that was apparently like a phone book of the Immaterium. A cult was attempting to use it to resurrect their god, but they couldn't translate it and even attempting to read it made their eyes bleed. Virus and Rogue retrieved it from them by allowing them to scan some pages and run them through an online translator, reasoning that whatever it spat out would be completely useless.
* Exterminatus Now has been on an indefinite hiatus since April 2015 although there were some random updates in 2016.
* Exterminatus Now has each characters' Weapon Of Choice on the surprisingly-still-relevant cast page.
* Exterminatus Now has the largest porn stash on the planet, which crashed the Inquisition's servers at one point.
* Exterminatus Now in the world. On such a scale that he's begun to acclimatize to pepper spray.
* Exterminatus Now is centered on two inquisitors and two mercenaries who are repeatedly sent on suicide missions.
* Exterminatus Now) isn't really based on him at all, which the strip points out.
* Exterminatus Now leaves a clue with no answers, culminating in Batman's detective work being interrupted by a news broadcast in which the Riddler steals the moon.
* Exterminatus Now, Lothar is asleep from being drunk. When Rogue walks in, he suddenly snaps up, shouting "You can't prove I ate that baby!"

* Exterminatus Now. Lothar smacks his lips for a beat, and remarks that they didn't use enough sweetener while his teammates look on with a mixture of disgust and horror.
* Exterminatus Now occasionally features Inquisitor Damien's hyper-competent B-Team and Inquisitor Deket's hyper-destructive C-Team. Inquisitor Brisbane also appears in numerous background and flashback shots and Schaefer was shown having his own adventures once.
* Exterminatus Now quartet of evil gods, has the spider as one of his symbols, and his demons and servants occasionally takes the form as gigantic, demonic spider creatures.
* Exterminatus Now Riktor Simmons there to do all the thinky-type stuff for him.
* Exterminatus Now". Several comments list it as "fake" with one even claiming you can see a zipper. And another asking how they did the CGI.
* Exterminatus Now, Silas Morth invites Jamilla to dinner after finding out she's a spy. He even adds complimentary drugs to the wine to make her a more compliant sacrifice.
* Exterminatus Now, so the protagonists have found themselves interrupting an anthro-sacrifice a few times.
* Exterminatus Now: The Cesspool mercenaries won't sell weapons to the Cultists of Darkness. Because they refuse to pay up front and try to weasel out of the bills.
* Exterminatus Now The resulting questioning from his followers is enough to drive Morth straight over the edge. Guess what happens next.
* Exterminatus Now this, since he plans to sacrifice his minions in exchange for power.
* Exterminatus Now to report Eastwood's theft of a forbidden relic to Command. Eastwood points out that he used Virus's ID to get in, meaning that Virus is implicated.
* Exterminatus Now uses a .44 revolver, but had it modified to hold seven bullets rather than the usual six.
* Exterminatus Now, Virus tells the others about how Eastwood had his ex-girlfriend's new boyfriend put to death on heresy charges. Eastwood indignantly defends himself pointing out that the guy actually was a heretic. Virus reminds him he didn't find that out until after they had him executed.
* Exterminatus Now. When asked how he cannot "believe" in gods despite working for an all-powerful religious organization, he snarks "Easy. All it takes is a little faith."
* Exterminatus Now while they're trying to hire mercenaries, as it wouldn't be a good idea to dwell on what happened to their previous hired guns. Those poor sons of— OW!
* External Combustion: AKA car bombing; a classic assassination method, in which an explosive device hidden in a motor vehicle is used to kill anyone inside or nearby it.
* External Combustion: AKA car bombing, a classic terrorist tactic in which a motor vehicle loaded with explosives is detonated to kill people or destroy a targeted location.
* External Combustion: Car bombs are occasionally used by gangsters to try and blow up their enemies into smithereens.
* External Consistency. Violations of external consistency are "unrealistic."
* External Link. Note that links within tvtropes.org that do not use the WikiWord markup style will appear external even though they are not.
* externally. That is, the female lays a bunch of eggs in the water, and a male frog/newt/etc comes up and ejaculates onto them to make them fertile.
* External mobile phone antennas and modded internal antennas may extend range significantly.
* External Repair/Spare Body Parts That might take a little longer, but can sometimes still be fixed.
* External Retcon: A work based on a historical or fictional event that claims to be telling the "real" story.
* External Retcon: One work explains or re-tells the events of another work as if

the new one was the "real" story.
* Extinct in the Future: A species currently thriving in present day is established as having gone extinct in the future.
* Extinct in the Future: A species presently thriving is established as having gone extinct in the future.
* Extinction (2018): The movie ends with Peter and his family, along with many other Androids, on a train bound for a safe underground hideout from where they hope to strike back against the invading humans, while the invasion is still going on.
* Extinction Curse. Soon after they enter the desert proper, they're scripted to be attacked by three purple worms — a somewhat challenging but not especially dangerous encounter by that point in the adventure. In the third round of combat, however, the legendary vampiric shoggoth Iffdahsil bursts out of the sand like a vision from a nightmare, instantly devouring all surviving worms as it enters the field. Notably, Iffdahsil doesn't attack — it's more bemused at the auras the players gain earlier in the story — and serves chiefly as a reminder to the players that they're treading in a realm ruled by beings far beyond their power and comprehension.
* Extinctioners: Although he shows a variety of other emotions, this expression seems to be Walice Weazels main mood throughout the series (due to him usually irritated by something if he`s not just feeling bitter).
* Extinctioners: Harvest (real name Sindi Ursulus), an anthro bear with the ability to control plant life, is one of the hybrids in the story working for the human invaders. Her bio also mentions that due to her fathers dictatorship status in her home country, it would be an understatement to say she grew up spoiled.
* Extinctioners, means that it takes place at a millenia from the creation of the anthro civilization, exactly at C.E. 3126, when the Makers and their enforcers, the Hunters, returned to Earth, now renamed Alden by their anthro population.
* Extinction series), a warrior told how an upstart mage of his House once tried to "teach him his place" by polymorphing him into a riding lizard and saddling him. This didn't quite work as planned, in that the transgressor was unable to sit for some time, blaming it on a "riding accident".
* extinguishes the torch he stole to fight Shere Khan, embracing both his human nature and upbringing in the jungle.
* extinguish the stars first, instead of bothering with killing off all that pesky life, which would die anyway without the stars.
* Extispicy: Divination by the study of entrails from a sacrificed animal.
* Extra bonus points for the character being portrayed by a biologically female actress.
* Extra Chapter 4 reveals it was part of his training in special surgery, which pays off there to heal and remove the tumour of a woman, and in the final arc of the main story for saving Kaede.
* Extra Credits constantly narrates his videos with a voice that sounds like it's been computer-shifted into this.
* Extra Credits could encourage someone to go and read a book about Dark Matter or the Galactic Core.
* Extra Credits discusses this in one episode and explains the roots of this problem. Back when the civilian internet and video game magazines didn't exist, parents purchased games for their children based on franchises their kids liked being on the cover. Because these games would sell regardless, making them became less about making a good game and about cutting corners and production costs whenever possible, resulting in some very shoddy games.
* Extra Credits — Lectures on story and mechanics tropes in video games, and how game developers can get the most use out of them to make better games.
* Extra Credits suggested invoking this as a method to get students to link ideas together in their "Gamifying Education" episode. Of course, they also suggested making sure the students explain why each leap in the walk was valid.
* Extra Credits swooped in and offered to host their content on their platform.
* Extra Credits than its previous entries in its series, doesn't inherently make it

more artistic.
* Extra Credits then revisited in a Halloween episode and again in an episode about Kinect's controls.
* Extra Credits which qualifies as this trope. It's less than two minutes long and conveys the point quite nicely.
* Extra Credits" while she works on said episode, and upon seeing the results, ends up furiously cleansing her eyes with a bleach.
* "extracted" from captured Chechens after the story already started making the rounds.
* extracted from juice, so it doesn't count. "Pear juice extract" and "grape juice extract" are two of the biggest culprits here.
* Extract has a variation with a pool cleaner, complete with a soft-focus scene and poorly-delivered lines.
* extract Hikari from her giant robot, Shinji and Asuka sat down by her side until she woke up. Touji also visited her.
* Extracting large amounts of aluminium using the Hall-Héroult process requires huge amounts of electricity, so aluminium remained quite valuable in areas where electricity was not cheaply available well into 20th century. During
* Extracting the phosphorus from urine is now seriously considered, both because mineral stocks are limited and because the sheer amount of phosphorus we currently use is causing algae blooms in watersheds. This is less novel than you might think: urine was used as a source of phosphorus and nitrate in the production of gunpowder for centuries.
* Extraction, there's Doctor Karen Howell. Just a botanist, but she is hardcore.
* Extraction. While it could be plausible that space suits were modular, and thus remained functional despite damage occurring to non-vital parts, it still doesn't even begin to explain how all of Nate's blood didn't get squeezed out like milk out of a carton the second he made the first cut.
* Extract, refers to almost all of his subordinates as "Dinkus", with the one exception being a character he calls "Forklift Dinkus" or "Boy Genius".
* Extract the same chemical from wood as a byproduct of paper making — less sexy, but fairly effective;
* Extract. When he sobers up and realizes what he did, he tries to get in touch with Brad, only to find that he came a day early and already seduced Suzie (and he proceeds to come back numerous times after that, not being quite clear on the concept).
* Extracurricular about high school teens who get into an illegal prostitution business for various reasons and school police and a juvenile crime detective who suspects them.
* Extracurricular Activities features an entire cast of huge and lovable jocks who all play tennis together and you can date them.
* Extracurricular Activities hooks up with different guys every week and doesn't even remember most of their names.
* Extracurricular Activities is a costume designer who speaks with mannerisms like "sweetie" and "honey". He flirts with Darius all the time and even hooked up with him once.
* Extracurricular Activities is a very close-knit tennis team and they get along better when compared to other tennis teams.
* Extracurricular Activities, Jedao's and Meng's first meeting is shown in a flashback.
* Extracurricular Activities, the love interests are muscular anthropomorphic men whose physiques are ripped and it's surprising that they're playing tennis with the size of their bodies.
* Extracurricular Activities, the previous visual novel the creators made, appears as a school librarian.
* Extracurricular Activities with huge muscles and hardly show any stereotypical traits.
* Extracurricular Enthusiast: A student who's involved in loads of extracurricular activities.

* Extracurricular Enthusiast: Someone who's involved in lots of extracurricular activities.
* Extra Damage Against Armored Targets:. The attack may not work (or less effectively if they do) on unarmored enemies.
* Extra Deck methods have also become increasingly more common. In the original manga, only a few characters (Yugi, Kaiba, Jounouchi, Pegasus, Marik) used Fusion, and it was never their primary strategy. In
* extra digits in their flippers with some having as many as TEN digits on each flipper. What's more, while most vertebrates only have three or four bones in each finger, icthyosaurs had as many as twelve bones in each digit: which, combined with the ungodly number of fingers to begin with, makes the skeletal structure of their foreflippers look less like a hand and more like some freakish cob of corn. Nobody is really sure why they evolved such unusual limbs, though a theory suggests it may have helped their flippers form a hydrofoil.
* Extradimensional Emergency Exit: A character avoids a crisis by escaping into another dimension.
* Extradimensional Shortcut: Going faster than light by popping over into a dimension where that's a thing you can do.
* Extradimensional ShortcutTraveling faster than light by popping into a dimension where the laws of physics are more permissive.
* Extradimensional Shortcut: When direct teleportation is not possible.
* extradimensional spaces knows just she dials in the destinations she reaches with that thing.
* Extra energy could also be procured by recycling stuff, making the Polvakian Gem Slugs, who excreted the high energy content Turdite, the richest creatures in the universe. That's right, they literally crapped money.
* Extra Eyes, as one of its eyes shifts to the other side of its body as it grows up.
* Extra Eyes: Giving the term "four-eyes" a whole new disturbing meaning.
* extragalactic synths who can be summoned to eradicate all biological life in the Milky Way. In the next episode, there are robotic tentacles emerging from an interdimensional portal, but Soji breaks the beacon's console before they fully enter our space.
* ''Extra Hachis'' is his strongest attack post timeskip, scorching the small mountain-sized Wadatsumi.
* Extra History finally taking Rome back for the Roman Empire. However, the second miniseries set the historical record straight by revealing how all of Justinian's efforts to restore the Empire to its glory have gradually been undone later.
* Extra History has to deal with hundreds of thousands of unemployed armed men whose only marketable skill is fighting battles.
* Extra irony points because Po, the one destined to defeat him, doesn't even know that Shen EXISTS until a week before he fights him. Shen assumes that Po is looking for revenge for the deaths of his parents and his entire people, when as far as Po knows, he's only there because Shen stole a bunch of pots and took over a city on the other end of China and has no external reasons for vengeance.
* Extra Life. After Chiaki is mortally wounded in her execution, Izuru bridal carries her to another room. It's noted that under normal circumstances she should either be moved with a stretcher or simply not moved, but the extent of her injuries is such that she's going to be dead in minutes and Izuru doesn't have the medical supplies necessary to save her on hand.
* Extra Life, and their growing bond serves to help fuel Chiaki's determination to reunite with him and her friends when they have to go their separate ways.
* Extra Life opens with Chiaki lying on the brink of death and Izuru rushing to save her. He manages to, but she's left in a coma and doesn't wake up for another eight months.
* Extra Lives scattered around the levels, items that are automatically activated when Doomguy's health reaches zero, and allow for him to seamlessly continue in action instead of dying and having to go back to the last checkpoint.
* Extra-Long Episode: An episode that runs longer than a normal episode's running

time.
* Extra-Long Episode "Schooled!" scheduled for September 7, 2020 (Labor Day). It was then moved to September 11, 2020.
* Extra Mario Bros. which is clearly a reference to the Airman stage in Mega Man II).
* Extra materials reveal that the team wore mismatched uniforms because the R.P.D. didn't have the budget for anything else at the time, and Chris' outfit in
* extraneous goggles), while other specialist units wear similar face-concealing gear.
* Extranormal Institute resembles a city-sized industrial complex that has a population in four digits at best, making vast majority of it completely devoid of human life. Although there is a sizable robot population keeping it on the mend, one can walk hours in the Court without seeing another sentient being, and the train system that goes through it only emphasizes how much uninhabited area it has. It's easy to believe that it wasn't built by human hand, as it has never possessed a large population; the legend says that the Court "grew from Seed Bismuth", but no-one knows what that means.
* Extranormal Institute: Super-trope of all your schools for people with weird powers or abilities.
* Extraordinarily common in early cinema. Sprightly, dancing and otherwise animated skeletons appear with great regularity in the trick films of Georges Méliès and his contemporaries.
* Extraordinarily Empowered Girl: A young woman who engages in action by the use of her powers. These powers put her beyond normal humans, but only barely.
* extraordinarily high level. His ego grew to match it, as evidenced by his multiple proclamations that he's the 'smartest man in the universe'.
* Extra Ordinary (2019) has severe pattern baldness that he hides with a wig, the only point where we see his bald head is before he falls to Hell.
* Extra Ordinary (2019) is Tom, a man who always took out the trash and insists that his wife puts the trash and recycling in the right bins.
* Extra Ordinary (2019). When a ghost passes on, the Willing Channeler vomits ectoplasm which can be used a material for rituals.
* Extraordinary. According to the author, it's specifically the part that goes,
* Extraordinary* has a car that stalls all the time, usually at the worst moments.
* extraordinary magic resistance, meaning the warrior-types tend to flatten the magic-focused Casters in a straight battle. Assassins lack magic resistance, but they aren't meant for direct combat. Casters are the most versatile, but they tend to suck in direct fights unless they have heavy preparation.
* Extraordinary X-Men's two-year X-Men run being mostly free of mutants being completely downtrodden, this series brings back a status quo where mutants are endangered again.
* Extra Parent Conception, and the precise parental combination will affect the development of the larva.
* Extra points for being a pretty competent and evil villain - one notable appearance includes tearing off
* Extras, a journalist is interviewing Maggie under the pretense that she is Andy's assistant. Andy sits behind the journalist and tries to mime answers to her that will make him look good. Maggie constantly misunderstands his mimes, giving bizarre and unflattering answers.
* Extras, Andy tells his agent he want to get on "cool shows- American shows". In the Christmas special, Andy's agent tells him he's had an offer for a movie (Andy perks up)... a British movie (Andy wilts).
* Extras: Andy wears one in the Christmas special, and of course it bursts during his audition.
* Extras as himself - a pathetic version of himself who is desperate to shag anything that moves and to shake off his Harry Potter persona by doing such "adult" things as smoking.
* Extras attacks him and he punches him in the wrist. Andy says it works in cartoons.

* Extras celebrities that do not play themselves are the regular cast.
* Extras character and will probably never get another decent part again. Most people even refer to him as Barry; when the name Shaun Williamson does crop up, his own agent doesn't recognise it.
* Extras co-worker's behavior and complains to their boss, who reveals himself to be Straight Gay.
* Extras did a joke based on this... Andy's utterly incompetent manager somehow gets an interview scheduled with De Niro. Andy doesn't show up.
* Extras) explains his idea for a new movie he's been writing. He says it's an exploration of what would happen if there were one person in the real world who could control people's minds. In actuality, though, the only thing his character does is go around making women's clothes fall off and "seeing everything." When Gervais explains his own idea for a script, Stewart only becomes interested when Gervais claims that there's nudity in it.
* Extras getting violent with anyone his girlfriend told him had made advances towards her
* Extras has Andy walk in on his agent masturbating to a pen with a naked woman's picture on it. His agent's secretary then comes in and takes the pen from him...and is also masturbating to it when Andy leaves.
* Extras hoverboarding is again presented as a recreational activity. It's actually the extreme hoverboard-riding known as "mag-lev surfing" (in which participants use their hoverboards' magnetic properties to surf atop a mag-lev train outside the city) practiced by the clique known as the Sly Girls that attracts Aya to them and gets the plot rolling.
* Extras. In fact, in might be said that this is what their whole relationship is built on.
* Extras is particularly brutal with this. When one woman on the set brings her sister (who has Cerebal Palsy) to the set, Andy makes a joke that she looks drunk and "mental", right in front of her sister. He manages to save this one, though. There are other scenes that are much, much worse.
* Extras, it opens to $32 million, one of the biggest Martin Luther King, Jr. birthday holiday opening weekends ever".
* Extras Keith Chegwin's character has his name changed to Keith after the actor repeatedly fails to comprehend that the character has a different name to him.
* Extras. Stewart is complaining that he's tired of playing Professor X and wants to focus on his own original character: a psychic who can make womens' clothes fall off.
* extra stage of Imperishable Night elixer, which removes the concept of death from the victim. She claims that if a ghost were to ingest this elixir, they would become an immortal ghost and never be able to rest or reincarnate. Then she decides that Mokou's liver looks tasty and that she wants to eat it anyway. It's left ambiguous whether she actually went through with it.
* Extra Stages. Storyline-wise, it is debatable and depends on which game is being played.
* Extras. The main character and his best friend would ask each other questions like, "what would you rather be? A penguin, where you are a bird but you can't fly, or a flying fish where you can fly but you're still a fish." Once or twice an episode.
* Extra-Strength Masquerade break the masquerade all the time, but normal people still don't know about the wizards/aliens/etc.
* Extra-subverted (if there is such a thing) in that it's left very nebulous for several episodes (to say nothing of an entire between-season hiatus) whether or not he actually survived the fall,
* Extras won a Bafta to congratulate him — and to casually point out that he himself has won bigger awards, "...American ones."
* Extraterrestrial (2005): A National Geographic miniseries describing wildlife on two alien worlds.
* Extraterrestrial (2005): A number of CGI shots are reused throughout both episode, either unmodified or mirrored, to save production costs. The first episode

repeats shots of the mudpods felling and eating the trees, a gulpog eating a mudpod, the gulpog clan in the forest and the hysteria swarm gathering in the water several times over, while the second does so for the sky whale soaring in the sky, the stalkers in their nest, the stalkers flying through the forest and the stalkers devouring one of the whales.
* Extraterrestrial (2005): Aurelia orbits a small, dim red dwarf star, and due to its physical proximity to it — a red dwarf's dim heat and light can only support life on planets very close to it — it's permanently locked onto its sun, always showing it the same side. Its dark side is cold, dark and covered in vast glaciers, while the day side is covered in a permanent storm endlessly lashing it with torrential rains. Between them is a temperate, humid twilight band home to flourishing swamp environments fed by rivers pouring from the storm zone.
* Extraterrestrial (2005) describes imagined alien environments on two alien worlds, using them as ways to exposit on natural processes and on the possible nature of extraterrestrial life.
* Extraterrestrial (2005): Hysterias are normally microscopic aquatic creatures, but when food grows scarce gather in large swarms that act and move like singular beings.
* Extraterrestrial (2005): Mudpods are essentially alien salamander beavers. They fell trees for food using a constantly-growing saw-like claw explicitly compared to a beaver's teeth, and build dams out of mud to create a network of lagoons that provides rich habitats for other species.
* Extraterrestrial (2005): Once the stalkers incapacitate a skywhale, they tear it to pieces and eat it while it's still alive.
* Extraterrestrial (2005): The blue moon's dense atmosphere and high oxygen allows it to support immense flying creatures, many of which never land, including skywhales with ten-meter wingspans and kite-like creatures five meters across.
* Extraterrestrial (2005): The blue moon's parent planet orbits a binary system. The narration notes that these systems were once thought unable to support planets in stable orbits, but that this is now believed to be possible if the planet is far enough from the suns or if it orbits only one.
* Extraterrestrial (2005): The blue moon's sky is dominated by its parent planet, and the high quantities of aerial plankton color large patches of it green.
* Extraterrestrial (2005): The dense atmosphere and low gravity of the blue moon allow its plant life to reach immense heights, and the dominant plants have found methods to extend their reach even further — balloon plants, for instance, support themselves with sacs of buoyant gas, while the pagoda trees grow large bowls to catch rainwater (they're much too tall to draw water purely from the ground) and tangle their branches into a tight mesh to support each other's massive weights. As a result, the trees of the moon reach over a kilometer in height, and almost all of the fauna in the episode consists of flying or arboreal animals living within and above the forests' roof-like canopy; further down, among the pillar-like trunks, almost no sunlight penetrates, and the ground is a lightless world of luminescent scavengers feeding on detritus falling from above.
* Extraterrestrial (2005): The stalkers live in large hives compared to those of eusocial insects, and are divided into slender-billed scouts, which search for and mark potential prey; more robust workers, which bring it down and carry the meat back to the nest; and an unseen breeding queen.
* Extraterrestrial (2005): The surface of the blue moon is interspersed with occasional rocky hill topped with strange, spire-like structures, which the segment never describes.
* Extraterrestrial (2014) suggests rectal probing. The film's social media promo campaign even uses the hashtag "#GetProbed".
* Extraterrestrial real estate scams. This refers to so-called claims of land ownership on any part of outer space by hucksters and conmen. They are considered bogus, as the Outer Space Treaty of 1967 views space as an "international common" for the benefit of mankind and prohibits anyone from claiming jurisdiction. Nevertheless, the scam persists with crooks "selling" parts of outer space through titles of ownership termed "Lunar deeds," etc.

* extraterrestrial reptiles. At the time, Rulfan didn't know who this woman really was. When another daa'mure offers him intimacy, he refuses.
* ExtraTERRORestrial Alien Encounter organizations span across entire solar systems. It was slightly tongue in cheek, but a large departure from the tone of everything else in the park.
* Extra TurnA rule that allows you to take an extra turn after you already acted.
* Extra Turn, giving you money or blowing up one of your opponent's resources. And then there are the Pyramids, which do nothing but give you 9 Victory Points. However, as having the most VP at the end of the game is the main victory condition, and games are often decided on 1-15 VP, this can win you the game. Similarly, the Sphinx is the most boring Extra Turn wonder — its only additional effect is giving you 6 VP — but an extra turn and 6 VP is solid.
* Extra Turn (Not explicitly a game show trope, but still very common on them.)
* extravagant lies as a three-time Nobel Peace Prize-winning astronaut spy.
* Extra Y, Extra Violent: A Y chromosome is supposedly linked to aggression, so an extra one leads to extra aggression (naturally, women are exempt).
* Extra Y, Extra Violent: Men with an extra Y chromosome are violent, even though real life men with XYY syndrome are simply taller and more susceptible to learning disabilities.
* EXTREME ARSON! -Not actually a sport, please don't try this at home.
* Extreme, as evident by their two pop hits. In 1991, "More Than Words," an acoustic ballad, topped the Hot 100, and a folkish tune called "Hole Hearted" took them into the top 5.
* Extreme bioconservative factions generally perceive all of transhumanity in this way.
* extreme bio-engineering, where every child "born" (at least among the Haut class) has its genetic makeup designed by the central government. What is more, it would be possible for the child's parents never to have even met, let alone had sex.
* extreme caution — calling Raoul a fop on certain sites will result in, at best, a lot of virtual eye rolling and pointed inquiries as to whether or not you have read a) the original novel or b) a dictionary.
* Extreme Championship Wrestling is often accused of inspiring this trope in future generations of American wrestlers, although whether it had enough examples to be actually guilty is up to debate.
* Extreme Close-Up - cameras zoom up to the face of the character in focus, sometimes zooming right in their eyes
* Extreme combinations of mobility and armor protection without firepower are rare, but this is because if you can add enough mobility, it can effectively
* Extreme Dating had a person's exes watching and commenting on a date. On one episode, the woman said that she was Israeli and the guy said he was German. One of the guy's exes said, "A German? That'll go over really well with an Israeli."
* Extreme Days has the four main characters surf, drive, ride, and board their way across the country, in the name of freedom the summer before beginning their college careers.
* extreme difficulty of many of these games, forced the character designers to come up with their own designs for many game characters. While this explains the designs of certain enemies, especially end-game bosses, it still doesn't excuse the odd look of the heroes who are seen at the start of the game.
* Extreme Dinosaurs dinosaurs fighting each other pretty much screams this trope.
* Extreme Dinosaurs has Bullzeye saying this to Haxx after he's released from his mouth:
* Extreme Dinosaurs in a fight. Since the weapon was conceived by aliens from a different dimension, it wasn't adapted to be used on Earth, and ended up causing the cataclysm instead of merely killing the protagonists like initially intended.
* Extreme Dinosaurs smart guy Stegz is faced with a bomb that has multiple multi-colored wires and decides to just rip them all out.
* Extreme Dinosaurs. Unfortunately, his plan backfires and he instead learns a valuable lesson.
* Extreme Doormat: A character is so submissive that they'll do anything people

tell them to and allow them to do anything that would prove detrimental for them.
* Extreme Doormat: Being virtuous and enduring but weak and incompetent is often the only way a woman can come out on top in a Lifetime movie.
* Extreme Doormat even though her canonical motivation for participating in Dahlia's necklace plot in the first place was to prevent her from doing just that.
* Extreme Door Mat Fluttershy stand up for herself in "Putting Your Hoof Down". Rarity does the jaw-closing honors.
* Extreme Doormat: I'm far too nice to stand up for myself. I let everyone walk all over me instead.
* Extreme Doormat, leaving her resigned to never having self-esteem or personal happiness. If romanced by the P4 Hero, she mentions that it sometimes feels too good to be true.
* extreme doormats during daylight and even at night, they feed on crabs and bony fish rather than humans.
* Extreme Doormat: Unmotivated and has no drive, but freely bends to the will of others.
* Extreme Doormat: You're too immature to stop letting people walk over you.
* Extreme example: Michael, Nat, and Alex Wolff (father and sons) play a father and his two sons in
* "Extreme Expose": The segment being the part in the show where three scantily clad women -
* Extreme-G has the Flame Exhaust weapon, which provides a speed boost while also burning anything behind the racer that uses it.
* Extreme Ghostbusters a good idea to roast hot dogs on a radioactive campfire ...
* Extreme Ghostbusters", and the resulting paradox after Kylie says it renders it vulnerable to the usual ghost trap.
* Extreme Ghostbusters are the Vathek, a trio of interdimensional monsters that look like a mad scientist went freestyle on human bodies. One, Gristle, has his lips sewn shut, but his cheeks slashed open so that his teeth remain visible. It's not a pretty sight when he talks. The Vathek's goal is to turn humans into creatures like them and of course a few of their unwilling clients end up with stitched mouths.
* Extreme Ghostbusters briefly touches upon this in the first episode — Eduardo thinks it's going to be an easy A.
* Extreme Ghostbusters (Depending on the region—some stations aired this at night)
* Extreme Ghostbusters, Egon Spengler found himself playing his role to the new blood.
* Extreme Ghostbusters episode "Grundelesque." Kylie is nearly-despondent about disobeying Egon, but he tells her that she did the right thing and that he was working from a contaminated sample.
* Extreme Ghostbusters episode "The Jersey Devil Made Me Do It", the Jersey Devil is a spectral entity that attained its physical form, a reddish bat-like creature, through a forge's smelting process. It was shown to be capable of rusting metal, which it ate, with its breath.
* Extreme Ghostbusters episode "True Face of a Monster" had a golem being created to ward off a gang of Anti-Semitic jerks who were vandalizing a synagogue. One member of the group is also shown to be disdainful toward Roland Jackson, who happens to be black.
* Extreme Ghostbusters for an evil genie, "I wish you won't grant this wish."
* Extreme Ghostbusters: In an episode featuring the Piper, when the characters are standing on the pier, one can see that the foreground planks in a richer shade of mahogany shortly before they're smashed to pieces.
* Extreme Ghostbusters involved the team battling Ravana, a gluttonous ghost who feeds by infecting people with a virus that gives them an extreme metabolism and makes them eat constantly, which is converted into ectoplasmic energy which it absorbs.
* Extreme Ghostbusters is an evil leprechaun who actually says the page quote to the heroes.

* Extreme Ghostbusters is "Ghosts. Yeah, right." Then Slimer shows up, and by the end of the episode, Eduardo is a Ghostbuster.
* Extreme Ghostbusters on the other hand, did, complete with over-the-shoulder blaster and swing-out ghost trap.
* Extreme Ghostbusters, the Bermuda Triangle is revealed to be a huge, all-devouring spiritual entity.
* Extreme Ghostbusters, the team decide to leave work early because they all feel bad but don't want to admit it. When asked why she leaves, Kylie says her cat needs a bath.
* Extreme Ghostbusters. This version lives up to its namesake as it focuses more heavily on the darker aspects of the series with the new team of Ghostbusters fighting terrifying monsters and horrors. The team is put in danger much more frequently than in the original, to the point of being nearly killed in a few cases. The tone is a bit more cynical as well.
* Extreme Ghostbusters. To confirm her suspicions, Kylie interrogates the original Grundel, who confirms the existence of another one but demands to be freed if she wants his help. She refuses.
* Extreme Ghostbusters used it quite effectively in the series finale.
* Extreme Ghostbusters was a civilization destroyed 2000 years in the past due to its alchemists dabbling in demonology.
* Extreme Ghostbusters was afraid of death, and because he interacts with ghosts on a daily basis, so he knows there's an afterlife.
* Extreme Ghostbusters when Roland remembers he used the ghosttraps in building the Infernal Machine.
* Extreme Ghostbusters where ghosts run rampant and the Ghostbusters are all dead (but remembered as heroes) while a guy from that time ends up in the present day. The episode cuts back and forth between Kylie in the future and the rest of the Ghostbusters in the present, making it seem like everything is happening simultaneously.
* Extreme Ghostbusters, who is capable of controlling pesky ghosts via his music. Subverted however though since he is actually a ghost himself who was scamming people, and the pesky ghosts he was controlling were actually a part of him.
* Extreme Ghostbusters wore, respectively, a black leotard with orange football pads, and a green t-shirt with blue jeans with an orange vest.
* Extreme-G on the N64 was able to actually overdo the wackiness. There was a cheat code that enabled you to get a random secondary weapon just by clicking it's fire button as opposed to running over a power-up on the track. And this worked for the A.I. racers too. Cue much rocketspamming and the amount of carnage going on could mess up the N64's processor and graphics and reduce the game to its bare wireframe models in that race.
* Extreme Graphical RepresentationComputers use flashy, unnecessary graphics.
* extreme hatred for the gods and attacks anybody with divine blood in them. One of his Noble Phantasms is the sash of Hippolyta, which can power up the user and their weapons with divine energy. He only uses it to power up his weapons, because he doesn't want the divine energy to enter his body so he can prove he can win with the power of man alone. He prefers other power-ups that came from man instead of the gods.
* Extreme Libido: A character who, because they're sick or not, is obsessed with sex.
* Extreme Libido: She/He won't stop having sex until his/her libido calms down.
* Extreme Luck: You don't need to be invincible when you never get hit.
* extremely accurate depiction of social media, computer technology, and various websites as they existed in the mid-2010s. Given the rapid pace at which the internet changes, people watching the film now would likely notice how all of those things have been redesigned in various ways just a few short years after it came out.
* extremely actor who'll host whatever informational video advances the plot.
* extremely aggressive businessmen, and the Sleeper's wealth owes at least as much to their finaglings as to the effects of compound interest.)

* extremely allowed to enter a custom message in a game, it's usually limited to something under 20-ish characters.
* extremely anachronistic beehive, something that was already becoming outdated in the 1970s and 1980s with the rise of working mothers. In addition, the writers tended to give her the kind of tastes and interests more suited to their own parents' generation.
* extremely), and even then there are multiple timeline details (such as the Siege of Tolkeen) that require the purchase of the Palladium books to get the whole picture.
* extremely and "opposition to Lord English" doesn't look so much like a side as a hot mess. The tension reaches a head when Vriska and Meenah end up coming to blows rather dramatically over nothing more than getting on each others' nerves.
* extremely, and you get the most powerful summon. Yet, at that time there is almost no use to it anymore, after everything has been defeated. Furthermore, it requires an absurdly high amount of djinn, using 9 Mars djinn and 4 Mercury djinn per cast. In the end, there is rarely a moment where the summon would actually be useful. To really drive the nail in, the only remotely challenging thing left by the time you get this summon is the final boss... who's resistant to the summon's element.
* extremely An eight hundred pound soda machine. Up three flights of stairs. Once they did so, he bought his beverage, popped the tab, took a long drink, then ordered his men to put the soda machine back where they'd found it, and reminded them that there'd be another inspection tomorrow.
* extremely as a birthday gift. Too bad these were "laced" with a Daemon...
* extremely. As Vegapunk is almost certainly a man of science (it was his discovery that allowed weapons to "eat" devil fruits) it means that he probably knows the scientific reason behind how the fruits affect the eater's body.
* extremely, as well as over 37,000 "pocket realities" and "chaos realms".
* extremely?). Based on the sheer number of appearances, this might be Stan Lee's favorite trope.
* extremely Briton Anticlimax gets worked up about something. In fact the look on the heroes' faces when an entire stadium of (up to this point) extremely stiff upper lipped Britons suddenly goes wild is priceless.
* extremely cheesy logo into thinking "The Video Bancorp" and "thanks you for using your product" were separate, resulting in seemingly terrible grammar.
* extremely close to each other (about the distance from Earth to the Moon). This makes their mutual views of each other rather spectacular.
* Extremely Cold Case: An unsolved crime that happened a long time ago.
* Extremely common among U.S. universities, especially when there are two major schools in one state. UF/FSU, GT/UGA, etc. They may be bitter enemies on the athletic field, but they often collaborate academically, and alumni of the rival schools are frequently co-workers, friends, or even spouses of each other. There's still plenty of ribbing to go around, though.
* Extremely common during the territorial era, especially the southern United States, which pretty much ran on emotional celebrations and
* Extremely common for free for home use computer security software, you are allowed to start a 30 day free trial that unlocks additional features, such as fully automatic updates, and removes nag screens. It's not uncommon for the free trial itself to be mandatory, to try to get you used to the premium features and to be more willing to pay for them later.
* Extremely common in bluegrass, since it was never really in fashion on country radio.
* Extremely common in general in fantasy stories that mention fairies. They will usually be spelled Faerie or Faery.
* Extremely common in many videogames, most especially console RPGs, from the Grand List of Console RPG Cliches:
* Extremely common in old westerns, especially of the "singing cowboy" variety. Roy Rogers, Dale Evans, Gene Autry, etc. all made many, many films playing characters with their own names.

* extremely common, so this is just more of him being a jerk than an accepted attitude, or possibly just trying to piss her off given his many female guards and soldiers.
* extremely concerned with realism, there's a fanmade scenario floating around that includes the full constellation of active satellites in Earth orbit in updated-in-real-time accurate position. They would have included inactive satellites and space junk too, but most computers would have been unable to handle it.
* EXTREMELY, considering that she'd done all that, and in fact notes that she COULD'VE killed him for breaking up with her, but didn't because "Deep down, I knew you'd realize your mistake and come back to me." Sure, he suffered a giant LOAD of emotional stress, but he would NEVER say it to her, lest she go crazy again.
* Extremely controversial in Taiwan.The First Emperor has been a bad guy in Chinese culture for 2000 years; his position of support for a strong united China was seen as an attack on Taiwanese independence.
* extremely creepy one. They also manipulate gnarled trees and ectoplasmic tentacles.
* extremely cruel by the majority of it's userbase who restored the original and abandoned the remake which went under in less than a year.
* extremely dangerous animals. The wolves have also saved their owners' lives on several occasions.
* extremely dangerous, as you might hit a celestial body's mass shadow in hyperspace and explode. Or come out in the middle of a star.
* Extremely dark real life case: in 1919 a boxing match took place between Jack Dempsey and World Heavyweight Champion Jess Willard. Some people thought it was a mismatch, as Willard towered over Dempsey and looked like he was twice the size of Dempsey. (Willard stood close to 6'7 and 250 pounds, Dempsey about 6'1 and 185.) As it turns out, the fight
* extremely different perception of the universe causing them to view anything beyond the surface of their neutron star to be abstract mathematical concepts.
* extremely difficult for them to both find new planets and maintain links with their old ones. This is why it took them nearly thirty years to find Earth, despite starting only less than twenty light years away at Harvest.
* extremely difficult to ensure that all the abnormal cells have been destroyed or removed, and that there aren't any more floating around in circulation somewhere.
* extremely disturbing to those she meets, as she has not even hit puberty yet and she's already a successful assassin.
* Extremely Dusty Home: A abandoned house with layer upon layer of dust and cobwebs.
* extremely evil. They're notorious slavers, and if they're trading with you, it's probably because you look too tough for them to resort to piracy instead.
* extremely fake Scandinavian accent species is a dead giveaway to their ever-changing role.
* extremely fast, with almost no pauses to breathe, and Vanessa has to interrupt to tell him to slow down.
* extremely get better even in Spike's season 7 flashbacks, when the show had considerably higher production values.
* extremely graphic violence. Since most businesses don't deal with porn, a game that gets an AO rating will pretty much not sell at all. M is the magic threshold that lets game studios be able to sell to the general masses without getting into any complications and some studios try to see how far they can stretch that M rating. This applies to physical distribution of games whereas digital only games have far less hoops to jump through.
* extremely has sex with her and the tale ends with the narrator telling the audience that from then on, the priest had sex with both his wife and his daughter.
* extremely", in which the white Australian character Tegan is able to communicate in an Australian Aborigine language with an Aboriginal character who was supposedly abducted from Earth by aliens 40,000 years before her time. This is implausible not just on grounds of linguistic drift, wherein we have NO attestations or models of any languages spoken 40,000 years ago, but also because there are many different

indigenous languages in Australia, most of them mutually unintelligible, and because it would be extremely unlikely for any urban white Australian (Tegan comes from Brisbane) to speak any Aboriginal language fluently unless they had made a special effort to do so for political or cultural reasons. In terms of plausibility, it would be like being able to communicate with Cro Magnon man by virtue of knowing modern Haitian Creole. (Many fans assume that the TARDIS was tactfully translating for her and letting her think that she was speaking the same language.)
* extremely irreverent portrayal and advertises itself in the show's playbills, usually saying stuff like "Now that you've seen the show, come read the book it's based on!"
* Extremely is a good example of one where it happens even though the breakup is completely pointless and has no effect on the plot.
* extremely, is sometimes used as substitute for Amphetamine in prisons.
* extremely is that Dudley saw exactly that — they forced him to see just what kind of person he was.
* Extremely justified in that he's just a common cheesemaker's apprentice-turned-actor, and she turns out to be a noble who's also the daughter of one of the most famous heroes on the entire continent.
* extremely late into the strip (two months before it ended), and thus were only featured in two arcs.
* Extremely Lengthy Creation: A work that took over ten years to develop.
* Extremely Loud & Incredibly Close: 2011 adaptation of the 2005 novel set in the year following the 9/11 attacks in 2001.
* Extremely Loud & Incredibly Close: 9-year-old Oskar says this to his mother. He immediately regrets it, but in her pain, she has a hard time forgiving him.
* Extremely Loud & Incredibly Close commentator as only the second-best key-focused children's film released in 2011.
* Extremely Loud & Incredibly Close He resorts to writing everything in journals and tattoos "Yes" on one hand and "No" on the other.
* Extremely Loud & Incredibly Close joins the tradition of 9/11 movies forgetting they're supposed to be period pieces, with several too-new cars (a 2008 Ford Escape is prominent) and cabs displaying the new-in-2007 NYC taxi graphics package noticeable in the trailer. Meanwhile, the protagonist's dad films him on super 8 rather than a then-standard VHS-C camcorder.
* Extremely Loud & Incredibly Close, respectively, were dedicated to each other and are so similar that critics are convinced that the two consulted with each other while writing them.
* Extremely Loud & Incredibly Close. Sometimes when they played "Reconnaissance Expedition," his father would deliberately set up missions in which Oskar was forced to talk to people, because his father wanted him to get better at it.
* extremely made of conscripted commoners that turn most of the population against her.
* Extremely major characters were accidentally created this way - Zaphod Beeblebrox first appears in Fit The First as the person to whom a quote about Pan-Galactic
* Extremely minor character Harvey Who was portrayed as this. A member of the Royal Secret Service, he warned King Max Acorn over not trusting certain characters, including the original Robotnik. However, Max ignored those warnings as he had trusted the mystical Source of All for his guidance. Years later, when Max's son Elias had lost the throne, Harvey decided to help him as he realized he was in a better position to be king than his father ever was because he never used the Source.
* Extremely. More so than in other adaptations, where the robots tend to have less personality.
* Extremely Naughty is about Agreste heir Adrien Agreste falling in love with middle-class Marinette.
* Extremely Naughty so that he could be with Marinette as Chat Noir. They end up being voted prom king and prom queen.

* Extremely nerdy Ross (works in a museum, loves dinosaurs) and the laid-back Rachel (gorgeous and fun-loving). She was his crush since ever and she starts dating him. There was lots of on-again-off-again going on...
* Extremely Nice: Charisse was immediately suspicious of Chloe as soon as she met her (and right she was).
* extremely, noting that even during his youth, people were developing bending in ways previously thought impossible.
* extremely, often going out of his way to watch over her, warn her against and save her from the Other Mother even when she's very rude to him.
* extremely old in several ancient cultures (along with being physically large, having a penchant for giant swords, and wearing weird warpaint). Which was the point, because it dissuaded most other cultures from attempting a conquest.
* extremely" or "shitweasel". This is due to the cheap budget the film was made with. The original trailer shows a less unfortunate looking model, however the film had to be re-built from the ground up after the original version was stolen.
* extremely patient, willing to wait a few centuries to take over a planet, which becomes yet another farming world for them.
* extremely PeeJee thinks "Gotta work on pretending to be surprised. That kid's coming out party will be awkward enough as is."
* extremely popular among fans. Their early dating life, general domestic life, and the details of their wedding is a source of fun speculation (especially after the reveal that Benny lived with them as well).
* Extremely popular in pop music from the mid-1950's to the early 1960's:
* extremely popular popular, with the result that all of the fics written before season two looking ridiculous. The contrast between pre-S2 Luna and post-S2 Luna is so sharp that many fans consider the old characterization to be a completely different character, generally referred to as "Woona". "Woona" still gets used but it's mostly relegated to Luna's childhood.
* "extremely portable" weight of 42 pounds and a battery life of "one-half of ten minutes."
* Extremely powerful magics can take a toll on the caster's life force in
* Extremely Protective Child: A child (who may be an adult or a minor) is determined to protect their parent(s) by any means necessary.
* Extremely Protective Child: A child willing to defend his/her parents.
* Extremely Protective Child: Offspring is extremely protective of their parents' emotional and physical wellbeing.
* extremely protective of him. And she gets very angry whenever she perceives that someone has hurt him.
* extremely rapid realization of what is about to go down during the elevator fight scene in . All it takes is one glance at an agent who's nervously gripping his taser for Steve to know he's about to be attacked. Look at his facial expression right after this, when the elevator doors open to let other rogue agents on. They've completely lost the element of surprise and don't even know it.
* extremely rare memorabilia that was actually worth thousands of dollars... or maybe not. Urban legends about Worthless Yellow Rocks are, naturally, extremely common.
* extremely rare occasions - usually after attacks that target their core supporter demographic - they have issued denials. Most people usually still attribute these attacks to ISIS anyways.
* extremely red mistletoe, most media just uses holly with its easily recognizable spiky leaves because it's a lot more accessible and has a very festive red and green color, and many viewers think the two plants are one and the same.
* extremely. Right down to holstering it across-hip instead of same-hip.
* extremely rude old man get on with the Third, with whom she swaps fashion and hair tips (although she takes care to erase their memories of her so that it will preserve the timeline).
* extremely science fiction elements, so looked at from the perspective of the series it was a breach of genre conventions.
* extremely self-conscious of how they're perceived by others on others'

validation. Rather, it is the fact that these characters' egos are so inherently bloated that they perceive anything less than near-constant praise and adulation as a grievous injustice. Don't count on them to give anyone else the same level of respect they expect to receive for themselves. If they absolutely must acknowledge the superiority of another, they'll give the shallowest of lipservice.
* Extremely Short Timespan) and this helped avoid continuity mistakes.
* Extremely Short Timespan: Most videos show a single broadcast, with nothing to suggest it goes on for longer than the video's duration.
* Extremely Short Timespan: The entire story occurs in a very short amount of time.
* Extremely Short Timespan: The events of the entire story occur in a rather short amount of time.
* Extremely Short Timespan: When the events of a whole story (novel, arc, movie, etc.) takes place in a short period of time. Usually three days or less.
* extremely spicy food, a soup made with beef tripe, is another popular option. Mexican restaurants in the U.S. often have specials on menudo during the weekend for this reason.
* extremely status, but unless you're bleeding or have managed to scare them or piss them off, they are generally pretty apathetic towards divers.
* extremely strict on how the Ainu may be portrayed. Therefore, Okuru is never explicitly identified as Ainu.
* Extremely strong preparations of cacao beans (the substance from which chocolate is derived) has recently become a small alternative health fad, where it is used as an antidepressant and meditation aid in cacao ceremonies. Unlike a lot of the drugs on its list, its effects are, in almost all cases, pleasant and benign, consisting of a caffeine buzz and a "loved-up" feeling from the theobromine. It's sometimes reported as being hallucinogenic, but most people using cacao to have "
* extremely sturdy ships, and are almost constantly at war with the vicious Mantis and their hunting parties, who have a tendency to decorate their ships with the viscera and parts of their kills. A player-controlled Rock cruiser that encounters a Mantis ship with such trophies can ram them to completely disable the enemy's engines, with your vessel completely unharmed.
* extremely. The game's story is told through videos; and you can view the videos in any order (you have to find the videos by querying the right terms into the search engine). The way the story is presented, the player has to piece together the full plot on their own.
* Extremely, the propagandic bent isn't the least bit surprising. The movie was released around the time where American and NATO government representatives, as well as human rights group, starts putting pressure toward China for the alleged human rights violations in the Chinese territory of Xinjiang, in which the Chinese government responds as "fake", "fabricated" or "meddling of national affairs". Note that big American films as of 2010 to this day generally avoid depicting China the same way, as China remains a big market for American action movies and most Hollywood movies are co-produced with Chinese studios in order to be treated as domestic product in China due to tightening import laws.
* extremely the size of the average human, and as they are a race of clones, we can reasonably presume that their stature is pretty uniform.
* extremely, those exact items get sucked in. The coffee mug even has a question mark on it in both shows.
* extremely to be a woman). If you were to take a drink for every time babies, pregnancy, or abortion were mentioned in her presence over the following three episodes, you'd end up needing your stomach pumped.
* extremely unlikely occurrence due to the numerous fail-safe systems designed specifically to keep it from happening. Then the show's writers realized that a "warp core breach" was synonymous with "imminent danger", and they started happening with a depressing regularity, to the point that warp cores have an ejection system built into them. Apparently, all those fail-safe systems suddenly became useless.
* extremely. We also see many more new characters in the comics with more (for want of a better word) "trippy" abilities that'd be hard to visualize with the show's

budget (a plant-man, a woman who can literally rearrange your face, a guy who clones himself through "budding", and so on).
* extremely well-done, especially on the part of the author writing Heat's part of the story.
* Extremely Wicked, Shockingly Evil, and Vile, she states that everyone found Bundy pleasant to be around save her dog, who loathed him.
* Extremely Wicked, Shockingly Evil, and Vile tells the story of the serial killer Ted Bundy from the perspective of his girlfriend.
* Extremely, with creepy black eyes that have dark circles under them.
* Extreme Makeover: Home Edition), and the hosts will always find a way to show that all the tools they’re using to remodel and restock the house are from that chain of stores. They’re usually not very subtle.
* Extreme Makeover: Home Edition, as they were going about demolition Ty Pennington says "We're throwing out everything..." cue kitchen sink flying out the first floor window "…and the kitchen sink!"
* Extreme Makeover: Home Edition built seven homes for seven familes in seven days in their finale.
* Extreme Makeover: Home Edition had their old house crashed into by a car.
* Extreme Makeover: Home Edition house was being built, you could expect no less than 10 minutes per newscast of live cut-ins of the building site from the local ABC affiliate.
* Extreme Makeover: Home Edition (US, 2003–2012, 2020–present)
* Extreme Makeover: Home Edition, which was averaging 8-9 million viewers on Sunday nights, was moved to Friday nights in the middle of season 9. The ratings dropped to 5 million viewers and the show was cancelled at the end of that season, though it at least got a proper series finale.
* Extreme Male Beauty. Namely he was trying to get in shape cold turkey in eight weeks - whereas most people advise making gradual adjustments in lifestyle.
* Extreme Marksmen noted that there were no documented examples of this trope actually being done (or even attempted) with a gun. But they had expert shooter attempt to do it anyway, just to see if it was possible. On his first attempt he eventually broke the rope, but it took about 5 or 6 shots. Naturally, that wouldn't have been fast enough to save the victim. He tried again, this time using wadcutter bullets (normally used only for shooting paper targets) which hit a slightly wider area than pointed or rounded bullets, and this time took only 2 shots to break the rope. Since he fired the first shot at the exact moment the "victim" (a sack of potatoes) was dropped, this left at least a slight chance that he could've survived, as the follow-up shot came very quickly due to the shooter's great skill. So with the right ammo and an exceptional shooter, it was possible (though extremely unlikely) that it could be done. It was mentioned that hangman's rope is roughly a half inch wide, which is wider than most bullets. And aside from some machine guns, sniper rifles and super-magnum hunting rifles (that almost all came onto the scene after hanging had begun to fall out of favor and was certainly no longer used in in places public enough to be disrupted), most guns with bullets larger than a half-inch in diameter have poor accuracy. So there's no realistic way to take out the rope in a single shot.
* Extreme Measures: Luthan has medical cocaine planted in his apartment when it's broken into by the dirty cops, to get him arrested and fired from the hospital so he can't investigate the disappearances further.
* Extreme Mêlée Revenge: I'm gonna beat your head in over and over and over... And even when you're a bloody mess, I'm gonna keep on beating you!
* Extreme metal band Dimmu Borgir once had three Stians: Stian Thoresen (vocals, better known as Shagrath), Stian Arnesen (bass, better known as Nagash) and Stian Aarstad (keyboards, no stage name).
* Extreme Monsters book series is only half-vampire due to having a human mother.
* Extreme Monsters book series revolved around the adventures of five monster athletes, whose ages ranged from 9 to 12.
* Extreme Monsters even had his actions endanger a tribe of Bigfoot, with him not caring at all about their plight.

* Extreme Monsters monster athletes are required to wear during competitions to prevent their abilities from giving them an unfair advantage over human athletes).
* Extreme Monsters: One of the members of the titular group of extreme sports-playing monsters was a mummy named Mumford.
* Extreme Monsters was a book series published by Penny Candy Press about preteen monsters who enjoyed playing extreme sports. The main group consisted of a skateboarding vampire named Val, a street luging witch named Jinx, an in-line skating werewolf named Wulf, a BMX biking Frankenstein monster named Steiner, a speed climbing mummy named Mumford and their mad scientist coach Doc.
* Extreme Omnisexual monster that tries to get on with one — or more, or even all — of their classmates, but they're also a goofy, nerdy high schooler.
* Extreme Omnisexual: Someone that that has had—or at least would like to have—sex with other species and/or inanimate objects.
* Extreme Omnisexuals out to rape anything in their way. WARNING! NSFW.
* Extreme Omnisexual tendencies, he mentions that one of his victims was his niece's chinchilla.
* Extreme Omnivore: A character eats something that is usually inedible.
* Extreme Omnivore after eating a few cannons. In his side story, he can use his power to produce toys by eating some scrap, which he then sells to children. Later, the Wano arc introduces Tama, a young girl who can generate edible dango from her cheeks, which can be fed to animals and SMILE-users to make them tame and subservient to her. However, this effect doesn't work on humans, and it won't make humans any less hungry if they do eat it.
* Extreme Omnivore: A person who will eat just about anything vs. a person who is very selective about their food.
* Extreme Omnivore does this to herself by giving Ling-Ling a stick with a Hostess treat attached to the end so he can use it to make her move while carrying him on her back. She even encourages him to move it a little as her vision is based on movement.
* Extreme Omnivoreorganic, it converts directly into more of its own body mass.
* Extreme Omnivores with no compunctions about eating other people. Elf and dwarf are their most prized delicacies, and their burial rites simply consist of the living eating the deceased.
* Extreme Omnivore: Tends to eat things that are not supposed to be edible.
* Extreme Ops concerned a film crew and three extreme sports enthusiasts who go to the Alps to shoot a commercial, only to discover the hideout of a war criminal who faked his death. It suffered from terrible pacing (it takes almost an hour for the war criminal to reveal himself) and being released just as Joe Public was getting really good and sick of the "X-Treme" craze of the early 00s. It bombed both critically and financially.
* Extreme Ops, Kittie's pants rip when Will tries to pull her back up from hanging over the mountain, allowing him to see her panties.
* extreme or over-the-top manifestation of the trope, but may still be played straight or taken entirely seriously. (It helps get the point across if your exaggerated examples are serious.)
* Extreme PaintBrawl 2: "There is one good thing I can say about Extreme PaintBrawl 2: it doesn't cause cancer, bursitis, or scurvy — at least according to the Surgeon General."
* Extreme Paranoia with things like Alertness Officer and Public Relations Officer.
* Extreme Pinball shows the protagonist hanging by a rope tied around her wrists over a pit of monkeys.
* Extreme Prejudice picks up a scorpion then crushes it with his bare hand was done in one take.
* Extreme Risk", the conflict is over the Malon attempting to salvage Voyager's multi-spatial probe from a gas giant despite their objections.
* Extreme Rules 2015 featured the first ever Kiss Me Arse Match between
* Extreme Rules 2015, Ziggler managed to force Sheamus to kiss his ass.
* Extreme Rules - a match conducted under "ECW rules". There are no countouts or disqualification, and the referee's only role is to count pinfalls, acknowledge

submissions, and uphold rope breaks. Functionally similar to a no holds barred match.
* Extreme Rules shows footage of the maligned Smackdown Karaoke segment. Wyatt is not amused.
* extremes, as the police and general public are outraged at the thought of a teacher having sex with a student... until they realize that it's a young, attractive woman having an affair with a male student, at which point they all congratulate Ike ("Nice...").
* extreme similarity (both physical and personality-wise) to her beloved Amano-sempai, her long-time crush in school.
* Extreme solutions are more glamorous than mundane solutions and Romantic works often favor situations and settings where characters believably move into extreme phases of behavior, act disproportionately but in the end are praised by everyone as visionaries who were bold, decisive and had the gut instinct. And of course, because the person can only act in an extreme measure, there is
* Extreme's only #1 on the Mainstream Rock charts wasn't "More Than Words" or even "Hole Hearted", but the relatively forgotten "Rest in Peace". It may also surprise people that "Hole" was a much bigger hit than "Words" on rock despite the latter being their only #1 pop hit.
* Extreme Speculative Stratification: Social stratification is exaggerated in speculative fiction.
* Extreme Speculative Stratification: The rich and poor are starkly and absolutely divided.
* Extreme's "Play With Me", with a variation: the baby in the baby carriage gets a name, and it's Adam.
* Extreme Sport Excuse Plot: After the extreme sports fad of the '90s and early 2000s died out, this stopped being able to draw in large audiences. Not to mention many of these sports could just be watched on actual sports channels, without all the filler. Sports-based plots now need other aspects to attract viewers.
* Extreme Sport Excuse Plot: A show or movie that has the characters doing extreme sports.
* Extreme Sport Excuse Plot: Ever since extreme sports like skateboarding, motorcross, surfing, snowboarding, and rock climbing became popular in the decade, shows that never done this before or don't necessarily need this got on with it due to its themes of new hobbies, passion, physical activity, sportsmanship, and teamwork.
* Extreme Sport Excuse Plot (the movie plot is to justify all the extreme sport stuff)
* Extreme sports in particular are targets of this. Skateboarding fans, for example, tend to complain to no end about the new fans that come with video games series like
* Extreme Sports with The Berenstain Bears. If you do manage to beat the game it won't take long, only about ten minutes.
* Extreme Studios and Majesty, Queen of Venus. The premier superteam of this world is the Super-Americans.
* extremes (!) while overseeing a tea ceremony on the planet Gatalenta. Of course, the Jedi Order immediately annuls all the marriages — although the process apparently took three days, leaving Adi Gallia at her wits' end by the time she returned to the Temple.
* extremes. While the yellow and blue teams race for the finish, the red, green, and white teams argue near the pool. Eventually, the red and green teams start pushing each other's members into the pool. When two members of one team are left, all four members of the white team come up to push them in. After doing so, all four members of the white team lose their balance and fall in themselves.
* Extreme Syndrome. Instead of being stuck at the first song that comes up, new players get stuck at the minimized song selection displayed by the default sort. This is because unlike previous arcade games, the default sort only lists the 83 new original and revived licensed songs, making the master tracklist smaller than it really is (in reality, the game features 210+ songs). Accessing older songs

requires you to toggle the sort by pressing the left and right selection buttons, which not many newbies would know from the get-go. Thus, "Speed Over Beethoven", "Crash!", and "Love Love Shine" are 99% guaranteed to appear in the Top 10 most picked songs.
* Extreme!). The only songs by them that get any airplay anymore? The ballad "More Than Words" and the folksy "Hole Hearted", both slower acoustic songs.
* extreme to make a temporary TARDIS Team, and the trend continues into Series 11, for which he acted as showrunner.
* extreme unreliability (hence Marty's surprised comment that Doc Brown had, out of all automobiles, made a time machine out of a DeLorean). It was discontinued before the first film was ever made, but the movie caused second hand prices to skyrocket. Eventually, the car was brought back into low-level production, arguably because of the movie alone.
* Extreme Vs. Maxi Boost has an "Extra Final Scene" after fighting Sthesia Acht where you fight against a seemingly revived ex- (referred to as ex-(DC)) in the Extreme Gundam Mystic Phase from Full Boost.
* "Extremis" barge into Bill on her date with Heather and rant in Italian (translated to english below):
* "Extremis" realistic: the technology is good enough for the simulated Doctor to email the real Doctor a warning about the imminent invasion.
* extremist fringes fandoms go off at one another, one will refer to the other as Sentai Snobs and Anti-Sentites respectfully.
* "Extremis": The Doctor again convinces someone to run away by asking them to look him up. In the Fatality Index, under "cause of death", which reveals "a truly remarkable record" that overwhelms the display device. The executioner holding it runs off with, "Have a nice day, then."
* Extremis": The Haereticum, the Vatican's secret library of blasphemy, is at least five stories tall and filled with at least a thousand years' worth of the world's most dangerous literature.
* Extremis Then again, there is no interaction between the two plotlines: the former is a flashback slowly revealed in pieces throughout the episode.
* "Extremis" They show him a wireframe view of the world, with, instead of people's appearances, statistics like their species, age, and heart rate.
* Extremis Virus, Rhodey at one point empties an entire clip] into two Extremis thugs and while affected they quickly shrug it off more pissed off than anything else.
* Extremities prison bars. This makeshift cell won't need to hold the man for long, as Marjorie starts digging a shallow grave in the back yard garden.
* Extremophile Lifeforms: Aliens and other beings evolved to live in conditions seemingly hostile to life.
* Extremophile Lifeforms: Creatures that inhabit extreme environments inimical to more ordinary life.
* Extrinsic Go-First RuleWho goes first is determined by something outside the game itself.
* Extroverted, cheerful, and people-oriented. Can be more or less empathetic and sensitive towards others.
* Extroverted, short-tempered, and task-oriented. Normally callous and unemotional, but will get angry for personal reasons.
* Extruded Book Product: Ghostwritten series of books where the main plotline of every book is basically the same, and created at a rate that's higher than any one writer usually writes.
* Extruded Book Product: Harlequin/Mills & Boon "category" romances
* Exty Years from Now: The story is set in a future year that is exactly decades, centuries, or millennia away from the year it was originally made/released.
* Exu/Ellegua. One story has him sitting at the side of the road, repeatedly telling people it's safe to cross, only for them to fall and break their legs on the way. At the end of the story, he tells HIMSELF it's safe to cross the street, breaks his leg, and has been depicted with a walking-stick ever since.
* ex-villain characters), this can be a detriment; for example, if Stuntman's mine

goes off and hits other ex-villains it will deal bonus damage to all of them. Other times, such as if you have ways to get villain cards to hit each other, it's hilarious.
* "Ex-Wives" is a rare group We Are song performed by all the queens.
* Exxon and Mobil (the latter of which was the result of the merger of
* ExZeus 2 was originally ported to Windows 8 or later systems through the Windows Store in 2014 that was mostly a direct port of the smartphone version. An updated version was released in 2017 that slightly improved the visuals, supported higher native resolutions, added remappable controls for controller and keyboard, and does not require a Windows 8 or later machine to play it.
* Ex Zeus allows you to purchase upgrades and power-ups for Minos and they carry over in subsequent playthroughs.
* Ex Zeus and combined them into a new battle robot and decided to take the fight into their turf.
* Ex Zeus, which improved on the visuals, added difficulty levels, and added online leaderboards.
* EYD to give an old, Dutch-occupation era feel (even though the EYD was released in 1972, more than 20 years after the Dutch surrendered). For example, the Dutch restaurant specializing in Indonesian cuisine called "Tempo Doeloe" (roughly translated to "past" or "the good old days") — the proper spelling is actually "Tempo Dulu".
* Eye Am Watching You: Pointing at your eyes, then a person, to signify you're watching them.
* Eye Am Watching You: So don't try to piss me off or I'm coming for you!
* Eye and Seven Despairs is a villainous example. He is implied to be the most brilliant and devious of the Deathlords, who are already the most devious
* Eyeball tumors appears to be a side-effect of the G-Virus. Curtis from
* Eye Beam, and its legs, which open up when it charges at you and if hit enough will leave it immobilized, but it will still fire the beam at you if its eye is intact.
* Eye Beam. However, Trevor discards it soon after. In Season 3, Trevor wears a cool black one reminiscent of Dracula’s cape.
* Eye Beams and a long prehensile tongue, both of which it uses to its ecological advantage.
* Eye Beams, and a pair of short-barreled guns on his neck/shoulders. And on one occasion, a gigantic fucking missile on his arm.
* Eye Beams At this point, skull decides he'd rather die than literally "take Belkar's crap."
* Eye Beams, he's vaporizing people into fountains of flash-heated gore. Because he's a sociopath who hates literally getting his hands dirty.
* Eye Beams). In 4th Edition, beholders could no longer do this, having more varied and balanced powers, but it was brought back in 5th edition.
* Eye Beams, Shiva used his third eye to burn the love-god Kama to ash in wrath over being forced to fall in love with Parvati.
* Eye Beams) were trying to cut into Tigatron's stasis pod, but as a general rule if a character on the show had that ability and wasn't named Dinobot, they only got used on very rare occasions, and got overlooked numerous times that they could have been helpful.
* Eye Beams. When Dean notices Hogarth’s toy gun on the ground, he realizes that the Giant has an automatic self-defense mechanism.
* Eye Beams who looks like an RPG endboss but faints at the slightest provocation (or after using his abilities).
* Eyebrow mites only eat the sebum (oils) secreted from sebaceous pores around our
* eyebrows aren't drawn like everything else, they're made by scanning processed seaweed and digitally adding them to his face.
* eyebrows. She was eventually forced to leave the show because the huge amounts of makeup were causing her serious skin and kidney issues.
* Eyebrow Waggle: Someone waggles their eyebrows after making a lecherous comment or a joke.

* Eye Catch bumpers, seeing as how there are no commercials to cut to.
* Eye Catches. It's one of the quirks of director Keiichiro Kawaguchi.
* Eye Catches's first season. It's one of the quirks of director Keiichiro Kawaguchi.
* Eye Catches Sora doing a shower juggle for a while, before she loses control of the balls, dropping one of them on her head.
* eyecatch, Nanoha is shown happily eating sweet potatoes... pan down to show that it's only a dream, and she's actually gnawing on a struggling Yuuno.
* Eyecatch, the rather dramatic conclusion of his long expository rant revealing several significant bits of backstory to the series' universe. The characters that are witness to this reveal are shocked...only to suddenly cut to a completely unrelated and relatively cheery eyecatch of another character playing in a meadow, thus providing the audience with the dramatic equivalent of a face-first, high speed collision with a brick wall.
* Eye Color Change: Some forms, where you can change your eye color repeatedly.
* Eye Colour Change: A character's eyes change color in response to something, either literally or symbolically.
* Eye Colour Failure. It's notable because whenever someone with dark eyes does it, they go nearly white.
* Eye Contact as Proof: Having someone look you in the eyes while making a claim is the best way to verify the claim.
* E.Y.E.: Divine Cybermancy allows the player to replace their nervous system with a top-of-the-line computer system, interfacing with the brain for much more improved reflexes. At least, according to vanilla text - the real in-game effect is heightened agility.
* E.Y.E.: Divine Cybermancy almost anything. Early models of the Arrancadora worked by creating a nuclear fusion reaction, though it was phased out by the distortion hammer.
* E.Y.E.: Divine Cybermancy) and extremely simple, but are used heavily by all factions due to their heavy stopping power, low cost, and high accuracy. In-game, they're some of the most common weapons used by enemies, and the preferred weapons for many players due to their versatility.
* E.Y.E.: Divine Cybermancy creates a localized warp in reality upon contact with flesh.
* E.Y.E.: Divine Cybermancy has "Cybermancy" (Hackers with psi abilities) and "Necrocybermancy", which the process for installing extreme cybernetic implants, similar to fantasy necromancy; The patient dies, is cybernetically modified, and gets his spirit called back into the body.
* E.Y.E.: Divine Cybermancy has the intricate horned/halo designs of commander Rimanah and your mentor.
* E.Y.E.: Divine Cybermancy) like the other two snipers, the Hunting Machine and the TRK A.D..
* E.Y.E.: Divine Cybermancy psi-power, which immediately kills targeted enemy and (with a splash of blood and gore) summons a metastreumonic creature in their place.
* E.Y.E.: Divine Cybermancy. Several cybernetic implants are actively useful - indeed, practically required - for psychic characters. However, in the backstory, being enhanced as much as EYE agents are is incredibly risky for their souls - one method used, Necrocybermancy, involves the subject being killed and their soul held in stasis while the upgrades are being made, then returned to their newly-cybernetic body.
* E.Y.E.: Divine Cybermancy's Huan Lo Pan intends to kill the player in "an accident"... which he says right to the player's face. You can then respond that the only accident you fear is his head falling into a vat of acid with you wearing his face as a party mask.
* E.Y.E.: Divine Cybermancy style and augment yourself with cybernetics.
* E.Y.E.: Divine Cybermancy, you can install the "Power Converter" implant, which bolts onto the heart. When activated, it converts blood into energy for your other implants or psychic abilities.
* Eyedscreen - Specialized focus on something, by using black bars on the area of

the screen above and below it
* Eye for an Eye, and they won't make the kill for someone else. Instead, they teach newcomers how to make the hit themselves.
* Eye for an Eye, at the very least, the killer's constant making faces at Field would earn him a bunch of "contempt of court" charges.
* Eye for an Eye, Sally's character plays it smarter by baiting the evil creep and getting him to break into her house so she can kill him and more reasonably claim self-defense.
* Eye Glasses: A character wears glasses that change shape to match their emotions.
* Eye-gouging. It's a serious offense that will get you banned from the sport for weeks, months, or even
* Eye Guess: For the first two years the theme was Al Hirt's "Sugar Lips".
* Eyeholes commercial, which features the Eyehole Man, who beats up anyone who tries to eat Eyeholes, and tells them "Get up on outta here with my Eyeholes!" The twist is that he's not just a character conjured up for the commercial, he's actually a real guy, and he really will attack you if you try to eat Eyeholes, as Jerry would later discover.
* Eye in the Sky decide what (if anything) it was about. Despite that, the album ended up being a loose exploration of the influences of religious and political belief systems.
* Eye In The Sky. Inspired by the security cameras at a casino, apparently about cameras and spy satellites watching everything.
* Eye in the Sky's protagonist Colonel Powell was originally written to be a male. It was changed to a female, played by Helen Mirren.
* Eyelander. The Scotsman's Skullcutter and the Sniper's Hitman's Heatmaker do much the same.
* Eyelash dislodgement causes lamp post to turn on for seven milliseconds.
* Eyelashes appear to be the only difference between males and females of most species of
* Eyeless Face, apart from having no voice-over or even lines, may have no eyes whatsoever either.
* Eyeless Face's short story "Bon-Bon" (1835) wears green sunglasses to conceal that he has neither eyes nor eyesockets; the space where the eyes should be being "simply a dead level of flesh".
* Eyelid Pull Taunt: Pulling a lower eyelid while sticking out the tongue to show disdain. Common in Japan, and usually portrayed as childish.
* Eye-Obscuring Hat: A character wears a hat that covers up their eyes.
* Eye-Obscuring Hat that still conceals who you are and adds an air of mystery.
* Eye of a Fly, a car smashes into a corner pet store, destroying the cheaply-made building and killing a family that lives on the second floor.
* Eye of a Fly, Ernest almost steps on the body of a girl who was murdered right outside his building. He arrives just as the police are wrapping up their investigation. When they remove the corpse, they leave a chalk outline.
* Eye of a Fly, Ernest has an emotional breakdown while walking home and becomes incapable of processing anything he sees or hears. When he recovers, he finds that he made it to his bedroom, but soiled the bed.
* Eye of a Fly, Ernest's brother Warren hates his sister Tiffany, for reasons Ernest can't discern. Once he threw a TV at her.
* Eye of a Fly makes his own meals, like ice cream with mustard and hamburger with orange juice spread over it.
* Eye of a Fly: To Ernest's embarrassment, even casual interactions with attractive women leave him with uncontrollable sexual thoughts and a visible erection, but sexual encounters leave him cold, which is part of the reason why he's still a virgin.
* Eye of a Fly was little, his mother gave him a present wrapped in red cellophane. Ernest was entranced by the way the light shone through the cellophane and stared at it for hours. Then his mother ruined it by opening the present.
* Eye of a Fly was thirteen, she tried to throw herself and her baby brother off a bridge because her father planned to force her into prostitution to pay for his

addiction, and she thought the whole family would be better off dead. Instead she fell down and was run over by a truck, resulting in brain damage that destroyed her ability to read and left her with regular seizures. Her uninjured brother was put up for adoption, while she was placed in an abusive foster home and later spent time homeless. Things started looking up for her after Father Maldonado took her in and let her stay and work at the Day Care Center, and now she considers the truck accident to be a gift from God because it prevented her from killing herself.
* Eye Of Cat — in a far future, though nowhere near as far as the previous entry.
* Eye of Horus Means Egypt is being used to symbolize that something's Egyptian.
* Eye of Horus Means Egypt is used to symbolize that something's Egyptian.
* Eye of Newt are folk names for herbs. "Eye of newt" itself refers to mustard seed.
* Eye of Terror, about ten thousand years old, so their armor is fairly antiquated compared to the loyalist Space Marines.
* Eye of Terror, and the Imperium promptly converted Cadia, the world closest to the safest route in and out of it, into a planetary fortress. So the heretics spend as much time fighting each other within the Eye as they do launching raids or invasions from their prison/refuge.
* Eye of Terror from the present day of the setting so the light from it shouldnt have reached reached earth yet. That's one of the least weird things about it.
* Eye of Terror, which was unexplored, and was simply called "Da Big Swirly Fing".
* Eye of the Beholder an optional dungeon called The Mausoleum near the start of the game gives you a "Rod Of Restoration" as a reward... guess where the only enemies that use what it cures are.
* Eye of the Beholder but who is also not even half the threat of a single giant.
* Eye of the Beholder features an endless corridor in an already frustrating level, thanks to one of the "sneaky teleporters" of the game, who sends the party back a few squares with no visual clue. Leaving an item on the floor allow one to realize what's going on. There's no way to ever reach the other end of the corridor.
* Eye of the Beholder II: The Legend of Darkmoon-based game, features the aforementioned exploding "gas spores". And yes, at first glance, they can be mistaken for beholders. Especially the first one, that startlingly appears right as a door open. That sword slash was pure reflex, I swear!
* Eye of the Beholder. In his speech, he continually stresses the importance of ensuring "glorious conformity" and abiding by a single norm. He says that all that is different must be cut out like a cancerous filth as differences weaken the state.
* Eye of the Beholder", Rod Serling's ending narration raises the questions of this world and why it is, before saying the answers make no difference.
* Eye of the Beholder spell, allowing the party to see through the many secret illusory walls dispersed through the mazes in the games.
* Eye of the Devil (as a French count) must return to his home to be sacrificed for a better crop or something. The entire town are Satanists posing as Catholics, including their priest.
* Eye of the Devil — namely, it's a Satanic cult. The cult has taken on much of the iconography and symbolism of the Catholic Church, including black masses that look a lot like the regular Mass, and the use of crosses and Christian symbolism for their human sacrifice.
* Eye of the Devil that conducts a seemingly innocuous fair, which is actually the prelude to a human sacrifice.
* Eye of the Dragon installment of the series, and the first completely original release of the noughties revival.
* Eye of the Dragon turns out to contain six zombies, which ambushes you the moment you enter the room. If you have a Ring of Zombie Control, you can order them to back off, otherwise you (and your friend, Littlebig the Dwarf) will have to battle the entire group.
* Eye of the Dragon, which can unlock an underground chamber containing a valuable golden dragon statue as tall as yourself. However, said chamber is guarded by a

powerful Black Dragon.
* Eye of The Lens by The Comsat Angels could have been their biggest hit in the early 80's, had it been included on an album.
* Eye of the Needle by Ken Follett murders several people for this, always saying, "You saw my face". Later he discovers that British Intelligence has gotten hold of a photograph of him when he lived in Germany, causing him to freak out because now they really do know his face.
* Eye of the North campaign. Recruiting the Charr requires killing their current corrupt leaders, at which point the Legions quickly realign under their new leader. Recruiting the Norn involves a spirit journey and showing one rather boisterous Norn that the enemy is fun to hunt and there are enough to gather a hunting party.
* Eye of the North expansion is far more explicit with this. If an allied NPC is killed, it will either return hale and hearty on the next dungeon level or, more commonly, wait until its aggro circle is clear before standing back up, dusting itself off, and running back to your location. Quite a few NPCs will rubberband back up to about 30% if their health drops below this threshold, even if the damage they receive puts them deep into negative health. Of course, it was possible for decorative player minipets and certain resurrection NPCs to be accidentally killed by rolling ice boulders when they shouldn't, but this was quickly patched.
* Eye of the North patches, releasing new stories for the original game in order to renew interest in the series. The new stories continued existing plots from the original games and were of considerably higher difficulty.
* Eye of the Storm, in reaction to Scathach's beauty, Shirou try to focus his thoughts on Rin. It isn't specified if he want to calm buzzing hormones by focusing on his true love, or by fear of what she will do to him if he's be unfaithful.
* Eye of the Storm, Shirou looks for Sakura that went missing. With the girl being both a lesser grail and in presence of a Servant, it is obvious that it will lead him to current Holy Grail War.
* Eye of the Storm to be the anxious type from the way he taps his leg throughout the meeting, needing the toilet often. He also reacts to being touched by his boss, his reaction to a door slamming shut being similar to sensory overstimulation. He also often has social miscues, as noted by Ganabati. To further complicate it, he's been noted to scream out at night from the Noodle Incident of Romania, which Ganabati describes as having been horrific.
* Eye of the Tiger Dodge Ram that Gary Busey's character gets as a favor for saving a Cartel member in prison, and which he uses to totally annihilate a group of psycho bikers terrorizing his town.
* Eye of the Tiger where the boxer lost the big fight and wound up retiring to run a small deli.
* Eye of Tyr, January 28, 2012, he spoke in a coherent, intelligible manner and at a normal pace. He would still speak his usual way out of CHIKARA, though.
* Eyepatch After Timeskip: Someone is depicted wearing an eyepatch in the future.
* Eyepatches are frequently used to correct amblyopia (lazy eye), especially in children.
* eyepatches with the main character thinking that "anything sounds good coming from a man with an eyepatch".
* Eyepatch of Power are cool. Similarly, he has a bionic limb because of some terrible accident where he was rescuing somebody or doing something else heroic. Logical downsides like a reduced field of vision are forgotten.
* Eyepatch of Power on one of her earlier missions. Generally not someone you want to mess with.
* Eyepatch of Power: Too badass to need both eyes. Probably lost the eye in a badass way too (assuming that eye is actually missing).
* Eyepiece Prank: You trick someone into looking through an eyepiece that leaves a marking around their eye or eyes.
* Eye Pop, before feeling up Rocko's eyes and optic nerve. He then performs the same type of exam on Rocko's eyes as one would for an inguinal hernia.
* Eye Pop: Eyeballs cartoonishly popping out of a character's skull as a reaction.
* Eye Pop in his nightmare in which he discovers that Arthur and the Brain are

aliens, only to wake up, comment "That was scary," and flop back over to sleep.
* Eye Recall: A flashback sequence that starts with the camera zooming inside the pupil of the character recalling the memory.
* Eyes Always Averted: People who are shy often don't like to make eye contact.
* Eyes Are Mental: Their eyes stay the same even if the rest of their bodies don't.
* Eye Scream Set ripped out or blinded Horus' eye with his bare hands, and Apophis sometimes wounded the sun god Re's eye during the night.
* eye-searing baby blue and yellow uniforms. The fact that they won their only game in these uniforms 56-21 is presumably unrelated.
* Eye See You the killer hates cops and targets them because they protect the weak, who he views as a social disease that should be exterminated. He claims this is simply "nature's way", longing for a day when their blood will run in the streets.
* Eyes features a ghost vision letting the player see what the specter sees.
* Eyeshield 21 (小便). Unfortunately for them, those phrases mean "poop" and "pee" respectively.
* Eyeshield 21 - A dub was released by Viz Media on the streaming service Toonami Jetstream of the first five episodes, perhaps as a test run. After Toonami Jetstream shut down, the episodes disappeared, and Sentai Filmworks' North American DVDs of the show do not have the dub.
* Eyeshield 21 against the first game of the tournament against the Cyborgs.
* Eyeshield 21, Agon's nickname for Unsui is "Unko-chan", which can mean "Little Shit" or "Girly Little Un".
* Eyeshield 21, Akira "Chuubou" Nakabou is a big fan of the protagonist Sena Kobayakawa. He stated that he planned to enroll in Deimon High School after graduating middle school to join the Devil Bats. He immediately jumps at the chance of joining the Japanese High School Football team for the world cup and is the only player from Kansai that is not a member of the prestigious Teikoku Alexanders to be included in the first string team.
* Eyeshield 21. Although he's not cute and is primarily interested in savaging and eating the Devil Bats. There's also Butaberus, and the little Devil Bat, the actual team mascot, who doesn't physically appear in the story but handles meta explanations, omake and reader questions. There's also Baby Devil Bat, which is just a smaller, student-like version of the Devil Bat.
* Eyeshield 21 and beats up Monta when he pulls this...on Mamori. Poor Sena gets stomped on too.
* Eyeshield 21 and sleeps with several girls and then dumps them afterwards. Several guys line up to join the Deimon Devilbats because Mamori was handing out flyers. However, most of the other male characters avert this who rarely, if not never, shows an interest in romance.
* Eyeshield 21), and snacking on bananas, his favorite food. He even cries "Mukyaa!", which in Japanese is a monkey's cry. Despite all this, he still gets incredibly offended when someone calls him a monkey.
* Eyeshield 21 and takes orders to the extreme, doing ONLY what Kid told him to do. It was only after Monta defeated him in a catching battle that Tetsuma began to develop his own ambitions and more emotions.
* Eyeshield 21 and the rest of the team totally shaken, the opposition asks if they're ready to forfiet the game. After a brief team meeting, the Devil Bats declare their decision in unison, "We will KILL them!"
* Eyeshield 21, and with all of this, manages to scores while destabilizing his opposition. Also, there are several instances where they don't catch up in time and lose anyway.
* Eyeshield 21 are the best (respectively) runningback and wide receiver in Japan, best friends, and the keys to Deimon's offensive power. Needless to say, some of the Devilbat's best plays involve the two working together.
* Eyeshield 21, at the start of the "Death March" arc, Sakaki offers the Devil Bats a choice: either go back to Japan and take it easy over their summer break, or join Hiruma, Kurita, and himself on their trek across America and risk a career-ending injury. Naturally, they all opt to take the risk.
* Eyeshield 21: A "uselessly bad-ass" pillow fight between members of the Japanese

team during the World Youth Cup arc involves players using their special techniques with the pillows against each other.
* Eyeshield 21 being revealed to the audience directly before its execution.
* Eyeshield 21 boils down to the main character growing out of his wimpy kid mold and becoming a man (albeit a rather wimpy man).
* Eyeshield 21 brings a massive arsenal of firearms wherever he goes, though where he keeps them all isn't so clear.
* Eyeshield 21. But if a question is asked in terms of American football, no matter how complicated, he'll always answer it correctly in seconds.
* Eyeshield 21 can be like this to his team when he has to. It's later shown that he used to spend his free time at a military base as a child, so that may have had an influence on his "teaching" methods.
* Eyeshield 21 Clifford D. Louis makes and executes most of the plans; he's also the only player who isn't frightened of Mr. Don and whom the latter doesn't try to order around, making them an example of this trope.
* Eyeshield 21 (cornerback) as his Left Hand. Between the two of them they more or less carry Hakushuu, with Gaou breaking the opposing line and quarterbacks, while Kisiragi shuts down the recievers and runs interception. Both have a lot of respect for Marco and one another, and are out to prove their strength to the world, no matter what methods they have to use.
* Eyeshield 21: Dakichi Komusubi rarely says anything beyond grunts or one word sentences.
* Eyeshield 21 does something like this during the big game between Ojou and Deimon during the Fall Tournament, with a whole string of characters reacting with shock, then going "Is that what you expected me to say?" when a dramatic play seems to go one way, then the other.
* Eyeshield 21 does something right, Hiruma uses his foot. If they do something wrong, he uses his gun.
* Eyeshield 21 does this a number of times, such as with Sena's first game against Koigahama and most of the Devil Bats' games during the Fall Tournament. It often doesn't end up so fine and dandy though.
* Eyeshield 21 does this with every team the main characters go up against. Except for the protagonist's team, every team consists of a few dozen generic nameless players whose faces are usually hidden behind their helmets and two or three important named characters. The latter are inevitably the stars who make all the big plays. You can tell how important a team will be to the story by how many players get names; the first team they play, for example, gets one named player, and after that game they never impact the plot again. Meanwhile, important recurring rival teams get five or six named players, plus coaching staff.
* Eyeshield 21 do this sometimes. Usually they imagine themselves pulling of a spectacular play (in Monta's case, it's always followed with Mamori fussing happily over him).
* Eyeshield 21 dresses and behaves somewhat like a gangster, though he at least has the sense not to talk like one. Still, even by Eyeshield standards, he looks rather silly with his long dreads, gold chain, and baggy pants.
* Eyeshield 21 dresses in drag, wears make-up and is referred to as the "Queen" of his all-boys school. At the same time, however, he's also the running back on the American football team and has a huge crush on the monk-like quarterback/team captain and the dorky wide receiver.
* Eyeshield 21: Each team has one of these, typically in the form of their captain (although sometimes another player will fill the role):
* Eyeshield 21, especially before Akaba was allowed to play again. They mostly score on field goals and don't rack up big yardage, but their defense is smothering.
* Eyeshield 21) euphemism for "penis" there is. Sena and Monta are left wondering who "Dick" and "Johnson" are, while a mortified Mamori refuses to translate any further than saying they're using very rude language.
* Eyeshield 21 Eyeshield 21 who is also star running back on his high school football team. Sena doesn't learn just who it is until the penultimate story arc,

though there was a fake-out along the way and he had a few hunches.
* Eyeshield 21 features an ace football player who hides his identity behind an eyeshield and code name. Subverted in that several cast members figure out his identity almost instantly, while others are much slower on the uptake. Further subverted in that about halfway through the series, he abandons his secret identity altogether (on live TV no less) and operates under his real name from then on, with "Eyeshield 21" remaining as a nickname.
* Eyeshield 21 football player. At heart, Hiruma is a good guy who loves football and cares about his teammates. That said, he's not afraid to blackmail people to get what he wants and god help the people who piss him off or get in his way. His ability to manipulate situations to benefit himself scares even authority figures.
* Eyeshield 21 for people and things get this treatment in the Viz editions.
* Eyeshield 21, for the school sports festival, everyone had to dress in costume. Hiruma chose to dress as a rabbit. While wielding an AK-47.
* Eyeshield 21, god help any person who gets in the way of that. In fact, he's actually quite honorable, freely praising and admiring those he considers strong and brave even after he defeats them.
* Eyeshield 21 go to the Christmas Bowl, the biggest game of the year played on Christmas.
* Eyeshield 21 has "Amefuto Clinic", where Mamori and the Devil Bat give the audience a trivia question about the rules of American football in each episode's eyecatch.
* Eyeshield 21 has left her in this state, and she only begins to recover after his defeat.
* Eyeshield 21 has one of these scenes, and is actually called "Oath Beneath the Setting Sun".
* Eyeshield 21 he has endless stamina all thanks to him winning the genetic lottery. He is also a borderline sociopath who enjoys crushing the dreams of people with less inane talent and those who actually have talents just make him want to crush them harder.
* Eyeshield 21. He remained a mystery for a long time on who this "third original member" was, but it turns out he had been doing all their construction jobs for the clubhouse, which only Kurita and Hiruma knew.
* Eyeshield 21, Homer punches Panther in the face to prevent him from attacking their racist coach, which would get him kicked off the team and possibly out of the school. In a later episode, Tetsuma smacks Monta around to keep him from going ballistic on the referee and getting his team thrown out of the Fall Tournament.
* Eyeshield 21 in general, but he has a particular fondness for sweet things. The first time he meets Sena (properly) he makes tea for them and asks "How many dozen sugars do you take?" while upending the sugar bowl over his own cup.
* Eyeshield 21 in order to badger him into going through with the match.
* Eyeshield 21; in order to win the Christmas Bowl, the Deimon Devil Bats decide that they need to go the entire second half without a huddle so their opponents, the undefeated Teikoku Alexanders, won't have time to think.
* Eyeshield 21, in other hand.... Played straight with Gaou whose muscles and size pretty much translate to: must bench over 150 kg to have a chance against him.
* Eyeshield 21 in the form of Yamamoto Onihei, ace lineman of the Hashiritani Deers. More than any other player on the sideline, this is Onihei's role, and a running gag is formed around the fact that his analysis has yet to be accurate. It doesn't help that the team he usually tries to predict is one of the most unpredictable teams in the whole of Japan....
* Eyeshield 21 (introduced for the World Cup arc) seems to be like this, except, naturally, with a strong focus on its military.
* Eyeshield 21 is a cross between Goku's, Astro Boy's, and Tsuna's, as well as being two tone (though he actually develops that later on, so he probably dyed his bangs). Evidently, the hairstyle's genetic, as his dad has the same thing, except with a receding hairline. Almost as if to lampshade his very anime-esque hair cut, when he gels in down it looks EXACTLY like Astro Boy's. Milder examples are Ikkyu's Vegeta-do, Kurita's chestnut spike, Mizumachi's blonde bedhead,

Monta/Komosubi/Tomgano/Yukimitsu's spikes, and Sakuraba's hair antennae.
* Eyeshield 21 is an inverted example. He's a fullback who wants to get away from the opposing defence and the simple fact that he can't get away from them isn't going to stop him, even if he has to drag the entire defence along with him.
* Eyeshield 21 is a series that's very aware it's a sports manga and has no problem poking fun at itself; whether it's lampshading particular cliches, cracking jokes during moments that would be played as tense in any other series, or having characters so over-the-top and fun that any flatness they may have is forgiven.
* Eyeshield 21 is basically what happens when you take the most socially challenged kids in Japan and make them play team sports. Kurita is probably the most prominent, though there's also Sakuraba, Mizumachi, and Yamato.
* Eyeshield 21 is being a bunch of pretty boys whose girlfriends come to all their games. The plot picks up when their next game is against the far more competent Ojou White Knights, and Sena sparks a rivalry with defensive lineman Seijuro Shin.
* Eyeshield 21 is being told that his nickname comes from the famous receiver Joe Montana (a quarterback) instead of the protagonist just misreading his real name and finding Monta appropriate since he looks like a monkey. Monta never bothered checking after he joined American Football and still claims this is where his nickname come from.
* Eyeshield 21 is covered in blood ("I've returned from the threshold of hell to do battle, Damn Caveman!"). He had some fun with ketchup.
* Eyeshield 21 is frequently chased around by hordes of fangirls, much to the delight of his agent who is making a mint off merchandising. Hiruma Youichi once uses this to his advantage.
* Eyeshield 21 is interesting in that he gambles, is very good at gambling, but doesn't rely on luck. Instead, he uses his scary brain to take advantage of any situation. Or he uses his obnoxious personality to goad his opponents into losing. Or he counts cards. As long as there's a 1% chance he can win, he'll play.
* Eyeshield 21 is kept by Hiruma, Kurita, Panther, Shin, the Ha-Ha Bros.
* Eyeshield 21 is so forgettable that other teams completely forget that he exists. He even breaks the fourth wall to comment on it.
* Eyeshield 21. It's made clear that many of the teams have players who are on their last chance to make it to the finals, and none of them are content with being 2nd.
* Eyeshield 21. It was also comparatively poorly written. The creators seemed to agree, as they wrapped the arc very hastily. It segued surprisingly well into the series finale, though.
* Eyeshield 21 it whenever another character's romantic subplot is brought up. It then homes in on them like radar.
* Eyeshield 21 Jumonji, Kuroki, and Togano started out as stereotypical delinquents. This didn't last, with Togano becoming an aspiring artist, Jumonji outed as a smart guy hanging out with the wrong crowd, and Kuroki remaning a typical, but friendlier, thug. Despite all being linemen, they also began to be differentiated by their abilities, with Kuroki being the fastest, Togano the strongest and Jumonji the smartest and most technically skilled.
* Eyeshield 21 just to go find Kid and wake him up. On another occasion, Kid asks Tetsuma to get him up at eight AM. So Tetsuma actually counts down the seconds until 8 AM IN HIS SLEEP.
* Eyeshield 21. Like Nijima he uses it for his own gains and specializes in blackmail with it.
* Eyeshield 21 looks and acts the part, despite being ethnically Japanese. It goes along with his team's "Egyptian" theme.
* Eyeshield 21, Monta falls victim to this from Cerberus. After that, he has a discussion with Sena about joining the football team and decides that he's not ready to give up on his dream of becoming a baseball player just yet. As he gets up to leave, Sena calls out for him to stop... not because he's still trying to convince Monta, but because Monta has a huge hole in the seat of his pants (underpants too, even).
* Eyeshield 21, Monta learns that it's okay to give up playing baseball because

he's just bad at it and find a sport he can be good at instead.
* Eyeshield 21/Nice Girl. The only thing really different about them is their gender and appearance.
* Eyeshield 21 nicknames most of the team apart from Sena and Monta. She once got an omake page listing all her nicknames for them. She even took to calling the pointy-eared Youichi Hiruma "You-nii" ("Elf-bro").
* Eyeshield 21: Non-romantic, but the main linemen of a team sometimes says that to his teammates. That is what their position is about.
* Eyeshield 21 of FMP's Sousuke because of this trait. He was basically a complete loner until he joined the football team in middle school. It actually makes his dedication to football a rather unintentional heartwarming moment, it was through football that he was able to make friends.
* Eyeshield 21 of Sena running around a library representing his memory before finally asking the Devil Bats' mascot about it. Sena even thinks to himself afterward "I've got quite a vivid imagination."
* Eyeshield 21 often answers rather mundane questions about the characters (like what they eat for breakfast, how much they study, how often a certain character doesn't wear pants...) in a similar question-corner.
* Eyeshield 21 One of Sena's contemporaries, Patrick "Panther" Spencer, is fond of running across rooftops as his morning exercise.
* Eyeshield 21 one of the most popular pairings is Seijurou Shin and Haruto Sakuraba; Sakuraba is very noticeably taller than Shin. This also occurs with BL pairings with Sena Kobayakawa, who is pretty short compared to most football players in the series.
* Eyeshield 21, Panther tries to become a player for the Nasa Aliens, but he is repeatedly rejected by Coach Apollo for being black.
* Eyeshield 21, Patrick "Panther" Spencer, a well-known, dark-skinned individual, gets this treatment. By the final story, where a chapter or play doesn't seem to be able to go by without saying he's greater than everyone else due to "his black genes", it truly sticks out. It's odd when you consider that in a football series about players who casually pull off superhuman feats regardless of ethnicity, the narrative claims that one character's defining ability to his football skill is "because he's black".
* Eyeshield 21 plays with this. Sena finds a letter in his locker asking him to meet someone who is obviously a girl. Almost the entire Devil Bat team tries spying on him on this "date" for their own reasons. (The Huh-Huh Bros. can't believe Sena is getting some, Mamori is so happy to see him grow up, Suzuna is jealous, etc.) Turns out it's not a date, but a warning from their future opponent.
* Eyeshield 21 quarterback he faced) and it's regarded as just "part of the game". Which it isn't.
* Eyeshield 21. Said to be the quarterback that comes only once every 100 years, and he never shows up to practice. He spends every day womanizing, beating up people, ditching those women, and the few times he practices, he doesn't even put on his uniform. And he's still awesome at football. A rare villainous example of this trope; part of the reason Agon is so odious is that he was born with incredible talent and can dominate almost anyone without putting forth any effort. He is fully aware of this and even laughs about it, mocking those who try hard. In a series that's all about improving oneself through hard work and effort, that puts him in direct philosophical opposition to basically every other character. Emphasized by Agon's brother, who has had to work hard his entire life to be half as good as Agon is.
* Eyeshield 21: Sakuraba (a high school student) and Torakichi (a grade schooler) who is Sakuraba's biggest fan and one of Sakuraba's main motivators for improving himself.
* Eyeshield 21 Sakuraba's popularity. Hiruma also dressed like a maid to spy on the players from the American team. Panther got a good laugh out of it.
* Eyeshield 21's breather episodes tend to be pretty justified, given that serious athletes DO have to take rest days right after big games. Even the breather episodes tend to have bits of relevant information.

* Eyeshield 21 Sena and Karin from Teikoku Alexanders come to mind. Also various people that Hiruma forced to fill the roster. In general Some stay, some leave the American Football game altogether. Sena is former, Karin is the letter.
* Eyeshield 21 shoulder pads, because their bigger builds make the shoulder pads stand out less. As the extras best put it, "Shoulder pads make even our scrawny hero look like a man!"
* Eyeshield 21's Kongo Agon easily annihilates him in this category. He even uses the word "trash," but unlike the above-stated Ulquiorra, every other sentence that comes out of his mouth contains it (calling someone trash is actually his version of Hiruma's F-Bombing).
* Eyeshield 21 sort of way. In contrast to most examples, they are part of the main cast and are every bit as important and well-developed as their more attractive team members.
* Eyeshield 21's team even lampshade during the fall tournament's finals that no one in Japan can stop him anymore.
* Eyeshield 21 subverts this with the Hakushuu Dinosaurs, as team captain Marco is quite scared of the massive Gaou, creating the impression that Gaou is leading the team. But Gaou has nothing but respect for Marco and no desire to challenge his authority, meaning Marco is really in charge.
* Eyeshield 21 take over as the main threat to the Devil-Bats, with their seeming invincibility driving the story for the remainder of the arc.
* Eyeshield 21 teams at the same time with the "Kurita Hammer". The fallout from the chaos resulted in the Devil Bats scoring a miracle touchdown.
* Eyeshield 21 that his teammates fear, but they all genuinely respect him and are genuinely loyal to him.
* Eyeshield 21: The Amino Cyborgs team do only a middling amount of training, and spend more time getting juiced up and reading books on how to play football. This leaves them with low stamina and a poor grasp of football fundamentals when they play the Devil Bats.
* Eyeshield 21, the Devil Bats play against the Yuuhi Guts during the Fall Tournament, only to find the coach has replaced the regular line-up with ringers from the other sports teams at Yuuhi High School. After the Devil Bats manage to gain a strong lead anyway, the coach reluctantly sends in the regular lineup, who fail to make a comeback, but still put up a good fight (this is even more pronounced in the manga, when it's the regulars who score Yuuhi's only touchdown against Deimon instead of the ringers).
* Eyeshield 21, the quarterback for the Alexanders and aspiring mangaka says that she was ordered to write a manga about Eyeshield 21. She just wants to draw shoujo, though.
* Eyeshield 21, there are two brothers on the NASA Aliens football team that have kanji tattoos. The older brother has the kanji for "Big" and "Helpful", while the younger, smaller brother has the kanji for "Little" and "Helpful". What they don't know is that when put together, the kanji combine to form the words "Poop" and "Pee", respectively.
* Eyeshield 21, the students of Shinryuuji High School (Shinryuuji means Temple of the Dragon God) are encouraged to invoke this trope, often meditating and reciting Buddhist scriptures. Also subverted since we're often reminded that underneath their stern personas, they're really just your typical girl-crazy teenage boys.
* Eyeshield 21 think Raimon Taro's name is "Monta." Sena misread the kanji for his name as "Kaminari Montarou"; Hiruma later uses this mistake to his advantage by claiming it's a nickname derived from football legend Joe Montana (and lies to Monta by saying he played the same position).
* Eyeshield 21, this trope is played straight and he seems to be on the verge of saying this. Also Hiruma and Suzuna usually react like this when a dumber or excited teammate points out an obvious or dumb statement while the other marvels at it.
* Eyeshield 21 to every noun he says. Also, his ability to turn his head 180 degrees, spiky dyed hair and teeth that are just as sharp, his habit of spinning his AK 47 like a pencil and shooting it at the same time. As long as you don't pay

attention to that, he fits the bill.
* Eyeshield 21 took the place of Sena's love interest (To a broad extent) after the writer seemed to want Mamori and Hiruma. Though this is a bit of a variation as Suzuna is the least developed of the cheerleaders along with the fact that, as a shounen series about football, the romance between the two isn't very developed either.
* Eyeshield 21 to Sena's college years, where he joins the Enma University football team and prepares to compete in the Rice Bowl.
* Eyeshield 21. Unsui is serious, responsible, hard working, and polite. Agon is arrogant, self-centered, sadistic, and lazy.
* Eyeshield 21 was able to identify exactly what part of the arm he broke, the humerus.
* Eyeshield 21, when Sena, Monta, Mamori, and Suzuna visit a bath house in order to talk to Kakei of the Kyoshin Poseidons, Mizumachi's attempts at peeping on the girls' side lead to the normally shy and quiet Sena having a vision of Suzuna, naked except for a towel held against her front.
* Eyeshield 21, which is already about American football. However, this is one of the cases where it's justified; Banba used the baseball game as a way to train Kurita and the other Devil Bats for the upcoming game with the Hakushuu Dinosaurs. It wasn't the actual sport that was important either, they just needed to get used to playing sports inside a dome rather than outside, due to the difference in air pressure. A baseball dome was chosen because Hiruma had dirt on the night guards watching the place.
* Eyeshield21 who always outsmart other teams, runners who are rumored to have lightspeed (or to be accurate, 50 yards in 4.2 seconds) with improbable counter-attacks to stop players from blocking them, pass receivers who run backwards even faster than most people can run forwards, and catch long-range passes without looking at the ball.
* Eyeshield 21 who does care about his teammates, even if he works them to the bone.
* Eyeshield 21 whose total lack of physical skills is more than made up for by his evil genius. Together, they play football.
* Eyeshield 21 will either avert, play it straight, or subvert it depending on what point in the series you're referring too. In the spring season, they won two games, lost two games, and tie one game. In the Tokyo Tournament, they only lost once. In the Kanto Tournament and Christmas Bowl, they play this trope as straight as can be.
* Eyeshield 21 (with absolutely no traces of a Freudian Excuse to justify it), that even those who despise the character will agree that the series was at its emotional best when Agon was the main antagonist.
* Eyeshield 21: Yamabushi does this to Ikkyu when he's being tactless.
* eyesight) have cutoff ranges if you have infravision/darkvision/reviseforeditionvision/tremorsense/blindsense - credible if it was some kind of active scanning sense, but the fluff generally makes clear that it isn't.
* Eyes In addition, it turned out that the Colonel was really was trying to destroy the station commander's reputation. He had been seeking that posting, and had been high on the list for consideration, but the Minbari (who had secured veto power in this regard in exchange for the funds necessary to finish the station) rejected him (and many others) in favor of Commander Sinclair.
* eyes in the strictest sense, certain species of starfish have skins that are entirely coated in optic nerves, allowing them to look in every possible direction simultaneously
* Eyes Never Lie: Looking in somebody's eyes is a surefire way of telling whether or not they're lying.
* Eyes of a Child dreads. Chris ends up admitting to Carlo that yes, he did smoke pot and it didn't kill him or ruin his life, but it just made him kind of dumb and wasn't really worth it.
* Eyes of a Child. The prosecutor accuses Terri of making the story up, and wants

to know if it was true, why she hadn't come forward with this evidence sooner. Terri says that it's because no one asked her or told her precisely what the evidence against Chris was; if anyone asked her about the fingerprints on the answering machine, she would have explained how they got there.
* Eyes of an Angel: The film is about Bobby, who works for a gang who operates a dogfighting ring. One dog, a Doberman, performs poorly and gets disposed of, but it survives, and who should find it, nurse it to health and adopt if not Bobby's daughter? The dog gets dragged into another dog fight at the end, which ends with him turning against Bobby's former boss.
* Eyes of a Stranger drives his car on a beach, it gets stuck in sand. When a guy from nearby comes and offers his help, he gets stabbed on the throat with a switchblade.
* Eyes Of Fire is about Native American ghosts attacking a heretic and his cult during the colonial period. Most scenes take place in daylight in wide open wooded areas but it doesn't take away from the eerie, claustrophobic feel.
* Eyes of Heaven features all eight JoJos up to that point (as well as a huge number of villains and supporting characters) as playable fighters, but the final showdown in Story Mode still comes down to Jotaro and DIO.
* "Eyes of jewels that shine, glittering with luck and good fortune." —
* E.Y.E.S. of Mars dealt with an inversion of this as well as an environmental Aesop. Humanity ended up finding a way to build a city on Mars, located entirely inside a crater, covered with a dome to keep out the uninhabitable environment. Deep down below the city was a thriving forest and an academy where certain children ended up developing special powers. The city itself was polluted to extremely unhealthy levels and was being run by a corrupt government with continually mounting tensions all around. Being inside a completely enclosed system meant that they had no way to filter the air pollution and had very limited recycling abilities to filter clean water or let food grow. Some of the children's powers allowed them to see the history of their people. Originally, Humans migrated to Mars from a planet located between Mars and Jupiter known as Titan. The planet was completely destroyed by war, and what remains is now the asteroid belt. One child discovered that the same situation was going to happen to the city, killing off everyone again. Turns out it does. The entire city is completely destroyed, but the main character's special power allowed all of humanity's souls to travel to Earth where Homo Sapiens were just beginning to evolve.
* Eyes of the Calculor: John Glasken's distress at being reincarnated in the beautiful body of young Valesti Disore initially manifests in a lot of psychopathic behavior (such as amputating the hand of a man who dared to pinch her butt) but in the end she claims she finds being a woman (albeit one with a "baleful and malevolent" reputation) "rather liberating."
* Eyes on Me (transgender female main character, lesbian main character, queer female romance)
* Eyespy, a UK show from the 80s, featured gunge cubicles as part of its final obstacle course round. After answering a question correctly to be allowed to start, contestants would have to find pieces of a code by picking from a row of ten cubicles, only finding out if they had picked one of the four safe ones once they had shut themselves inside.
* eyes their opponents, it doesn't matter how strong you are if someone hits you in the joy zone.
* eyes, which in the story are regarded as especially striking and beautiful.
* Eyes Wide Shut (1999): The final film by Stanley Kubrick. An erotic thriller starring Tom Cruise and Nicole Kidman that got banned or censored in many countries. Even the USA screened a digitally censored version of some scenes. Not particularly erotic or arousing at any point and most of the story is more about the protagonists' own paranoia and obsessions.
* Eyes Wide Shut begins with a Dmitri Shostakovich waltz over the opening credits, which continues as Bill and Alice prepare for the party, and ends when Bill turns off their CD player. It's a lightly comic touch that provides a hint of the dreamlike atmosphere that will follow.

* Eyes Wide Shut, he ultimately decides that pursuing the truth would probably go poorly for everyone involved.
* Eyes Wide Shut jealous when she reveals that she has fantasies about a Naval officer in dress whites she met when their family was on vacation.
* Eyes Wide Shut. The girls at the party tell Bill that they are going "where the rainbow ends", there are images of rainbows throughout the movie, including a costume shop with that name, and in the early versions of the script, the password was to be "Fidelio Rainbow". It symbolizes Bill's desire to chase after an impossible dream "at the end of the rainbow".
* Eyes Wide Shut: This is how Bill is called out during the orgy sequence. He's asked for the house password in addition to the admittance password, which he says he forgot. Later on, he's told that there was no house password.
* Eyes Without a Face, Dr. Génessier's beloved daughter Christiane is in a car accident that leaves her with a horribly disfigured face. Obsessed with making her beautiful again, the doting father starts kidnapping other young women and transplanting their faces onto his daughter's.
* Eyes Without a Face, where Dr. Génessier's main goal is to find a replacement face for his disfigured daughter Christiane by any means necessary.
* Eye Take: Nothing else on their face changes, but their eyes go huge enough to tell you what they're feeling.
* Eye Take". The more seasoned Daffy, of course, is able to snap back to normal after a second.
* eye. To add to the problem, most high-quality airsoft guns, the ones targeted at the enthusiast market, tend to be near-perfect replicas of the gun they are modeled after save for the legally mandated orange cap, down to full metal construction, serial numbers, and logos, to the point where law enforcement and the military have used them for combat training. Even in places where their use is legal, open carry of them is very rarely permitted.
* Eyetoy: Antigrav released in 2004. In this Playstation 2 game, the player uses the motion sensor camera to control the movements of the hoverboard rider who rides his or her hoverboard in the skyscraper cities dodging flying hovercars and catching tokens on rails for score points and flying through hoops and doing hoverboard daredevil stunts earning score points.
* Eyewitness accounts mentioned crows cawing outside the Mayerling hunting lodge as the
* Eyewitness features one island like this in its intro; this island itself was the central figure of the titular episode on islands.
* Eyewitness has two Norwegian dubs. One aired on the channel NRK, while the other one was made for home video release.
* Eyewitness Newsreel Challenge VCR Board Game: This game challenges players to memorize details from a video clip. The player who recalls the information most accurately wins.
* Eyghon the Sleepwalker, although he becomes much more important in
* Eylau, in the War of the Fourth Coalition, insinuated that Napoleon was vulnerable, as the weather, his armies being scattered, and a determined Russian fighting ability, allowed the Russian army to escape overwhelmingly intact. However, Eylau was largely a one time affair, and at Friedland, Napoleon demolished the Russians.
* Eyrbyggja Saga: Brought into a quandary by the demand of the berserk Halli to marry Styr's daughter Asdis, Styr goes to Snorri to ask him for a good plan to get rid of Halli. Snorri suggests they go to the top of Helgafell (the local holy mountain) to talk, because "Plans made there have never been known to fail." "They went to the top of the hill and sat there in conversation till evening, but nobody knew what they were talking about." We are not told about their intentions until Styr kills Halli in a well-prepared trap.
* Eyrbyggja Saga: Styr promises the berserk Halli he will give him his daughter Asdis in marriage if Halli and his brother will do a few difficult work orders for him, which is, to clear a path across a lava field, to build a dyke on the farm boundary, and to build a sheep-shed. However, he already plans to rid himself of

Halli and has no intention of actually giving him his daughter.
* Eyrie Productions' 500 years of in-story time (and thousands of years of history), and incorporating dozens upon dozens of sources.
* Eywa this, or uses this to provide a comfortable standard of living for the "primitive" Na'vi.
* Ezekiel 41:18-19 18 "And it was made with cherubim and palm trees, so that a palm tree was between a
* Ezekiel, and are hoping for him to be reverted back to his human self.
* Ezekiel and Harold were friendly with each other in the first episode. However, their new friendship was halted when Ezekiel angered his whole team with his sexist comments and he was voted off with no way to keep in contact with Harold. In episode "Haute Camp-ture", Ezekiel wonders why Trent is helping Harold after he rigged the votes to get Courtney eliminated to get back at Duncan in "Basic Straining", calling Harold a traitor. This implies that Ezekiel ended his friendship with Harold off-camera because of his actions against Courtney. Later on, Harold angrily blames Ezekiel for losing the first challenge of
* Ezekiel and Staci both seem to have the same problem, but even more so. Ella annoyed one unscrupulous teammate. They offended/annoyed their entire teams.
* Ezekiel, a person with powers similar to Peter, poses a question to Spider-Man.
* Ezekiel appears in only four episodes of season one, barely spoke and after sending Women's Lib back about a century by being sexist to women, he was voted off first. In season two, he appears more frequently, but only in the Aftermath episodes, and he talks even less. He comes back for season three, but is voted off first again - he appears in a few later episodes, but is now an animalistic subhuman creature from staying in a cargo hold with poor conditions for too long. This is how he remains for the rest of the series. He was a very
* Ezekiel can also be seen in the background of several scenes on the plane during
* Ezekiel has more fans, which is completely true. Thankfully for Tyler, being in World Tour fixed this, and he has since become a fan-favourite.
* Ezekiel's cold fusion device detonates in the Supreme Court Building and the blastwave destroys the Capitol Building and the Washington Monument within seconds. Assuming Ezekiel was telling the truth about its blast radius, half of the Eastern Seaboard is devastated by his device.
* Ezekiel's feralization is explained here as the result of him getting a brain injury while hiding in the cargo hold when the plane crashed in Jamaica, causing him to lose the ability to speak properly and most of his higher mental functions.
* Ezekiel, Stone, and Baird use prophecy glasses to catch snippets of their future selves solving the problems they currently face. This ends up nearly bringing them to blows when they see visions of being attacked by one another. The only reason for them attacking one another in the vision was their paranoia after seeing the vision itself.
* Ezel: Casting director Rabia Sultan Düzenli plays a young Rabia Karaeski, Ramiz's wife, in the second season of the series. It appears to be her only on-screen role to date, as she has since become a prominent casting director in the Turkish television industry.
* Ezel: Cengiz's envy and desire for Eyşan is enough for him to conspire against his best friend Ömer, who is Eyşan's fiancé, landing him in prison for a crime he didn't commit.
* Ezel: One of the reasons Eyşan marries Cengiz is to give her unborn child a father. As it's early on in her pregnancy, she is able to keep his true parentage a secret for many years, until an offhand comment prompts Cengiz to investigate.
* Ezel: The only thing that seems to keep Cengiz, Ali, Eyşan, and Serdar from turning on one another at times is the understanding that doing so will likely illuminate their own misdeeds and involvement in a deadly robbery. That isn't enough to stop them from successfully extorting each other for favors, however.
* Ezel variety. Although she dabbles in a variety of arts as a student, her passion appears to lie in welding and (especially) sculpting, which she does at the workshop.
* Ezio Auditore de Firenze, a much-feared assassin who comes to controlling the

entire Mediterranean region throughout
* Ezio Auditore likewise earns the love of the Assassins and the fear of the Templars, though he's anonymous to the general public.
* Ezio Auditore's voice is heard by Gunlodr/Minerva while trying to communicate with the future. Counts as a case of the
* Ezio From rooftops mainly, mind you, but there are segments where he gets to double-assassinate from crossbeams, so it's all good.
* Ezio is a certified badass and did things at fifty that most people couldn't do at twenty. The beard is definitely deserved.
* Ezio sets about rebuilding the Assassin order in Rome, after the destruction of their primary base in Monterigionni. Unlike most Order Reborn plots, the Assassin brotherhood's support infrastructure is still intact, but the membership needs to be completely rebuilt and reorganized in a hostile area of Italy being dominated by their enemies. Once Ezio starts recruiting dedicated Assassins, he can dispatch them to support other Assassin operations across Europe. While Ezio can only recruit up to 12 assassins, by the end, they can all achieve the rank of Master Assassin and, therefore, be able to have recruits of their own.
* Ezio's nemesis, Rodrigo Borgia, also wears a stylistically similar,
* Ezlo says this when you ride the mine carts in the Cave of Flames for the first time. If Link clearly screaming in horror wasn't an indication...
* Ezra Bridger and Kanan Jarrus had the Grand Inquisitor in Season 1 of Rebels, followed by the Seventh Sister and the Fifth Brother in Season 2.
* Ezra Bridger becomes one near the end of the series, leading the effort to liberate Lothal.
* Ezra Bridger, channeling his anger and fear into nearby creatures to drive them mad with rage and sic them on enemies.
* Ezra Bridger Word of Pablo Hidalgo is that all the human leads are multiracial by Earth standards, and supplementary material as well as the background characters reveal that Ezra's features are common among the humans of his home planet. So if anything, his ethnicity would be "Lothalian".
* , Ezra is disappointed that Sabine didn't even hug him goodbye, only for the others to tell him (between bouts of gut-busting laughter) that he gave her his weapon during a battle, which on Mandalore is considered a marriage proposal as your putting someone else's life ahead of yours. While it only applies to someone close to you, Ezra and Sabine fulfill the requirements and since she accepted his weapon, they're now officially engaged.
* Ezra Jack Keats. Ezra's father worked at a restaurant and, while supportive of his son's love of art, was skeptical about him trying to making a living from that. He even went as far as to give young Ezra tubes of paint, claiming that starving artists traded those to him in exchange for food.
* Ezra Jack Keats had several publishers throughout his life: Viking, Harper & Row, Macmillan, Greenwillow, and Four Winds Press. Beginning in the 1990s, Keats' book rights reverted to his estate and were republished by Viking.
* Ezra Jack Keats, involves a Puerto Rican boy Juanito going all over New York City to find his lost dog; he goes through Little Italy, Chinatown, Park Avenue and Harlem during his search.
* Ezra Jack Keats (Jacob Ezra Katz - he even legally changed his name over to his pen name in 1947.)
* Ezra Jack Keats, were done with different media. Collage with different papers were combined with paints and even ink spattered with a toothbrush!
* Ezra Lost gets hurt or killed but is very much inverted whenever Kanan Jarrus takes a hammering.
* Ezra Lost: Pretty much all of our heroes, particularly Kanan. Where he goes, Imperials with lightsabers or blasters are sure to follow.
* Ezra Miller as Credence Barebone. He identifies as queer, both in sexuality and gender.
* Ezra Miller bulked up considerably, as well as cut his signature long black hair short to play Barry Allen.
* Ezran's mother, Sarai, loved them even more, and it's recalled that she was very

kind unless you took the last one.
* Ezra soon meets Richard and Jules (a woman) who also married Maddie and found the exact same video waiting for them with the indication they're only three of many Maddie has done this to.
* Ezreal, packs a single rope he doesn't even know the length of, and casually leaves incredibly dangerous artifacts out for civilians to touch.
* EZ Streets, played by Debrah Farentno. She sleeps with her mob boss client as well as the detective tasked with bringing him down.
* F-117 and B-2 were designed to be poorly visible in a limited radio band typically used by modern radars.
* F1 2014 brought back many fans to the franchise (as well new ones) with an extensive revamp in the game, bringing back the career mode with new features and a way better damage model.
* F-14 Tomcat, being a lone fighter pilot against General Yagov and his Russian fighter squadron.
* F-14 Tomcat feature lots of explosions throughout the game, but the player can press the flipper buttons before launching a ball to generate more.
* F-14 Tomcat was the first pinball game to have this feature, called "Flight Insurance".
* F-15 Eagle. The prototype airframe had square-tipped wings and a conventional horizontal stabilizer. The first flight revealed unacceptable levels of buffet on both, making McDonnell-Douglas modify the former by clipping the wingtips and the latter by adding a dogtooth to the stabilizer, giving the F-15 its two most distinctive features.
* F-19 Ghostrider skills numerous times, the MiG-29 regiment CO survives leading his pilots in a battle against two full squadrons of F-14 Tomcats at one point, while Ellington also gets to demonstrate his all-around badassery by managing to successfully escape and evade after being shot down over hostile territory late in the war).
* F19 Stealth Fighter displayed the player's formal uniform at the end of each mission. Depending on actions taken by the player, increasing ranks and earned medals are displayed on the uniform.
* F-19 Stealth Strike Fighter for Commodore 64 by the same company came with a thick manual describing, among other things, the basics of aerodynamics, air combat maneuvers, detailed take-off and landing procedures, and extensive, if propaganda-ridden info about weapons and aircraft encountered in the game. In the box one could also find a keyboard overlay with controls, and two double-sided military-style maps (though the geographical detail was questionable) of the areas you flew over.
* F1 hybrids do exist in real life as well, though they are notorious for being sterile. Examples include:
* F1 news in Italy are Ferrari-centric. It's fair enough when Ferrari are title contenders, but it was rather awkward during their dry spell during the early 90s, when they were the 3rd/4th best team and rarely won. Still, news only mentioned the race winner and the Ferrari drivers, often ignoring important details like who had finished in 2nd or 3rd (if they weren't driving a red car).
* F-22 Lightning 3 with tactical nukes, that, when fired, can take down your airplane if you don't outrun fast enough the shockwave/EMP Pulse.
* F-302 however, being built out of a naquadah/trinium alloy, fit this trope perfectly.
* F.3.A.R. the first real look one gets at the Creep is when it manifests in the middle of a group of Armacham soldiers and rips them apart right in front of you.
* F.3.A.R.. Usually satirically pronounced as F'three'er, Eff'three'er, or even Free'r.
* F4F Wildcats, which, in a one-on-one dogfight, proved the Wildcat's superior, but in a battle of endurance and formation, lacked the resilience of the American plane.
* F-8 Crusader made use of a Y-shaped pylon attached to the side of the fuselage to carry its own Sidewinder missiles.

* F9 has Dom and the team chasing Otto's truck through the streets of Tbilisi while Roman and Tej attempt to stop Aries in outer space, followed by Cipher attacking the team in her fighter jet.
* F9. One of the two Afro-Latino men young Dom meets in prison asserts that they weren't arrested for blowing up a bank, they were arrested because they were black.
* F/A-18 Hornet if the player destroys or damages any friendly property, even accidentally.
* F/A-18 Hornet, your vision will black out if you pull too much G-forces, and red out with excess negative G's. Blackout also occurs if your oxygen supply is damaged while at altitude. The HUD and radar screen can be knocked out by damage as well.
* faaaaaaaaaaaaaaaabulous. For the first half of the series, he practically takes care of all the Gunmen, the Gurren Lagann AND the massive Dai-Gurren all by himself! And post-timeskip, he's even MORE talented.
* Fáfnismál, when Sigurth has hit the dragon Fafnir and both know Fafnir will die, the dragon asks Sigurth who he is. Sigurth knows that telling a dying person your name is stupid, since they have a special nasty curse power.
* Faarooq, had to take off a piece of clothing. By the end, Trish was about to have to take her panties off when her guys attacked the APA.
* Faata organic computer, they have further refined their castes to have the Bino Faata be those with great psychic potential. Naturally, there is a hierarchy among the Bino Faata as well. The leader of a colony or ship is called the Pillar of Order. The next in line is the Strategos (AKA Guardian of the Skies), the military leader. The Intermediary, or Speaker with Bino Tegari (sentient aliens), is third. The Holder of Communications is fourth in the chain and is responsible for the telepathic communications with the organic computers and, through them, the T'ho.
* Faba tries to threaten Watts with his Raichu only to end up with the doctor's revolver to his head.
* Fab Five. Blassie bequeathed half of his stable (Sheiky, Volkoff and Hercules) to the debuting Slick, though Hercules later switched to "The Heenan Family".
* Fab Five The Texas Cheerleader Scandal with a school suspension. Justified because these cheerleaders are in uniform during their escapade and are therefore representing, er, misrepresenting the school.
* ''Fabian Of The Yard,'' and who appeared in a TV show based on his life work.
* Fabio, also known as Vongola VII, was the inventor of the original Dying Will Gun. It's unknown what type of style he used, but he only used a single gun compared to Xanxus's two, and he also possessed a much weaker Dying Will Flame to use for his bullets.
* Fabiola Torres is played by Lee (LaRhonza) Rodriguez, who's Afro-Latin like her (in Rodriguez's case, specifically black Mexican) ancestry.
* Fabius Bile by his own sadistic genius that they shared some of their knowledge with him and let him go.
* Fabius Bile is basically this trope personified. For one thing he has a syringe gun (getting hit by this basically condemns the victim to a rapid but extremely painful death-by-mutation) and has a backpack (which is actually an extension of his spine) covered in surgical tools...and a labcoat
* Fabius Bile legions, has devised training and recruitment programs that put loyalist practices to shame — he's whittled his success rate to 0.1% and is working hard to make the odds longer.
* Fabius Bile, like most things in the setting, is this trope turned up to eleven. His master race are superpowered versions of the existing
* Fabius Maximus fleet or the few scattered resistance fighters shown still living on the planets:
* Fable 1. His legend is inscribed on the walls of the Sanctuary, but he otherwise receives no specific mention.
* Fable 3 as the evil, exploitative and cruel ruler of Bowerstone Industrial, where he shoots dissidents and happily uses child labour.
* Fable, a key is hidden in one of three books. No matter what, the key is always in the second book you pick.
* Fable and evil characters morphing to have darker features. The sequels ease up

on it, but it's still present.
* Fable are malicious childlike buggers with raspy voices and a penchant for human sacrifice.
* Fable being fully evil causes your eyes to glow red. By this point, you also have demonic horns, insects buzzing around you, a red mist emanating from your footsteps, and townspeople flee at the sight of you.
* Fable. 'Congratulations, you've just spent 10 years in a depressing evil fortress! Your child is no longer an infant, but a regular child now! Oh, and your wife's still the same as ever. As well as all the other NPC children'.
* Fable, consistently failing to provide a husband or wife with an adequate daily allowance is grounds for divorce.
* Fable damage, and if you can bring in and subsequently protect a mercenary or two, you can murder your way across town all you like!
* Fable describes it as healthful, but "vile-tasting" and texturally unpleasant. The icon is a featureless pale cube.
* Fable, despite knowing of your Badass lineage and the fact that you are the only thing capable of saving Albion from certain doom.
* Fabled Hearts is a collection of traditional untraditional fantasy short stories in web serial format. The stories are frequently kind of weird.
* Fabled Hearts stories tend to have a lot of races, with at least one new race being introduced in each of the larger stories. An inter-dimensional train will do that for you.
* Fable en-route to their target, so using this in an enclosed space will result in only one or two arrows hitting the target, while the walls around you will resemble a feathery pincushion.
* Fable, firing on a neutral character causes them to decide that the player is trying to kill them, and they promptly attack.
* Fable game. Most quests feature "Boasts", or optional self-imposed challenges that you can choose to bet gold on your chances of completing the challenge. Nearly every group of Boasts includes completing the quest in only your underpants.
* Fable games have their looks change for the worse the more evil they get, and non-evil NPCs are also less likely to become attracted to an evil Hero.
* Fable games with the Chapel of Skorm and the Temple of Shadows. The latter example involves a rather amusing parody. "On Wednesdays we drain the blood of virgin chickens. On Thursdays we anoint ourselves with said blood. Friday is poker night, of course"; and "If there's one downside to being an evil cultist, it's that we must take our tea without milk" indeed.
* Fable had "Card Pairs" in Bowerstone South. Pretty fun and fairly easy to master, with the added bonus of earning you all the cash you would ever need within a few hours.
* Fable has a dagger in a sheath attached to the sleeve. You can't do anything with it, but it looks cool.
* Fable has a few, from the method to get the bordello deed to the kid in Bowerstone, sleeping and "tripping" on something, and spilling "pearls" like this:
* Fable has many of these. Most using the rhyming pun. The deceased tend to be people who worked on the game.
* Fable has the "Minion" monster, large armored monstrosities that can give even an experienced fighter a run for his money.
* Fablehaven, a smaller fairylike dragon sneaks up and eats him before delivering this line:
* Fablehaven averts this with Seth, who does occasionally slip away and break rules whenever it's extremely beneficial. It's played straight with Kendra, though, whose ability to get away with anything is so bad that she even drags Seth down.
* Fablehaven. Because of her pure heart, she is not turned into dandelion fluff for entering the Fairy Queen's shrine. It comes in really handy when the end of the world as we know it is imminent (in all the following books).
* Fablehaven book it turns out that one of the artifacts has been moved. When Kendra and her allies attempt to retrieve the artifact hidden in the Lost Mesa, it turns out that Patton Burgess, a previous Fablehaven caretaker, had long ago moved

the artifact to a new location in Fablehave for safekeeping... shame that three people had already died getting in before they found that out.
* Fablehaven has Vasilis, the Sword of Light and Darkness. The weapon even has poems and songs written about it.
* Fablehaven. His body is found amidst the bodies of his attackers and allies; his familiar even suspects that he would have won the battle if not for the enemy having magic.
* Fablehaven: In the last book, one of the obstacles faced in the Dreamstone is a statue of a warrior. The group only has a short time to sculpt itself a "champion" from the available clay; both statues are then animated and do battle.
* Fablehaven in the third book. She also takes possession of a talisman of light, which casts a large umbrella of light around her and her friends as they go to do what they do best - fight evil.
* Fablehaven love TV—they're technically not supposed to watch it, but they have a portable TV and Seth smuggles them batteries. They also later fall in love with human junk food, to the point of using "FRITO-LAAAAY!" as a battle cry.
* Fablehaven series cannot be caught by the same trap twice. Patton Burgess not only caught one five times with five different traps, he had more traps ready for anyone who wanted to try it.
* Fablehaven's first book has Mendigo, a human sized lumberjack animated by the power of a demon working for the villain. However during the second book when he is released again some faeries change his loyalty to the heroes.
* Fable Haven. Unicorns and dragons are known for taking human form, and potions can shrink people down to doll-like size. And the Eternal's eternal guardians, ageless sentient talking animals that can sense their charge's location, turn into any animal with approximately the same mass, and can only be killed by powerful magic, such as phoenix flame, dragon fire(or bones), and other such weapons.
* Fablehaven, wizards are dragons the permanently take human form in order to drastically increase their magical powers.
* Fable Heroes has a dark version of each of it's levels that you can play once you beat the light version of the game.
* Fable Heroes in the party are killed, they can complete the level as ghosts, receiving fewer resources. The normal end screen shows the party members standing on a championship platform. However, if the game is set to the highest difficulty level and all the PCs die, the game cuts to the same platform but with all of the top 3 spaces occupied by monsters, with the heading "The Creatures Win!"
* Fable, he's explicitly described as "The Hero of Skill", and yet he carries out so many evil actions that you are left wondering exactly how he's supposed to be better than the designated villain Lucien. In both games, you have to keep him as an ally! The reason that so many players wanted to kill him include:
* Fable I (after the Hero's initial title) and laugh at you until you buy another title. Thunder, another hero in Bowerstone, shows even more contempt towards you, although some of that is due to kicking his little sister's ass during hero training beforehand. His sister, Whisper, is even worse; sure, when you first arrive at the Hero's Guild a bit of arrogance on her part is understandable (though ironically, that's when she's at her nicest), but she will then spend the rest of the game mocking you and telling you just how much better than you she is, regardless of how many times you beat her in a fight, completely outmatch her in a quest where you directly compete against her, or otherwise demonstrate that she is literally nowhere near in your league. She will eventually admit that its only because she's jealous of you for being so much better than her.
* Fable I also has a quest involving delivery of a love letter. The evil option in that one is to tell the recipient that you wrote it yourself.
* Fable I and a miasma of flies, but if he marries a villager and doesn't mistreat them, they'll be vocally "thrilled with [their] man from the Guild", even while the neighbours run screaming from the sight of him.
* Fable I and are eating lunch in the pub in Bowerstone when trouble starts.
* Fable I as his powers grow, so by late game, he towers head and shoulders over his spouse.

* Fable I. Based on the name of the region ("Albion"), it would seem to be a fantasy version of Britain. Based on the map from the original game, it's Wales and Cornwall plus a split-in-half Ireland, all shortly after the Ice Age.
* Fable I, but the Hero is able to manage his separate households without such misfortune.
* Fable I. By the end of the game, even items a merchant only has one of will be priced significantly below market value.
* Fable I defeats them all in honourable combat, a proper (albeit belated) Hero's death.
* Fable I fight is in the room where the protagonist was first named a Hero.
* Fable if you get your good rating high enough, butterflies start flying around you. If you get your evil rating high enough, flies do the same.
* Fable, if you try to remove the sword in the stone outside the Temple of Avo when your character isn't strong enough.
* Fable I has the book "The Rotten Apple" seen as one Albion's premiere philosophical works. However, if the book is taken literally, it just gives good advice on fruit farming.
* Fable II allows you to wear a variety of coats, two of which stand out as badass: the Noble Gent's Coat and the Highwayman Coat.
* Fable II also rarely mentions the Hero of Bowerstone and is very vague as to what kind of person they were, other than buying up all the real estate in the game and becoming the monarch.
* Fable II, but this time, you're actually hired as one of the guards, and you have to help break out one of the prisoners in a period lasting about ten years.
* Fable II, delivering the death blow to a human opponent with the shock spell leaves behind a charred skeleton.
* Fable II doesn't exactly provide a dowry, but it's a lot more forward about your relationship. If you're married to someone of the same sex, whenever an NPC refers to the relationship, they'll always say "husband" or "wife" instead of "partner".
* Fable II do this with every random villager you meet. Every non or semi important/useful villager is given at least a first name and a title depicting either their job(shop owners) or their role, housewife, villager etc.
* Fable II, easily one of the freakiest areas in all of Albion. A trek through Wraithmarsh is accompanied by a haunting soundtrack; even after the Hero gets strong enough to overcome anything Wraithmarsh has to throw at him, it can still give you the heebie-jeebies.
* Fable II, end boss Lucien rambles on and on for some time after you interrupt his ascension to godhood. The player can kill him mid-sentence, with Reaver thanking them. Alternately, if left to ramble long enough, Reaver will shoot Lucien himself.
* Fable I. If the two of you tie, she says that because she got there first, she won. So unfair.
* Fable II had this in the backstory, where between the first and second games the Hero's Guild was wiped out due to Albion's populace thinking that Heroes weren't needed anymore, and stormed the place. The heroes were all but wiped out, unable to fight back against the people that they had sworn to protect.
* Fable II has a unique crossbow that can only be gained for shooting all the gargoyles. Thing is, one gargoyle is only accessible after you've beaten the story and bought the most expensive building in the game, so by the time you get it, there's not much left to do with it.
* Fable II has the player receiving rent from owned properties in real time, even when the Xbox isn't on.
* Fable II has the Spire Guards. justified, as most spire guards are either mercs hired from champions of The Crucible, or just have their memories and identity ripped apart and become unthinking brutes.
* Fable II has this behind one of the demon doors for creepy value. Complete with monochrome. Both games also have a slow time spell that goes monochrome, but that's not a full stop.
* Fable II has this in the opening cut scene when a robin dumps on the main character. His/her sister laughs and reassures that it's a sign of good luck.

* Fable II has zombies (reanimated, shambling dead) called "Hollow Men". Which is fair enough, since it takes place in a different world. One NPC, Sister Hannah, cracks a joke about them not truly being hollow because then they'd make a different noise when struck.
* Fable II have the Normanomicon, the book of the extremely dead. Said quest is a touch underwhelming, as it mostly involves getting the book back from a bunch of undead mooks two bumbling brothers (Max and Sam) have accidentally summoned.
* Fable II, he is killed by the player (or by Reaver, if you take too long) by simply shooting him once.
* Fable II however has several lines of dialogue though they are few and far between.
* Fable III, after having to leave behind your mentor Walter in the deserts of Aurora, the demonic Crawler taunts you with illusions of Walter begging for help and being brutally killed by the Crawler's shadow monster minions.
* Fable III and be wholly benevolent while protecting your citizens is possible, but requires you to donate an incredible amount of cash to keep the kingdom and army both afloat.
* Fable III, at the beginning of the story you can choose between saving your childhood friend and/or lover, or saving a group of protesters who are dissatisfied with your older brother's regime. To make things worse if you're considering choosing the former, your childhood friend will practically beg you to choose him/her, while the protesters will grovel for their lives as you make your decision.
* Fable III during the "Gnomes Are Evil!" quest, Lionel the gnome interjects "Your mother!"
* Fable III expands on this a bit, allowing players to adopt children from an orphanage that becomes available about half-way through the story quests and sending them to live with their husband/wife. Wedding ceremonies can now also be set in chosen locations leading to a short scene where the officiator announces you "husband and husband" or "wife and wife".
* Fable II, if the player is a polygamist and marries more than one spouse, they'd better do it in a different town, or very separate parts in the same town. If either spouse discovers the other, they will be heartbroken and lead to a divorce.
* Fable II, if you wait too long to kill Lucien, Reaver will shoot him instead.
* Fable III has a book like this called "Choose Your Own Endeavor", but since like all books in the game the contents are limited to a short audio clip, you can't actually play it.
* Fable III has its map with the east at the top, and shows a little of a new continent beyond the western ocean of Albion.
* Fable III head above any other citizen or mook, except giant enemies.
* Fable II introduces Reaver, who sacrifices others to a triumverate of demons so that he can stay eternally young and beautiful.
* Fable II involves a man who has fallen in love with the long-dead Lady Elvira Grey. The player helps him by collecting her scattered body parts so she can be revived, Frankenstein-style.
* Fable III of the Hero of Bowerstone's two children gets any Hero powers.
* Fable III of the two brothers from the last game, and one of them going mad with power.
* Fable III, once the King/Queen first sets foot on the streets of Aurora, there is a rather abrupt (and effective) switch from dark humor/fantasy to full-blown horror and it just gets scarier from there.
* Fable III, one of the fancy counter animations when using a sword has you do a slo-mo forward flip over them. You snap their neck on the way over.
* Fable III, several of the gnome insults towards a female Hero are along these lines. It's a joy to shoot them after that. In a more literal example, if you marry your childhood friend/lover of either gender, they can always be found in your home's kitchen.
* Fable III, the evil gnomes will sometimes say, "I think I'm gonna come around yer house for tea... and then I'll 'ave yer mum!"

* Fable III, the Hero and Walter burst into Logan's war room. Though he does start to draw his sword, he thinks better of it and sheathes it, calmly surrendering to his sibling.
* Fable III the Industrial Revolution. But just like the previous two games you're wielding three weapons essentially: melee, ranged and Will (magic).
* Fable III, this is lampshaded when one character notes not to call them zombies, as "the Hollow Men Defamation League is getting stronger all the time".
* Fable II. It is completely impossible to die. Losing all of your health merely results in scarring. And of course, you can carry an infinite number of health potions and resurrection phials (still very cheap).
* Fable III to protect himself from disease and the ravages of age. At the end of the story, the homunculus is accidentally destroyed, but luckily for the magician nothing happens; turns out he just had a naturally strong constitution all along.
* Fable III when the player is tasked with overthrowing their brother, the King of Albion, the entire military of Albion never send more than ten mooks at a time to defend their own capital city.
* Fable III, where there are white, black, Asian, and even vaguely Roma characters sprinkled throughout the world in equal proportion.
* Fable III which means infantry men, with simple swords, still play a vital role in combat.
* Fable III will feature wings that pop out of the Hero's back, and so far as anyone can tell they exist only to look awesome and show just how badass good/evil the Hero is.
* Fable III, you still need the skills to make them effective, but good chance they will be stronger than current weapons, some upgrades also require you to spend money.
* Fable II lampshades this trope philosophically. According to her, if two monks were the ones to enter the Wellspring Cave when you two met they would have found nothing out of the ordinary. It was because you, as a hero, accompanied her the Hollow Men showed up. A warrior will always find battle. It serves as a mark of her character development that having gone from begrudgingly accepting pacifism to now being a reluctant warrior, she has come full circle and transcended violence to the point where she can apply deeper thinking to it.
* Fable II notably averts this — audiences at GDC '08 actually laughed when they saw a character simply jump over a waist-high fence.
* Fable I. In which, at the end of the Tournament Arc, you have the option of killing your character's childhood friend after besting her in combat in exchange for exorbitant amounts of money.
* Fable II onwards, the game mapped each type of combat to a different button. So if one has a pistol as their ranged weapon, they can do this.
* Fable II: raise your family (who Lucien has murdered) from the dead...or raise the thousands who died in the Spire's construction in their stead. Or just get a lot of money.
* Fable II right after the mains story begins. Rent out your caravan for a measly few gold, then set your clock forward a few decades. Use that money to buy more property, repeat, and you can own all of Albion the moment you lay eyes on it.
* Fable I is absolutely rife with insurmountable fences, rivers, edges, invisible walls, weeds, etc.
* Fable I. It comes complete with a fountain of blood and the disembodied head spinning for another moment in the air. It's only if you can inflict a one-hit kill with it, though (sometimes even more resistant normal enemies can survive a headshot when it's from a weak enough hero and when they're at full HP). For the more sadistic among us, you can also make enemies' head explode in much the same way with a Lightning spell.
* Fable II, the bartender job consists entirely of filling frothy mugs and sliding them down the bar.
* Fable II, the game does not provide many options to exercise an influence over the story or quests based on one's alignment other than not taking the good or evil quests. The citizens of Albion will still hail you as the greatest hero of all time

if you save enough slaves, even if you are also the kingdom's biggest slum lord and adulterer.
* Fable II. The Hero leaves the room where an artist is either painting or sculpting Reaver's likeness, followed by a comment about how the artist has made a mistake, and then a gunshot.
* Fable II, then blasting its head off before finally killing it for good.
* Fable II. The Needs of the Few ending resurrects your dog, sister, spouse (if you married), and children (if you had any). The countless hundreds of people who perished over the twenty years of the Spire's creation? Still goners.
* Fable II, the player character is descended from player character from the original game.
* Fable II, there is only one gender reassignment potion in the entire world, and it's permanent and irreversible.
* Fable II, the Temple of Business and Yodeling, also known as the Temple of Benevolent Yokels. A quest in Bloodstone involves you running errands for the founder, Toby, but you eventually find out it's just a front for Toby to find suckers he can con into buying useless crap or running errands for him.
* Fable II to deliver a love letter with a proposal to his girlfriend without her bitter mother finding out. The good option has the Hero deliver the letter to the girlfriend without a hitch. In the evil option however, the hero gives the letter to the mother who gets angry. When confronted by her the man lies and tells her the letter is for her to get out of trouble. She then quickly becomes enraptured with him and accepts his wedding proposal, much to the man's horror.
* Fable I, it's possible for your hero to literally go fishing. He can also get married, play various games, take part in local brawling competitions, and generally act like a normal person. He can't get a job though. On the other hand, in the sequel, you can get a job, filling the list of normal, everyday activities your hero can get up to. (Though you can't go fishing any more...)
* Fable I, it was extended to something similar to this trope, with Good/Evil being your morality and Corrupt/Pure being how nice you were to others and your own body. (I.E Pure characters treat their own body as a temple, while corrupt characters would drink a gallon of ale every morning).
* Fable II uses a glowing trail on the ground to point the way to the player's active objective, rather than a blip on a radar screen. It's even referred to as a "breadcrumb trail."
* Fable II, who keeps his youth through the centuries by sacrificing the youth of innocents to the Shadow Court.
* Fable II, your older sister Rose is shot in the face in the first half-hour.
* Fable II You see, it turns out that there's a new thesaurus being published in Albion...
* Fable II you travel through Wraithmarsh which was once a pleasant little village before everybody was killed so one villager could become immortal. The surrounding marsh has recovered much of the village and it's populated by all manner of foul things. It also has many other examples like the heroes guild, the temple of Light/ Shadows, and the forsaken fortress.
* Fable I, magic is reasonably strong at the start but due to mana costs, you'll spend at least half the time hitting things with a melee weapon anyway. Meanwhile, not only can you use melee combat forever, but farming gold is pathetically easy, allowing you to get Master level weapons before completing a single quest. Come late game when you have massive mana reserves and mana augmentations to refill them faster, you can spam overwhelmingly powerful magical attacks forever.
* Fable I nets you a trophy that is in essence a useless trinket; you can't really sell them for much, if at all, and aside from an equally useless side quest, showing it off to the locals only builds up your renown, which is easily accrued by other means.
* Fable I. Non-hostile bandits tend to beg for their lives when he looks at them.
* Fable: In the novel based off the video game, the main character is called into his dying mother's bedchamber where she tells him that she's happy that he survived the balverine attack instead of his brother, since he has prospects and business

sense whereas his brother was just a dreamer. Only problem is that she's remembering it backwards and thinks he's his dead brother.
* Fable Investing points in Strength leads to your character getting more and more visibly muscular.
* Fable I once again, which alienated more than a few fans who preferred playing as a woman and/or a not entirely good-aligned Hero.
* Fable I operates under the "Possession is nine tenths of the law" principle.
* Fable I picks one inmate per year to take to his private office and subject to something that even hardened criminals, long since inured to the Prison's normal tortures, fear to talk about...
* Fable is pretty straightforward. Avo is the god of good, Skorm is the god of evil. Neither one actually exists.
* Fable; it has mundane humans and High Men, but that's it for the "civilized" types. The second and third games deviate further from the formula by progressing through a renaissance and all the way to an industrial revolution, introducing firearms, factories, etc.
* Fable I, the backstory reveals that both Avo the God of Good and Skorm the God of Evil are fakes invented by an enterprising merchant as a way of collecting money from the donations of followers. The scam works because their temples are built over places of very strong naturally occurring magical energy, so the power itself is real, even though the deities themselves are not.
* Fable I: The Lost Chapters has a Demon Door which will only open if you trade it all of your Silver Keys, but if you somehow reach it without any Silver Keys (something so unlikely it pretty much has to be done deliberately), the Demon Door will open anyway, though it will ask how you managed to get so far without finding any.
* Fable I: The sharpening augmentation of the five augmentations that boost damage. Silver, piercing, fire, and lightning all boost damage more than sharpening does but only against a few types of enemies. Meanwhile the sharpening augmentation boosts damage by a flat 10% against all enemies, making it ideal for your main weapon (though keeping backups filled with the other augmentations is a good idea).
* Fable I. The town's sign is still up when the player visits, though Oakvale's signature bridge is in ruins. The path leading in the inner town is flooded, making it impossible to explore the town further.
* Fable I. The two aren't exactly equal, though; while heterosexual marriage provides the player with a dowry, an occasional source of income and items, and a cutscene detailing the importance of the marriage to the hero's life, the gay marriage just gives you the income and items — and the game occasionally refers to his husband as a "wife" by mistake.
* Fable I threaten to kill anybody crossing the Greatwood Gorge bridge unless they pay a toll, but the Hero drives them away.
* Fable it is implied that all heroes are descended from the first Archon.
* Fable I was rated "R18+" in Australia for 'sexual activity related to incentives and rewards', AKA the in-game rewards for pairing with prostitutes (or prostituting yourself as a female player), which, while not present in the original, were present in its M-rated sequel.
* Fable I which is apparently the only time they ever made a weapon. It's a pretty damn good one too, with high speed and a satisfying damage rating.
* Fable I will result in her telling you she has to wash her hair if she doesn't like you enough.
* Fable I. You can betray and murder an ally... or just eat ten Crunchy Chicks from your inventory.
* Fable I you get a trophy for each boss you kill, either one of its possessions or a part of its body. You can hang them on the walls in your house, or carry them with you and show them off to villagers to increase your Renown.
* Fable, Jack of Blades essence is held in his mask. If you destroy the mask, you defeat Jack for good. If you wear it, you become Jack of Blades.
* Fable Jack of Blades is revealed to be an ancient entity living inside his mask, who has spent aeons influencing the world by moving from host body to host body.

* Fable Legends was going to be a multiplayer action RPG by Lionhead Studios, on Unreal Engine 4, with PC and Xbox One cross-platform multiplayer. Announced in 2013, the game was cancelled March 2016.
* Fable. More important than Skorm is the Corruption, as well as the Queen of Blades, who had the position in the setting's backstory.
* Fable, present the player with the option of same-sex dating, but only with NPCs that are themselves gay or bisexual. These NPCs are not obviously gay - this is discovered by flirting with them and getting a positive response. Otherwise, they dress and act the way the straight townspeople do.
* Fable problem with this. Trying to win any large-scale battle with non-scripted allies is virtually impossible because they end up flashing red any time the player hits them- even if it's in such a way that neither the player nor the ally has any way of knowing where the shot came from!
* Fables #140, Puss in Boots is thought dead. Briar Rose marks his cairn by placing his rapier in the pile of stones and hanging his musketeer hat on it.
* Fables #150, Rose Red summons the Knights of the Endless Table: soldiers from every world, and every time and battle who have one thing in common. They all died while holding out hope.
* Fables, after Revise had more or less done this to him by censoring his myth.
* Fables also inverts this with a rabbit cursed by a rabbit witch to become human — unable to transform back, unless he can make another rabbit fall in love with him and receive True Love's Kiss.
* Fables, and in every case, the woman fell head over heels for him (and he reciprocated passionately, if unsustainably) only to divorce him when he seduced some other woman who had taken his fancy. By the time of the main story, his long-term failings are well-known (to himself as well as potential partners,) so both he and any girl he seduces treat it as short-term. Interestingly, this ability to start things but not sustain them carries over into non-romantic pursuits as well; his campaign to charm people into electing him mayor is extremely successful, but he's completely out of his depth when it comes to the actual work of running Fabletown.
* Fables and its spin-off ''Jack of Fables." He starts out like this but get to know him long enough and like the tpb character introductions state he is the "lovable rogue" without the "lovable" part.
* Fables and matures, while Jack remains perennially incapable of foreseeing the likely consequences of his actions.
* Fables and not at all naive, though frustrated he can't grow up) and blackmails him into staying silent and destroying all of his offsite backups. Bluebeard kills him anyway on his own, alleging he's not a softy like Bigby.
* Fables a plucky reporter investigating Fabletown (actually, he's under the impression they're vampires) has a system set up that if he's killed, all the information he's gathered about Fabletown will be released to the press. The Fables have to arrange an elaborate blackmail/con to convince him to defuse the threat. And then Bluebeard kills him anyway.
* Fables, a queen was punished for her infidelity to her wizard-king husband by being transformed into a tortoise and having the archipelago on which she was born shrunk and put into a teacup she must constantly balance on her back. We briefly see the inhabitants of the archipelago, who have various myths and semi-scientific theories relating to the colossal white wall (the rim of the cup) surrounding their world. Several of their stories have elements of truth to them, though by and large the people simply accept the wall as a fact of life, and it barely features in their lives beyond having a rite-of-passage where a boy must touch it to become a man.
* Fables arc, where his dual nature as both a sentient being and a toy allows him to leave the real world (in which he's a toy), and go to Toyland (where he becomes a real flesh-and-blood tiger).
* Fables are made stronger by those who believe in them. This is used to explain why some lesser-known fables are killed, but Snow White can take a rifle shot to the head and survive, albeit with long-term consequences.

* Fables are working in an office during a heatwave. Nearly delirious, they briefly make out. They awkwardly agree never to bring it up again, especially not in the presence of her husband, Beast.
* Fables, a series of side stories each spotlighting different female secondary characters from the main comic.
* Fables as the entire reward. They then plaster Wanted posters to that effect all over the kingdom. The Nome King's overreaction to this insult brings on his downfall.
* Fables. Beauty is beautiful but happens to be a total bitch. Bigby's looks are up for debate but his actions support him being a subversion whether you think he's good looking or not.
* Fables. Because she was cursed, she couldn't stay in place around the mundies for too long and had a rather modern twist to her curse... her hair was cut several times a day, then donated to a wig factory; and the people there thought she was a colony of Amish girls.
* Fables by comparison, but eschewed it because allowing the spread of technology that could allow a peasant to kill a mage would have been all but inviting massive rebellion.
* Fables came up with a fine mix of modern-day weaponry and Fable tactics: Take one flying ship (powered by flying carpets), load with all the guns that can fit and set up a chain of ammo depots around the world that can be accessed instantly by teleportation, and rain a never-ending solid wall of hot lead on the enemy armies for hours and hours.
* Fables characters who haven’t so much as met in their own stories.
* Fables contains a massive library so large that the foyer is large enough to be a seat of government and contain objects of mythical size (Excalibur has literally become as big as the legend of Arthur). Oddly even though it belongs to all sorts of magical creatures it's never implied to be magical in any way except for its extreme size.
* Fables did this for the first few storylines (corresponding to the trades). The first one is a murder mystery. The second is a political thriller. The third is a caper (even lampshaded as such). The fourth is a spy/war story.
* Fables do this. including the Wooden Soldiers, Bright Day and Frankenstein's Monster.
* Fables do this when their lives are in danger or they're badly wounded. Even characters who are recognised badasses do this, and they don't get belittled for it; the comic treats war, violence, and death very seriously, and nobody suggests that crying when faced with a horrible death or in terrible pain is the mark of a coward.
* Fables draws upon this, however averts it with the different fables being able to interact with each other.
* Fable series, a personification of Will (the raw form of magic) and ai to Theresa for some odd reason.
* Fable series awards the player with trophies after completing quest that they can show off to boost their renown. These include things like the heads of various monsters and even bandits.
* Fable series, in basically every quest you end up saving somebody from something, even more so in II with the DLCs, even when taking the routes to "Chaotic Evil" you still save the world, and a lot of random people along the way.
* Fable series of games, it goes beyond good characters being beautiful; if you do good things, your character becomes more beautiful, to the point of people on the street commenting on it constantly. (Doing bad things makes your character grow horns and become wrinkled.)
* Fables, especially when mounted on rodents as the Mouse Patrol. The name of the new village they formed? Littletown. (Smallville got outvoted.)
* Fables establish a regimented and regulated community to prevent their discovery while living in New York city.
* Fables fan you'll notice this happen often. Legends in Exile has a lot of differences to the later books. The community is suggested to be much larger,

Beauty and Beast requiring a carriage to attend the annual Remembrance Day ball, yet by March of the Wooden Soldiers we can see that Fabletown is just a single, small street with a few hundred residents, most of whom live in the woodland building.
* Fables features all the fairy-tales who are in exile on Earth. This includes Santa Claus. He gives poor amnesiac Flycatcher a gift - the restoration of his memories. Thus forcing Flycatcher to relive the horrific massacre of his entire family. Merry Christmas, eh?
* Fables fighting the armies of the Adversary) but usually can look after themselves the rest of the time.
* Fables. Finally realizing the depth of his love for her, she dashes downstairs (heavily pregnant, and in the pouring rain) and gives him a gigantic hug in front of pretty much everyone of importance.
* Fables focuses on the secret society of immortal beings of fairy tale lore secretly living in our world (although their immortality is dependent on how well their legend is known).
* Fables; fortunately, the Nine Crow brothers (down to seven) were flying aerial support. Four more die allowing the refugees to escape to Earth.
* Fables: Frau Totenkinder had a major problem with princes, and went around cursing them and their loved ones left, right and centre. Over the years, she became particularly fond of transforming them in a manner where they needed to persuade a human to fall in love with and kiss them to cure them. But they were all temporary cures, and the prince would find themselves transforming back when their wives became mad at them. Over the course of the story she takes responsibility for almost all of the situations where "True Love's Kiss" was needed to cure a curse. Just because she liked it.
* Fables, Frau Totenkinder was originally a tribal shaman in the Paleolithic era.
* Fables, Goldilocks is immortal as long as she remains a popular character. It leads to a tragicomic scene where she takes an axe to the head, gets shot, hit by a truck, thrown off the cliff into the river and nibbled on by the fish all the way to the sea (which took over a week of constant drowning and returning to life).
* Fables: Goldilocks. Subverted: she's batshit insane - violent, sexual, and a political extremist.
* Fables has a default wolf form, can shapeshift to a man, and can take any degree of the in-between forms. His six brothers are much more versatile, but not nearly as strong.
* Fables has a group dedicated to removing the fable characters from memory. One of their punishments for fables who get out of line is what looks like a pit. Apparently being inside causes people to simply forget your existence, which for a fable can mean they simply fade from existence (Paul Bunyan was reduced to a midget after multiple trips).
* Fables has talking animals of all sorts, courtesy of human stories and imagination.
* Fables has the uneasy alliance between the Imperial Guard and the Brothers of the Sacred Grove (not technically robots, but magically-animated puppets with many robot-like mannerisms).
* Fables he’s absolutely determined to marry Snow and fact she’s married with children means nothing to him. Brandish turned Snow’s husband Bigby into glass and shattered him, then made it clear he would murder all of Snow’s children so she could be “pure” again. Thankfully Snow wrecked him in a sword duel shortly after.
* Fables. Her last thoughts before she gets turned to stone are exasperated self-recriminations for falling into such a stupid trap.
* Fables homage down to the near-identical bandana-mask. Admittedly, he doesn't wear it for most of the series, but the magical artifacts he carries at the time and from that point onward make him pretty damn powerful.
* Fables. However, he still spent a long time confused about it because (1) when he first experienced this with Snow it was before he gained his human form, so they truly were totally different species, and (2) he was the self-proclaimed

"unrepentant lord of monsters" at that time, who killed and ate people purely on a whim, so dedication to another was totally alien to him.
* Fables) in compromising positions as insurance in order to prevent him from going forward with what he knows about them.
* Fables introduces characters that represent literary devices, the most amusing of which is probably the Pathetic Fallacy. Characters introduced have included Snow White and her sister Rose Red, Beauty and the Beast, The Big Bad Wolf, The Frog Prince, Bluebeard, Pinocchio, Jack the Giant Killer, Prince Charming, Little Boy Blue, Old King Cole, Ichabod Crane of Sleepy Hollow fame, and many more. And that's just the comic, the game adds Mr. Toad, Bloody Mary, Tiny Tim, The Little Mermaid and the Jersey Devil (amongst others) to the mix.
* Fables is constantly searching for a way to return to the Homelands to find his wife and children. Everyone else in the Fabletown office knows, from his ramblings whenever he's drunk (which he forgets completely afterwards) that his wife and children were tortured, his wife and daughters in fact raped in front of him, and killed when his kingdom was invaded, but they let him believe they're still alive for his peace of mind. There's some evidence that magic is being used to keep his memories suppressed.
* Fables is still a cage. Too bad the magical resources are expensive and limited. What there is tends to be turned towards survival. What's worse is that most of the non-humans are immortal. Hundreds of years have passed by the time the series starts and there is no end in sight. No wonder there was a civil war. Later on, it gets better. And complicated. New lands are accessible for all.
* Fables mainly uses this power to huff and puff, but can also calm the winds if he tries. His father, the North Wind, has a much higher level of power.
* Fables makes it much more noticeable as it shows superpowered abstract entities already exist in the Fables universe.
* Fables, making your enemies so terrified of a counterattack that they fear you into leaving you alone.
* Fables: Mayor King Cole of Fabletown is, as his story goes, "a very large king of a very small kingdom". Noticeably, when reduced to hiding in a cave with a handful of his subjects, he divides the food evenly among everyone according to size and leaves no share for himself. (Not that he loses any weight from starving.)
* Fables mentions this trope with a side-character. A queen is punished for her infidelity to her sorcerer-king husband by being transformed into a tortoise, cursed to wander with a fragile teacup balanced on her shell, with the teacup containing the archipelago on which she grew up. Later we see a short story where there is a tradition amongst the people of the archipelago to touch the "wall" surrounding their sea, and it turns out there is a debate in their community between people who hold different views on whether the tortoise exists or not, and whether there are Turtles All The Way Down. As far as the reader can tell, both schools of thought are wrong, unless it subsequently turns out that the greater Fables multiverse is on a tortoise of its own.
* Fablesmurder, calling it the "parlor room scene" and explaining that it's every detective's dream to perform it.
* Fables, non-magical folks are referred to as mundanes or more commonly "mundies". In one issue, during a hypothetical scenario put forward by a character about what would happen if the imperial Fables were dumb enough to openly attack Earth, Terrans come up with their own slur for Fables, "Meevils" (short for "Medieval" due to the serious difference in technology between the Fable Homelands and Earth).
* Fables novel. Don't blow it, Buckingham. We sort of, kind of know where you live."
* Fables, Ozma made a prophecy about Bigby & Snow's children. Some people have questioned if it was a real prophecy, but most think it is since she mentions all seven children (most people think they only have six, since they've hidden Ghost's existence).
* Fables. Playing off '1001 Arabian Nights', Snow White manages to talk her way out of a murder-happy rape-marriage with tales of her friends.
* Fables seems to be a nice old man, but underneath the exterior, he's ruthless,

power-hungry and an inveterate schemer.
* Fables sends enchanted wooden soldiers to attack Fabletown, and the residents decide to fight wood with fire...the problem, as someone only gets to point out after they have done it, is that hard wood burns, if at all, then very, very slowly, and... yeah, the evil puppets are made of, oops! Hard wood! And so now they're dealing with inhuman, nigh-unstoppable killer puppets that are on fire. And setting Fabletown on fire.
* Fables series figures out some holes in Werien Holt's story of being an ordinary fencer enslaved by Mr. Dark, and pulls a gun on him. Too bad Holt wasn't lying about his fencing skills.
* Fables series from fans, selected his favorites, and gave in-canon, official responses as a series of vignettes that made up issue #59 of the series.
* Fables series has all the archetypes of a hard boiled detective. In a way, Bigby subverts it; many hard boiled detectives take beatings, but Bigby is the only one who can (and does) retaliate by turning into a wolf and delivering violent beatdowns on his attackers.
* Fables sets out to restore his kingdom in the homelands. He recruits dead fables in the Witching Well, promising them a physical body and a chance at redemption for their sins. This includes Shere Khan and Bluebeard, both of whom betrayed the fable community and plan to betray him for control of his kingdom. Not only does Ambrose know, but it's also all part of his plan.
* Fable's setting Albion that Heroes can use to teleport around. By the third game the player has a portal network map table that can shunt the Hero where they want to go (the presence of a mini Cullis Gate in the Sanctuary implies the hero is using in at least some capacity). A Hero can't use a gate they haven't found yet so each Hero likely has to go around at least once on foot first.
* Fables shows a battle involving a General who states his willingness to sacrifice gladly a hundred thousand men to kill any one enemy, and who demonstrates this by piling corpses against the castle walls high enough for troops to climb all the way up and then taking one enemy's head before retreating.
* Fables: Snow White and "Bigby" Wolf. She's a fairy-tale princess, he's, well, the Big Bad Wolf himself. Of course, it helps that she's actually an iron-willed political leader ("You dumb bastards! I'm Snow White! I run Fabletown, and I'm never outgunned!") and that he can take on human form (making him essentially a Wolfwere who can also turn into a Werewolf).
* Fables, specifically Volume 14: Witches, King Flycatcher dones a black hood when rendering his judgement about Mr. Brump the goblin devouring of Mr. Seed-create the squirrel, echoing this trope. It ends up subverted as Brump only ends up exiled.
* Fables spinoff "Jack of Fables" would sometimes be listed in Previews as "JACKOFFABLES".
* Fables storybook fables, can be extensive indeed. The in-story explanation is they were all given amnesty when they entered the mundane world. This doesn't keep them from being wary of each other, nor from falling back on old habits.
* Fables temporarily turns into this as Jack takes over as its shepherd.
* Fables, the army of wooden soldiers that attack Fabletown dress in typical MIB attire.
* Fables the Djinn are a race of nigh-omnipotent super beings. They were forced into enchanted bottles due to their destructive natures. They are forced to grant three wishes to the wielder of their bottle, but with an added twist being that if the person doesn't use the third wish to put them back in the bottle the Djinn is free to do what ever it wants.
* Fables: The entire point of Prince Charming. The reason he's in so many stories is because he constantly marries and abandons various princesses. This leads to him originally being less than popular in Fabletown.
* Fables, the Fables retake the homeland thanks to assault rifles and a healthy supply of 500 pound bombs. Subverted, as they do so in an airship powered by Flying Carpets and make judicious use of the Magic they can muster. So it's more a judicious use of magic as well as modern technology trumps magic and a medieval mindset than a straightforward "technology beats magic".

* Fables: The Homelands are a patchwork of technologies, cultures, and magics of all types, with literally every imaginable fantasy or mythical creature or race.
* Fables, then finally leaving us to wither and die without crops or any means of producing anything. When they're done the Empire will use our devastated, uninhabitable planet as a prison world.
* Fables: The pair are still happily together after a thousand years of marriage, although not without their problems to overcome. Beast usually looks human in the series, but shifts between his human and bestial forms depending on his wife's moods towards him. Also slightly subverted as Beast is an all-around nice guy who doesn't really get that angry, while Beauty is occasionally seen as ambitious and overly critical.
* Fables, the relationship between Jack and Rose Red has more then a hint of this even from the start, with Rose Red eventually realizing that they only brought out the worst in each other. When she later reconnects with him, it's out of pure self-hatred. Their new relationship drags her down even further.
* Fables there's the Witching Cloak, which makes its wearer all but invulnerable, is (nearly) indestructible itself, and allows its wearer to teleport anywhere (even between worlds), carry huge loads, and change form.
* Fables, they haven't been seen to twist words. However, if the third wish isn't used to put them back in the bottle, they'll go on a rampage instead. In a Cinderella spin-off, we even find out that Aladdin has a genie with one more wish, just to make life hell for anybody who's about to kill him.
* Fables. They're mostly past it now, but flashes of their backstories reveal that Rose was once so jealous of Snow she behaved in ways that could fairly be characterized as evil.
* Fables: Tommy Sharp plans to do this to the Fables living in Fabletown. He's been gathering evidence of their inhuman nature; following Bigby and photographing him shapeshifting, but also checking back on the title deeds of the land and buildings in Fabletown - all owned by members of the Fable community since old New York was New Amsterdam and early photos of them dating back into the 19th century which show that none of them have aged.
* Fables to pretend that he'll be ever-faithful to the current object of his affection.
* Fables to provide a balance to it in the form of a never-ending series of fatal injuries and spectacularly bad luck to provide something for his powers to be tested against and prove themselves necessary.
* Fables whenever he went to court to meet the emperor or attended an official meeting. Even though he was a high power in the adversary's empire, due to his poor appearance many people would mistake him for hired help and order him around. Only a select few, such as the wooden soldiers and high officials, actually knew who he really was.
* Fables when Kevin Thorn sets up a force field around himself. Bigby runs into it and exclaims, "It's like some kind of... I don't know what it is!"
* Fables when she discovers she can't heal any faster than the fish are eating her.
* Fables, who has placed countless millions of protection spells on himself over the years.
* Fables, who he then knocks out and takes his jack o'lantern head for himself to carry the coal.
* Fable that strongly features this trope. In the third game, the Princess is taller than almost everyone else from the outset, possibly because of her Heroic bloodlines).
* Fable, the guards around town beat you if you don't have enough money for a fine... and attacking in self-defense raises more charges against you. Kind of justified in a medieval setting, but still excessive.
* Fable, the Hero is tortured by listening to the warden read homegrown poetry, which all the other characters treat as worse than the standard whips and chains in the real torture chamber. As they should.
* Fable: The only children to appear are in a town which the player cannot enter without leaving his weapons at the gate.

* Fable. The PC version has the added benefit of mouse support for the menus.
* Fable too much, and you can't even tell what's going on, except through sounds.
* Fable trilogy has a lot of this, especially II and III. Someone report you to the guards for...murder, public indecency, assault, theft, vandalism, setting people on fire, you simply pay them and they go away. Same thing if there's something in a house you want and it's night. You buy the house, kick out the residents, and take what you want.
* Fable who uses a massive hammer from a statue as a primary weapon. The third game in the series reduces the different types of weapons you can use in melee to swords and... well take an educated guess.
* Fable with his sister (who only survives if you make a specific good choice in the first game) playing an important role in the sequels, the Hero of Bowerstone from the second game to also be Lawful Good and novels after the third game confirm the Hero of Brightwall to again be Lawful Good.
* Fable with Jack of Blades having a creepy, high-pitched voice. Played straight in The Lost Chapters expansion, where his voice has been artificially lowered to a more demonic tone.
* Fable? You can't. Even if you've killed every last civilian, the guards just keep pouring in in groups of three (or more in the Guild.) Apparently, Albion's military population is over ten times its civilian one. Must be all the monsters...
* Fabolous had four Top 10 hits: "Breathe", "Can't Let You Go", "Into You" and "Make Me Better". The first is the best-known of the four, but it charted the lowest.
* fabricates various achievements to impress the other guests. One of them is inventing air, which he claims the entire world must pay him royalties for every breath. Whenever the guests gasp, he tells them to pay up.
* fabricating evidence with Gant and trying to cover up his murder, admittedly while being blackmailed.
* Fabrice Bellard FFmpeg (a widely used multimedia encoding, decoding and editing library).
* Fabrique Nationale, the manufacturer of the P-90, produced an advertisement video that showed a man firing two P-90s at once on full automatic. This was intended only to demonstrate how the 5.7mm round (unique to the P-90 and Five-seveN pistol) generates very little recoil.
* Fabrizio Quattrocchi was an Italian security guard working in Iraq. In 2004, he was captured by terrorists who forced him to dig his own grave and kneel beside it wearing a hood as they prepared to film his death. Before they executed him,
* Fabula and SujetDistinction between the chronological order of the story's events (Fabula) and the order in which we see the scenes (Sujet)
* Fabuland only had one crocodile and three birds among an otherwise all-mammal cast.
* Fabula Nova Crystallis: Final Fantasy gifted to the House of Lucis to use its power to rule over the world, and only those of royal blood or those who swear oaths to them may wield its powers.
* Fabula Nova Crystallis: Final Fantasy is identified in the targeting menu as the fal'Cie Anima inside the Pulse Vestige, but in reality is just Anima's crystal heart; the entire Vestige is Anima's body.
* Fabula Nova Crystallis: Final Fantasy, which is where the mythos originate from.
* Fabulous: After the end of Level 10, we build up to how and why Angela ended up in prison.
* Fabulous Boys, Mei Nan is frightened by a bunch of fake cockroaches Jeremy is throwing at her during a photoshoot and jumps into Xin Yu's arms.
* Fabulous Five, but that the girl let them think otherwise. Whether because she knew there was no point in arguing as she wouldn't be believed or wanted them to think that her parents were physically abusive as well isn't clear.
* Fabulous Funnies: With plenty of empty cans lying around her treehouse, and in her bed, there was a lot of chugging going on.
* fabulous is officially a sea serpent, which may or may not be a dragon subspecies. If he was, one would think Fluttershy would have been terrified).

* Fabulous Moolah, who was mentioned above under the Literature section, once did an interview on a radio show. She talked about the storylines she'd been in as if they were real, and eventually admitted that she found it very difficult to break kayfabe in the first place let alone do an out-of-gimmick interview.
* Fabulous: This happens at the start of Level 21, and at the ends of Levels 40 and 50, respectively.
* Faby and Mary Apache's rivalry dates back to at least their ARSION days and at one point got intense enough for Fabi, who usually came out on the losing end, to take Mari's hair in an
* Façade and disguise some of the limitations of the AI. If the player says and does something the dev team didn't anticipate, Trip and Grace will choose to focus on their own needs instead, or just ignore the player's actions entirely.
* Façade issues. Trip resents that his parents are poor and uneducated, which resulted in him growing up in poverty and constantly feeling he was never good enough. Grace resents her parents for being image-obsessed snobs who spoiled her, thus leading her to avoid responsibility for her actions and let others make decisions for her. Ironically, they both like each other's parents; Trip likes that Grace's parents are sophisticated and successful, while Grace likes Trip's parents for being 'real' and not caring only about wealth.
* Façade lets you flirt with Trip, Grace, or both, regardless of your character's gender. Granted, they're too wrapped up in their own issues to reciprocate, but they do acknowledge the interest.
* Façade: Many readers have the tendency to assume that the author is male. Upon finding out the author's true gender, it becomes this.
* Faccia A Faccia provides a straight example: a meek history professor becomes a ruthless villain, whereas a bandit becomes... well, almost an honest man.
* Face–Heel Revolving Door that include bits where Catherine is a bitch for marrying Edgar and abandoning Heathcliff but then he's the bad guy for stirring up trouble and ruining her happy marriage while she's pregnant.
* Face–Heel Turn: A character on the side of good turns bad and allies with a villain (or group of villains) and is forever affiliated with them.
* Face–Heel Turn, Achilles defected to Troy after falling in love with Polyxena, one of its princesses.
* Face–Heel Turn: A hero becoming a bad guy can especially be sad if their misdeeds undo the good they've done and their changing of alliances now means that their former friends will have to fight their corrupted ex-comrade.
* Face–Heel Turn. Although, he is still quite willing to do whatever he deems necessary to achieve his end goals, and seems to enjoy torturing anyone who actually manages to anger him in some rather horrifying ways.
* Face–Heel Turn, Anakin was wearing tons of black leather in sharp contrast to Obi-Wan's tan robes.
* Face–Heel Turn, and c) become a multi-time WWE World Heavyweight Champion.
* Face–Heel Turn and made himself king, he made her his queen. They seem to actually care about each other, as several times they've both come to each other's aid when it would have been easier to abandon each other.
* Face–Heel Turn and thousands more died when Metatron caused them all to fall. By the final seasons, it's made clear that there are only a small handful of angels left.
* Face–Heel Turn and turning evil, but rather that he's just banning drugs and alcohol until the holiday season ends so that the adult don't end driving under the influence of those substance and end up kill themselves and other people.
* Face–Heel Turn (at that point the police just gave up and started playing with flowers), and gave it back once he had dismantled the criminal organization he had set to infiltrate.
* Face–Heel Turn, Ava Wilson seems to take pleasure in watching Andy suffer and die.
* Face–Heel Turn because it had been fried from years of bleaching, and she saw the heel turn as a good opportunity to change it. It was initially worn long but had to be cut short because it was "like straw".

* Face–Heel Turn (Cassandra Cain) so badly written and conceived that they are torn between a duplicate (the real one still off finding herself) and a mind-seed implanting a new personality outright as alternate explanations. The subsequent editorially mandated damage control mollified things somewhat, though. They did try to explain it, but due to an apparent lack of coordination between writers, the thing that was causing her to act differently and how it was cured were different in two different comic books. It now appears that they've just given up on trying to explain it and have (mostly) moved Cass back to her original characterization.
* Face–Heel Turn, either averting it or playing it straight. In a later season, Anya lampshades the arbitrariness of the gang's mercy ("Spike has some sort of get out of jail free card that doesn't apply to the rest of us...").
* Face–Heel Turn elements: while initially he keeps his shihakusho and drops his haori with a white sleeveles coat, he later dons with an sleeveless tunic, and switches his white boots with the usual Arrancar black tabi footwear. He also changes his googles and orange scarf for a visor and an orange rope.
* Face–Heel Turn film, he goes from a "shy, rumpled guy" look to a slick, black, and stylish outfit.
* Face–Heel Turn had become close friends, and Gellar allegedly hated the idea that Angel would not get a chance at redemption, so his character arc was changed.
* Face–Heel Turn happened right before he died, many later versions of the Norse tales have him instead being a real asshole who constantly screws over the others. In fact, the original reason Loki was chained to the boulder was retconned, so instead of being because he insulted them all at a party they didn't invite him to (he wasn't invited so they could talk about him behind his back) was instead because he arranged the death of Baldur (something he merely claimed to do in order to wind them all up), with no party or comments involved.
* Face–Heel Turn, he wore a red and black costume instead of his typical blue and black one. No one was fooled for a second.
* Face–Heel Turn impressed when she says she'll save it to smoke in class.
* Face–Heel Turn in Shego's backstory; her current costume is the same one she wore when she was part of Team Go.
* Face–Heel Turn in their garbage matches, temporarily retiring one and almost cooking the other alive.
* Face–Heel Turn is what kicks off the entire plot in the first place, and she gets more much more focus than the heroes trying to stop her (though the author's started to rectify that in the latest chapters).
* Face–Heel Turn mid-match trash talk at a volume loud enough to be picked up clearly by the house mics.
* Face–Heel Turn night the fans couldn't and wouldn't accept it: the night Reigns was forced to relinquish the Universal Championship and go on hiatus from wrestling to battle his leukemia. The vulnerable atmosphere combined with the implosion of the Shield (by having Ambrose turn Rollins, his last remaining Shield brother), the very stable that Reigns was so closely tied to that he still used the same ring gear and music of it even after their initial breakup, was enough for the fans to finally turn on Ambrose and accept his new role as a heel.
* Face–Heel Turn, one of the few opponents to consistently challenge Merlin (until he utterly curbstomps her in the final episode).
* Face–Heel Turn proclaimed no one would ever see "Cody Rhodes" ever again.
* Face–Heel Turn said that Punk hadn't earned respect yet, it rang hollow considering that Punk's 2012 title reign lasted over one consecutive year. Anybody else doing such a thing would be called one of the greatest of the modern era.
* Face–Heel Turn scares him and HE takes steps back on the plank.
* Face–Heel Turn's iconic blonde fu manchu was filled in by a black five-o'clock shadow.
* Face–Heel Turn the people who couldn't comprehend that Sarada was Sasuke and Sakura's daughter, didn't calm things, making Sasusaku divisive even among their shippers.
* Face–Heel Turn. The results are so horrifying, Seth and Ephraim kill her out of mercy, without the others seeing. What makes things worse is Orson's utter

devotion to whatever is left of his wife.
* Face–Heel Turn, there was more or less an equal partnership going on between him, Spike, and Drusilla. But, with Drusilla becoming more and more enamored with him, and Angelus constantly belittling Spike for his crippled status, it soon becomes pretty clear who the alpha dog is.
* Face–Heel Turn to expect that of her, and says he'll send a couple of vampires to do the job instead.
* Face–Heel Turn to Vader and was killed by Vader as a result). Best exemplified in a scene from the novelization, when he butchers the Separatist leadership (the scene in the movie is shot silently), where he takes the opportunity to specifically mock each individual Separatist leader's last attempt to beg for their life.
* Face–Heel Turn what she wants, having become fed up with constantly being passed over for what she thinks she deserves.
* Face–Heel Turn wrestler, whether it's being tired of living under their shadow, because they are sick of the fans and the locker room not giving them respect, or simply because they can.
* Face–Monster Turn: When a mental and/or physical transformation turns someone evil.
* Face 9000 gets an upgrade in "Face on the Fritz", so new viewers who see a post-FOTF episode, and then see a pre-FOTF episode might be confused.
* Face and Heel aside, the various feuds and matches between The Undertaker and
* Face, and likely most of these qualify for both. Either way, it has some practical value; the other guy can't pull your hair if you don't have any.
* Face and Murdock especially seem to be this. They have a very effective tag-team fighting style.
* face Aunt Figg makes at the end of the line "I'll make sure Dr. Applecheek takes special care of you."
* Facebiter squigs bite... faces. The orks naturally find this hilarious, and often get in contests to see which will bite the other's face off first. The
* Facebook. And now that Facebook is the top social networking site, MySpace has been slowly becoming more and more like Facebook.
* Facebook and Twitter were blocked in Thailand after a military coup took place. The excuse was that they needed to stop the rebels from "spreading lies and further destabilizing the already fragile political environment".
* Facebook, as known by its Mexican haters. This name is a Spanglish construction that more or less means "cocksucker": the latter part comes from "verga", which is the Mexican word for "dick".
* Facebook began airing ads saying that they know that what was great about them has been messed up by spam and fake news and so-forth, but they're cleaning all that up, so don't worry.
* Facebook, believing that if they haven't heard of anything like this, there isn't anything like this. More recently, they should at least have heard of Diaspora* thanks to the huge media hype around its creation, but that hype was too long ago. And even the Diaspora* makers didn't know that what they wanted to create was already available with a point release, known as Mistpark back then, later renamed Friendika, now known as Friendica.
* Facebook features the king of Gnawnia hiring a team of mouse hunters to rid Gnawnia of their mouse problem.
* Facebook games are a common one for this. However, some games have caveats about it. Kabam (Kingdoms of Camelot, Dragons of Atlantis, etc.) allows multiple accounts, but each must be on a different domain, and creating an alternate account and getting caught will get you banned. However, numerous players have several different cities in different worlds on these games.
* Facebook, hitting the Enter key will complete your post, rather than line break (in which case you have to hit Shift+Enter).
* Facebook in the years when there's no February 29 — on February 28 and on March 1.
* Facebook livestream. The original one has since been taken down, but not before

others began posting the grisly video on other websites such as TikTok, which prompted a lot of criticism towards websites for not taking the videos down sooner.
* Facebook may be just as famous for its Allegedly Single-Player Games. You start off the first few days playing a nice enough and diverting game. Then, when you reach a certain level, you find out that you have to have "neighbors" (in form of your Facebook friends) or co-players to get the useful things or even to advance any further. You better hope you have a lot of gamers among your friends, because to those who don't usually play Facebook games, it tends to quite push their
* Facebook meme in 2011 was to post something on your status to the effect of "You and I wake up (in prison/in the back of a car/covered in shaving cream/or any odd circumstances). What are the first three words out of your mouth?" And then see what other people would say.
* Facebook of many French jokes due to its close resemblance to the phrase "fesses de bouc" (goat's butt).
* Facebook over an update for iOS 14 adding a new feature that would let users require explicit permission from apps to track them across other apps — a feature that Facebook CEO Mark Zuckerberg saw as directly targeting his company's advertiser-driven business model.
* Facebook page, the player is locked inside a manor on Halloween night and has to solve the puzzles inside to claim their inheritance.
* Facebook. Parents and grandparents watch your every move, and companies are sure to go straight to Facebook to see if you are worthy of hiring.
* Facebook public, causing some uninformed users to post meaningless disclaimers that their info is private. Legality aside, the boring truth of the matter is that the only thing Facebook does with your info is use it to send you relevant advertisement, and even that is done by algorithm; Mark Zuckerberg is not leering at your spring break photos or stalking your every move.
* Facebook's "Fortune Cookie" app has "Help! I'm trapped in a Chinese bakery!" as one possible fortune.
* Facebook's newly introduced "Friend X and Friend Y" friendship review pages can have this effect.
* Facebook, sometimes for things like fan pages and Facebook accounts for businesses. Some people will create alt-accounts for Facebook games so that they can be their own neighbors, as mentioned under the "Video Games" section. Facebook tries to crack down on this, so it's not as common as it is on other social sites, and roleplaying mostly happens via in-character fan pages or regular accounts rather than character accounts.
* Facebook. Specifically, for Facebook, the introduction of high school and regional networks was what ruined it FOREVER!
* Facebook, the "Angry" reaction is referred to by many as "Angery" or "Angery react".
* Facebook! There's still porn, but now teenage girls are sending it to their boyfriends.
* Face Book to prevent cyber attacks from the enemy against them and their families. Numerous soldiers who didn't reported death threats to their families back home via e-mail and telephone, and even a few cases of identity theft.
* Facebook use Facebook coins, which are bought with money. Some use the direct method as well.
* Facebook you to think they're perfectly happy lovebirds, but it's far more likely that someone got caught cheating. Creating a joint page, where both partners have access to chat history, is a last-ditch compromise to save the relationship.
* Face check. That is, pinch the guy's face and pull: if the skin detaches, it's a mask. Then again, if the lower face is close enough and the guy wears glasses Diabolik will only mask the upper face, confiding on the checker pinching him low;
* Face-concealing scarves are mostly reserved for rogues, Defias Brotherhood, and the Syndicate. Enemy rogue NPCs are pretty rare and Defias and the Syndicate are fairly low-level enemies. Once you hit level 40 or so, there's nary a scarf in sight. A lot of hoods in Outland and Northrend, though. Pretty much every cultist and many of the spellcasters wear hoods.

* face, currently hidden in the shadow of his hat, made Onion Kid go into a coma. He later said it felt like everything good was gone from the world...
* Face Death with Dignity: A character chooses to remain calm and collected upon learning they're going to die.
* Face Death with Dignity: Someone who finds out that their death is imminent chooses to accept their fate calmly.
* Face Death with Dignity, who went up to the scaffold shouting obscenities, anti-Semitic slurs, and claiming that the Allies would one day be themselves conquered by the Soviets. As the kicker, Streicher's attempts to break free of the noose moved it out of the intended position, meaning that instead of suffering instant death via a broken neck, he died a much slower death from strangulation.
* Face Doodling: Drawing on a person's face while they are unconscious.
* Face Doodling: glasses and a goatee drawn on and the word "TOOL" written on his forehead in black marker.
* faced the noose most bravely when they were escorted to the gallows.
* Faced with a situation beyond their ability to save themselves with their current powers, some parahumans have a
* Faced with the threat of Thanos and the Avengers coming back together, Tony returns Steve’s shield.
* Face faults are common sight gags in both the manga and the anime. Rumiko Takahashi does it with the characters' hands usually extended, middle and ring (and index?) fingers folded while the pinkie/index and thumb stick out. The hand-sign is basically the familiar "horns", and is used in Japan to deflect evil eye.
* "Face Freeze!" is all about SpongeBob and Patrick making these faces. This is
* Face Full of Alien Wing-Wong: A creature reproduces by impregnating another species (often a human).
* Face Full of Alien Wing-Wong: An alien that breeds with another species.
* Face Full of Alien Wing-Wong: Getting attacked by a parasitic alien creature trying to lay its eggs inside you.
* Face Heel Door Slam and Zelena turns down her redemption and sets out on her path to villainy.
* Face Heel Turns, he "officially" changes his transformation code to the opposite as proof or his new loyalty. Nobody buys it, of course.
* Face-Heel Turns in the main series gain the family name Scaglietti and their names are changed from Italian numbers to their Japanese equivalents (Uno is Ichika, Due is Nino, Tre is Mitsuki, Quattro is Shiina, and Sette is Nanao).
* face his fear call himself a "big, brave dog." When Angelica calls Chuckie a scaredy-cat, Susie says, "No, he isn't, he's a big brave dog!" and they argue, which degenerates into "Cat!" and "Dog!". Eventually, Chuckie grows bored of it and states that he's a human, not an animal.
* Facehugger hangs on to host's face for day or two, host unconscious, facehugger keeps Host alive but tightens tail around neck if attempt to remove facehugger is made.
* face. It used to be exclusively so, until bookers started using them to let the heel cheat openly and win.
* faceless bride when Robin, who is watching from the crowd while struggling to look happy for him, meets his gaze.
* Faceless Butcher creatures without any other creatures in play, which will repeatedly exile each other and return each other to the battlefield) which don't incrementally progress toward a win condition instead result in a draw if no player can interrupt them.
* faceless eyes watching a TV, which appears to be showing a live-action soccer game. There are also stylized musicians which appear to be playing in front of monochrome clouds.
* Faceless Eye variant with Commander Peepers growing stubble on his lower eyelid.
* Faceless Goons: Masks, visors, or helmets used to obscure the mooks' faces.
* Faceless Goons (Mooks without distinct facial features, making it easier to mow them down without feeling bad about it.)
* Faceless Goons. Probably because they all tend to get killed en masse.

* Faceless Goons tactic was using telekinesis to pull one towards the player, and "catch" him with Mind Drain, which upon fully draining their HP popped their heads while they screamed in anguish. Very stress relieving!
* faceless man shows he was "Cute Naked Guy" before he started putting on weight) lives in the apartment across from Monica's. As his name implies, he always walks around his apartment in the nude, while the friends take pleasure in spying on him along with his various misadventures. He has no lines and the only two times he is seen a small shot of his stomach when the gang thinks he is dead, and later the back of his head and torso when he answers the door to Ross. Later, he moves away, and ironically most of his moving boxes are labeled "clothes".
* Faceless Masses - Drawing background characters as generic, featureless humanoid shapes.
* faceless monkey in front of his lair is a genuine scare, but it's his voice and his words which are genuinely spine chilling.
* Facelift and writing lyrics more about drug addiction, depression, and failed relationships. It's the album most people think of when they think of the band
* Face Loran and insistence that Face stop punishing the child he'd been, he does have it removed, but for some time wears a fake scar in the same place.
* face mirrors and point their guns at their reflections, knowing the other is behind. Yes, John Woo loves this trope.
* Face, Nod, Action: Two characters face each other, nod, then perform an action.
* Face of an Angel, Mind of a Demon: Adorable on the outside, evil on the inside.
* Face of an Angel, Mind of a Demon: A villain who looks pleasant and innocent vs. a hero who has a scary thuggish face.
* Face of an Angel, Mind of a Demon: Someone who looks adorable or beautiful, but is completely deranged and psychopathic.
* Face of an Angel, Mind of a Demon: They look rather pretty, but it's just used to feign niceness.
* Face of a Thug: A good or neutral character has a menacing appearance.
* Face of a Thug: A person who is good or neutral in spite of having a menacing appearance.
* Face of a Thug issues due to a large, disfiguring facial scar, but he has his charms for people who can look past that.
* Face/Off, Agent Loomis's left ear is partially sheared off by a bullet during the hangar gunfight between the FBI and Castor Troy. Later, when Sean Archer visits the Walsh Institute about a proposed undercover mission where he takes Castor's face, Dr. Malcolm Walsh demonstrates the Institute's capabilities by showing them using laser surgery to rebuild Loomis's left ear.
* Face/Off, a makeup design competition, had this as a challenge on the Season 7 episode "Animal Attraction". The designers had to make a mix-and-match critter of their choice.
* Face/Off and get information on Castor's bomb from Pollux Troy. This would have worked out if Castor hadn't woken from his coma and taken Archer's face in reply.
* Face/Off (Archer pre-surgery), beaucse they only had a face transplant, with their vocal chords remaining the same. An inhibitor chip is inserted into his larynx to modulate his vocal cords from Archer's nasally voice to Castor's huskier tones.
* Face Off because they ultimately weren't sure whether or not they were going to get renewed for another season. When they did get renewed, they preemptively declared it the last one to avoid this problem repeating itself, leading to the much beloved season 5 and record-breaking finale.
* Face/Off: Castor strikes Lazarro in the chest hard enough to stun him, then restricts his throat while he's on the ground until he suffocates and claims it was cardiac arrest later.
* Face/Off. Castor Troy (as Sean Archer) casually disarms his own bomb with 2 seconds left on the clock.
* Face/Off, Castor Troy disguises himself as a priest in order to plant a biological bomb in the Los Angeles Convention Center. He then takes a little extra time to dance to a choir singing the Hallelujah chorus and grope a choir-girl.

* Face/Off, Castor Troy tried to kill his nemesis Sean Archer with a sniper shot, but the bullet went through Archer's son, killing him and wounding Archer non-fatally. Archer spent the next few years mercilessly hunting Troy down.
* Face/Off. Contestant Joe Castro had forgot to put anything on his alien's feet, and was critically slammed for it by the judges. Instead of waiting for the elimination ceremony, he ran outside and drove off the show, forfeiting the competition.
* Face/Off co-screenwriter Mike Werb got the idea for the face surgery from a friend who had a hang-gliding accident. They had to remove most of the skin from his face, reconstruct the bone matter, and put his face back on.
* Face/Off describes his profession as "terrorism for hire", making him about as blatant an example as you can get.
* Face/Off ended like this: Sean Archer returns home, but when he looks in a mirror he sees Castor Troy's face rather than his own. Archer screams and his wife attempts to comfort him, but she doesn't notice a psychotic smirk start forming on his face, all of which implied that either Troy survived and was still impersonating Archer, or that Archer's time spent as Troy had permanently damaged his psyche.
* Face/Off. Even better, they are out-hamming each other while exaggerating the other actor's mannerisms.
* Face/Off, FBI agent Sean Archer infiltrates prison perfectly disguised as his arch-nemesis, Castor Troy, in an attempt to discover the location of a bomb from Castor's brother, Pollux. Ever paranoid, Pollux quizzes Archer on what medication he takes, but Archer is so obsessed with Castor that he is able to answer correctly.
* Face/Off going on in the film, but Castor Troy is still at least a level above his rival Sean Archer in terms of hamminess.
* Face/Off had a Kaiju-building challenge in Season 7, with contestants making creatures based on the squid, praying mantis, sloth, and yeti crab.
* Face/Off has Castor Troy trying to convince his ex-girlfriend, Sasha, of his true identity while wearing Sean Archer's face.
* Face/Off has FBI agents, cops, special forces and security staff who are reduced to the role of red shirts when they must face Castor Troy in a gunfight. It's as if only Sean Archer has ever taken on Castor and lived to tell the tale.
* Face/Off he's a former Central Intelligence Agent using his skills for personal profit.
* Face/Off, i.e. when a model's hair was so thick it pushed the bald cap off the skin or a full mask vs individual pieces. They even had to apply makeup to themselves in one episode, and attempt to fool their own family members. This worked for the most part, as the artist were "store employees" while the loved one was there for a random task the show gave them. The family (and the public) rarely tried to make eye contact with the store help, who themselves tried to change their voice or act "in character" which was just weird all around.
* Face/Off. In fact, the plot of the movie is itself about them switching roles.
* Face/Off, in which Sean Archer and Castor Troy, for contrived reasons, end up surgically switching faces (and taking each other's places). After Castor wakes up and finds himself missing his face, when his cronies abduct Dr. Walsh and bring him to the Walsh Institute, Castor is briefly shown walking around without a face (literally, briefly - for the most part we only see Castor's shadow or shots of him from behind where the damage can't be seen, until Castor claps and says "Bra-fucking-vo!" upon seeing the conclusion of the videotape of the surgery.
* Face/Off, in which Sean Archer takes on the appearance and identity of Castor Troy to glean information from Castor's brother Pollux about the location of a bomb Castor had planted before he was caught and put into a coma. When Castor wakes up from his coma and finds out what's happened to him, he makes the surgeons give him Archer's face and identity, and abuses Archer's job for his own personal gain.
* Face/Off moment when he saves Archer's daughter from being assaulted and gives her a butterfly knife so she can defend herself against future attackers. She uses it on Castor himself at the end of the film.

* Face/Off plays this straight and goes into detail with the procedure.
* Face/Off required contestants to design creatures to be displayed under black light as well as visible, meaning the artists had to paint with colors they couldn't even see.
* Face/Off required the creation of aliens whose home planets are in great jeopardy. Naturally, one of the planets is running out of water.
* Face/Off, Roy turned his (normal-sized) model into a pair of undead midgets in a trench coat. It was so funny that the judges themselves laughed out loud.
* Face/Off, Sean Archer uses the thrust of a mounted jet engine to send Castor Troy flying into a wall.
* Face/Off, the contestants are called to an abandoned hospital to start off the spotlight challenge. They had to sit in a dark room alone with a flashlight and come up with the concept of a monster that represents a phobia.
* Face/Off, the hashtag #FACEOFF is displayed on the workshop door and under the clock (plus your usual reminders by the host).
* Face/Off, the script suggests that Pollux Troy might be one of these as the script has him pass a polygraph test even though Sean Archer can clearly see he's lying about what his bomb schematics are for.
* Face/Off, this is the source of Dubov's anger at Troy. Later inverted when Archer as Troy recruits Dubov to help him escape by telling him he didn't actually do it.
* Face/Off, those people would be off to quite a few therapy sessions. Not so in movieland.
* Face/Off. Upon being given Castor Troy's face, Sean Archer is warned by Dr. Walsh to be careful with the voice modification chip in his larynx that scrambles frequencies and transforms Archer's voice into Castor's voice, as even a sneeze could dislodge it, but it never happens.
* Face/Off uses a physical gesture of affection in this way. Specifically John Travolta's "smell my hand" gesture.
* Face/Off was originally a straight science-fiction film. The final film is set in present day, with the face-swapping procedure and magnetic-boot prison being presented as bleeding-edge technology.
* Face/Off: When Castor Troy comes out of his coma and finds out that his face has been grafted onto Sean Archer for a deep cover operation, Castor gets his revenge by intimidating the surgeon into giving him Archer's face in return. After burning down the lab to destroy all evidence, Castor takes over Archer's job and begins abusing it for his own gain.
* Face/Off, when Castor Troy wakes up from his coma and finds that his face has been removed and grafted onto Sean Archer, he forces Dr. Walsh to put Archer's face on him. Afterwards, Castor goes to Erewhon Prison where Archer-as-Castor is trying to learn the location of "Sinclaire" from Pollux Troy. Castor brags to Archer about how he burned down the clinic where the face swap has performed, killing anyone who was aware it happened. Since no one knows the swap, Archer gets Castor's 100-year prison sentence, and Castor gets Archer's position as an FBI Agent as well as his wife.
* Face/Off: When he's impersonating Sean Archer thanks to plastic surgery, Castor Troy is perfectly willing to abuse his job for personal gain.
* Face/Off, when Sean Archer undergoes plastic surgery to assume the physical appearance of Castor Troy, his voice doesn't automatically change. So Dr. Walsh puts an inhibitor into his larynx to modify Archer's voice to sound exactly like Castor's. The reverse is implied to happen when Castor wakes up and forces Dr. Walsh to give him Archer's face.
* Face/Off, which involves Sean Archer taking Castor Troy's face and voice. Afterward, Archer's original face is left floating in a jar of water to keep it moisturized. Troy wakes from the coma, peels off the bandages in front of a mirror, and is very unhappy with what he sees. We only see a couple of very quick glances that show Troy walking around without his face on, prior to making Dr. Walsh give him Archer's original face.
* Face/Off, which is evidenced by his ability to create highly complex, sophisticated, and deadly weapons, but he also has an unspecified mental disorder

and screws up simple tasks. He's said to take Mylax, which in real life is the name of a few different medications, none of which are for the mentally ill.
* Face/Off while holding a pistol to her head to taunt Archer (while Jamie thinks he's her father because he's wearing Archer's face, no less).
* Face/Off: You would think that getting stabbed by a butterfly knife (and twist to make sure the wound won't close) would be enough to stop Castor Troy. No? How about a Harpoon to the gut? Still going? These guys didn't even slow down despite receiving wounds that at the very least should have made them limp.
* face of. She is depicted as a "holographic" projection in live performances, similar to Miku Hatsune. Her appearance is based on Rachel Rhodes, and her voice is apparently a combination of Rhodes, Nami Miyahara, and possibly others.
* Face of the Band: The lead character of a group who, as a result, is the one most recognized.
* Face of the Enemy (interestingly, the producers forgot that Taris had survived "Contagion"). Toreth's dialogue stayed the same after Seymour's casting while making the conflict between Troi (masquerading as a Tal Shiar officer) and Toreth a female/female battle of nerves.
* Face of the Enemy. When stranded in a Raptor with a non-operational FTL, one of the crewmen in Felix's group begins praying to Poseidon. One of the Eights on board is puzzled since they're a long way from water. He replies that they're in a ship so it's close enough.
* Face on a Milk Carton: At this point, it has been parodied countless times and has entered the collective subconscious to the point that while people may not have actually seen an actual one in their lifetime, they still recognize it. In real life, it has been replaced by the Amber Alert system and social media postings.
* Face on a Milk Carton: Thanks to instant alert systems like the Amber Alert system (which allows missing children's names to be broadcast on television, radio and expressway signs within minutes). These days, most cell phones will also get alerts of this kind accompanied by a loud alert tone. You might still see it on Iceland-brand milk bottles, but otherwise this is almost never seen anymore in real life, and hardly ever done seriously in fiction these days. However, they still exist, in the form of dozens of posters (with age progression) at the entrances to Wal-Mart stores and some grocery store chains.
* Face), one wonders what happened to all the other bits and how the head part wound up so large.
* Face on the Cover — The artist's face appears prominently on the album cover.
* Face on the fans. It often looks like the faces are all good and heels are all bad but just as often the fan favoritism will ignore morality and pandering.
* Face Palm (covering her eyes), Paige covers her mouth in surprise, and Phoebe (deaf and uncertain what they're doing) assumes they're striking this pose and covers her ears. And Leo figures out right away what the problem is.
* Facepalm: Covering one's face with their hand(s), raising one's hand to the forehead, pinching the bridge of one's nose, rubbing one's forehead, slapping one's forehead or sliding the palm of the hand down their face — a common gesture used to deal with exasperation, irritation, shame and other, usually very intense emotions.
* facepalm over and ask why they didn't move the operation to a less haunted place. Said discovery also caused an army of skeletons to rise, acting as the neutral enemies for the map.
* Facepalm: Pressing the palm of your hand against your face after seeing someone do something stupid or embarrassing.
* Face Palm: Reacting to other people doing stupid or embarrassing things by pressing the palm of your hand against your face.
* face-palms so much that after Porky listens to him... and refuses to get insurance, he realizes that his forehead's starting to bruise. Finally, after Porky crashes the car, Bugs stops his face-palms and slaps Porky instead.
* Face Palms with his tin hat, and Wally just turns this exasperated "Look at what I have to deal with" face towards the camera.

* Face Palm, who appeared to have been brought to physical pain by Mike's set.
* face punches, which meant things like Io Shirai delivering a slingshot superman punch to the back of Hudson Envy's head did not stop matches.
* Facepunch. It's also a bannable offense when the Moderators aren't making bad puns themselves.
* Face Realization: A character realizes they're not as evil as they initially thought.
* face roles were switched according to the country the matches were taking place in.
* faces basically said they had one division, as the two rivals seemed to arbitrarily shuffle most of the female wrestlers between themselves (behind the scenes wrestlers jumped ship based on changing paychecks and it was rare for both companies to be paying women well at the same time). By the 2010s, IWA was on its deathbed and WWC lost interest in its women's belt, so women's wrestling was only regularly seen in indie companies like EWO and CWS.
* Faces of Death as well, so the spikes descend and kill him instantaneously.
* Faces of Death had people eating monkey brains right after having to kill the monkey by beating it on the head with mallets which resemble a pestle.
* Faces of Death series took advantage of handheld camcorders becoming affordable and popular, and shot footage in both film and video to help sell the illusion of them being real documentaries rather than mostly original footage.
* Faces of Death series, usually some kind of criminal. In the first film he played the leader of a flesh-eating cult, then a would-be convenience store robber in the second, followed by a serial killer on trial during the third film. For the fourth film, he decided to play one of the good guys for a change and cast himself as an ambulance driver.
* Face Stealer — When a villain has to harm another character in some way to look like them.
* Face Stealer can turn people into this. Aang sees a monkey on his way to visit Koh that has been turned faceless.
* Face Stealer: For when you have to harm the target to assume their appearance.
* Face Stealer had a centipede body and was able to steal people's faces if they showed any type of emotion on their face when they were around him. If he stole their faces he would wear any of them at his choosing like they were merely masks. Several of these faces were based on traditional Noh masks.
* Face Stealer with the body of a centipede and a seemingly infinite collection of faces, many of which are human.
* "Faces", two of the small town Irish thugs are played by French-born Thomas Sharkey and British-born Bobby Calloway.
* Face The Music among its optimistic reference. The second act has a drinking song in ironic salute of the not-yet-repealed Eighteenth Amendment.
* Face the Music has the song "I Don't Wanna Be Married," in which a compromised girl refuses such a proposal:
* Face the Music possibly intended for the show, "How Can I Change My Luck?", was incorporated into the second act of the Encores! version.
* "Face the Raven" actually changed. She must return to the fatal moment eventually lest time and space be undone, but so long as she does that, she has "wiggle room" to have further adventures on her own.
* "Face the Raven"". Come "Spyfall", the Gallifrey stuff up above isn't the only thing Chibnall contested about Moffat's writing: The Thirteenth Doctor has gone back to mind-wiping allies for their greater good with no qualms.
* "Face the Raven" is built around a countdown. The final 15 minutes or so of the episode take place in real time. Although this is not explicit, one can work this out by comparing dialogue with the episode timing, though this only works when watching the DVD or the non-commercial BBC broadcast. This is a good example of how much can be accomplished, dialogue-wise, within just a few minutes.
* "Face the Raven" looks unblemished as the camera hovers over her dead body.
* Face the Raven." Mayor "Me" of Trap Street uses a Quantum Shade to execute lawbreakers, which kills the condemned in 24 hours using a chronolock. The

chronolock can be transferred once to a willing recipient, but once that happens the Mayor is no longer able to rescind the order. The Mayor uses the Shade on Rigsy as a ploy to get the Doctor to Trap Street, but it backfires when Clara Oswald takes the chronolock, and the Mayor is powerless to prevent her death.
* "Face the Raven"" preview appears immediately after that. This was noted as being the first time the series had ever done an actual proper stinger. (It actually backfired, as many fans tuned out before the credits ended. As a result, when the memorial appeared again in a later episode, many did not understand where it had come from.)
* Face the Raven the sort of people likely to atone and apologize anyway.
* Face the Raven where he can only dwell on her loss and his own pain. When he finally breaks out of the torture chamber after billions of years, he responds by going insane and breaking the logic of time and space in a desperate attempt to save Clara, regardless of her own feelings on the matter, not to mention everyone else's. In the end, Clara is forced to wipe his memory of her in order to allow him to return to anything approaching a functioning life, eventually returning them to him once he'd taken another companion, processed his old memories, and moved on.
* Face. The second is the way the chapters juggled through several concurrent fights, often without significant progression in all but one that the chapter would end on.
* face thinks the purpose of wrestling matches is to make and strengthen friendships. She's even willing to let bygones be with those who put her through tables and break the legs of her legitimate friends.
* Face Time call with her so his family can see she exists. She ruefully admits that this isn't the first time she's had to do one of these calls.
* Facetiously comment on fashions, cooking or other "lifestyle" matters in front of stills or footage of an ongoing war, or on location in the war zone itself.
* face towards WWC's Revolución). Evil aint a happy family here.
* Face vs. Face, he hands the WWF title to him, hugged him, and raised his hand.
* face, while his arms are on the side of what would normally be their head.
* face, who will often run in to break up a pin, then back off when the ref admonishes them), but when the heels start double-teaming a face member, generally the face team disregards the tag rule, at least until one of the heels is taken out of the ring.
* face will often try to influence the newbie. The storyline will often see the newbie get sucked into the heel faction but when the chips are down, they will abandon him in mid-match and allow the faces to obtain victory. The newbie will then turn face and begin a steady climb through the ranks.
* Face wore a clerical collar as a disguise. It was somehow enough to cause people to perceive him as
* face wrestler they've likely been feuding with for the past few months.
* Face Your Fears: A terrified person decides to deal with what scares them directly and bitch-slaps their fear into submission.
* Face Your Fears: I'm scared of that thing! But it's time for me to face it like a man!
* Facial Composite Failure: A police sketch that doesn't look anything like the criminal the authorities are supposed to be looking for.
* Facial Composite Failure: You fail to draw an accurate Wanted poster.
* Facial Dialogue: A character doesn't talk but emotes with their face.
* Facial horror is also a common outcome of the fights Kenshiro has against mooks, whose heads are subject to swelling and contorting before
* Facial Markings his companions have, but wears feminine-looking kimonos, talks girly and is even dubbed by women in all the dubs.
* Facial Markings line (everything has been going bad for Harry in this episode, so he has reason to think there will be more bad news). The Doctor just looks annoyed and points out that if he can't isolate the cause, the problem will be difficult to treat.
* Facial muscle control abilities, because it was thought that if a male character wore make-up for a disguise, that would make him a "sissy". Perhaps because of

common awareness of the use of make-up in films or the lack of believability of the facial muscle explanation, this trope hasn't been used for a while. It's not that holding yourself a bit differently doesn't change your appearance, but you can't make yourself look like a completely different person that way.
* facial scar over one eye, two of the supporting cast were born with only one eye apiece and a minor villain who had two myopic eyes was called Odin, after the one-eyed god (no, not the one from North of Kathmandu!)
* Facilier has one too, though that's probably because he was partly modeled on Captain Hook.
* facilitate kidnapping Ran by placing her close to the door where the actual kidnapper would break in. When explaining his deductions, Yusaku notes that the teacher was also drugging Ran with sleeping pills to cause the original accident and justify moving her.
* Facing a skilled champion who cheats dirtily, he overcomes the trap by summarily destroying two of his ambushers by hitting from an unexpected position and dealing a
* Facing Fear with Eyes Wide Open. They added two extra along with "It's lunch time~!" and "It's fishing time!" these being "It's fishing wrap it up time!" and "It's Pokéball time!" and they've continued to do so with the following episodes. Plus, it's not just that, but TPCI has also been having other character imitate Cilan's phrase.
* Facing sponsor pullout, the J. League side Yokohama Flügels hastily arranged a merger with cross-town rival Yokohama Marinos in 1998 to form Yokohama F. Marinos. A significant portion of Flügels' fans, however, refused to change their allegiance to merged side and considered Flügels to have dissolved instead. What they did, then, was to fund a new club—Yokohama FC—to take over Flügels' place.
* "Facing the Bullets" One-Liner: He's about to die, but he's got time for one last quip.
* Facing the Future Series and Danny and Sam delivered a double punch to him, finally knocking him out.
* Facing the Future Series, and knew deep down, it wasn't a dream, but rather she was sensing it happening through the link she and Danny share.
* Facing the Future Series and Sam getting ghost powers of her own in order to stop him.
* Facing the Future Series at the hands of powerful characters like Clockwork and Dark Danny.
* Facing the Future Series, Danny and Sam both show and outright say that they see each other as the love of each other's life.
* Facing the Future Series, Danny and Sam have a pleasant conversation while in the middle of battles with Technus and Skulker.
* Facing the Future Series, Danny discovers a new ghost form in this manner.
* Facing the Future Series, Dash gets upset and punches Tucker's robot, thinking it's actually Tucker. As a result, he badly injures his hand and Danny, Sam, and Tucker can't help but laugh uproariously at Dash doing that.
* Facing the Future Series, Desiree is given noise-cancelling headphones to prevent her from hearing wishes that could be used against her.
* Facing the Future Series due to her new fire powers continuing to grow out of control. Danny managed to get through to her by saying he'd never leave her side.
* Facing the Future Series has become this after obtaining her own ghostly powers.
* Facing the Future Series, in their first scene of the first story, they are millimeters away from kissing just when Danny's Ghost Sense goes off.
* Facing the Future Series joins the Fenton family, Danny and Jazz both grow into this role easily.
* Facing the Future Series, Maddie once told Jazz that Jack would camp out on her family's yard when they were away just so he could see her when she got back. While Jack and Maddie thought it was romantic, Jazz thought that it was nothing to be proud of.
* Facing the Future Series, much to the surprise of some of the Casper High

students, it's revealed that Sam is ticklish, with boyfriend Danny subjecting her to this, much to her chagrin.
* Facing the Future Series, Nocturne traps Danny and Sam in a dream world where their memories of each other have been sealed away, with them in danger of never waking up.
* Facing the Future Series, now is responsible for a couple of ghost attacks on Amity Park for some reason.
* Facing the Future Series on two occasions. He nearly would have destroyed them both (and himself) if not for Sam talking him down.
* Facing the Future Series policy is not to peek in on them and leave them be so they can be together.
* Facing the Future Series, Sam's ghost fighting costume is similar to Danny's (in fact, it was made from one of the suits he was wearing during his transformation), except most of the gloves except the middle fingers have been cut away, she replaced the collar and boots with her own, the midriff has been removed, and she wears a coat with laced sleeves.
* Facing the Future Series, Sam's ghost transformation is similar to Danny's. In fact, the author says Jazz will never forget Sam's chilling scream.
* Facing the Future Series shows this is Walker's opinion on Danny's feelings for Sam, stating she is one of the few weaknesses he really has.
* Facing the Future Series status, there wasn't really anything 'fake' about it.
* Facing the Future Series. That said, she still holds an animosity against all over ghosts and sometimes has to be reeled in against ghosts that are either friendly or neutral.
* Facing the Future Series, the fight between the Far Frozeners and some of Danny's enemies is momentarily stopped when they watch with revulsion as Danny barfs up the excess food he had eaten.
* Facing the Future Series. The task is made easier with the help of a couple of Jack's failed inventions.
* Facing the Future Series to get a bunch of ghosts trying to separate them to back off. Unfortunately, their friends fall for the ruse too.
* Facing the Future Series, Tucker is transformed into a frog when Prince Aragon takes over Amity Park. Catching on to Prince Aragon's ways, Tucker suspects that he can change back if he's kissed by a maiden. He's right.
* Facing the Future Series, two of Walker's guards have to put up with the racket of a captured Paulina. When the first mentions putting in a request to put her in suspended animation, the second guard, with his hands over his ears, yells "What?"
* Facing the Future Series unsuccessfully tried to this to Danny and Sam.
* Facing the Future Series, Walker ended up doing this to himself by keeping himself isolated in his prison, so he wasn't up to date on Sam's status as a half ghost until after he captured her.
* Facing the Future Series, when Danny and Dash go into the Ghost Zone to save Sam and Paulina, Dash has a freak out that he'll never be as brave as Danny. Danny says this:
* Facing the Future Series, where Danny and Sam are watching a movie where a car is doing this, only for it to be cut short by a blackout caused by Jack.
* Facing the Future Series where Tucker's chauffeur attempted to come to Danny's aid during a ghost attack, only to be beaten in an instant.
* Facing the Future Series which initially made him go savage, Danny learns he can only use it in battle for two-and-a-half minutes, and has to wait a full twenty-fours inbetween each use before using it again. While he has been tempted to stay in it longer, Sam makes him stick to his time limit.
* Facing The Future, when Sam is about to use the Fenton Portal to give herself ghost powers, Jazz comes in trying to advise her on what a bad idea is.
* Facing the Giants hardly had a role (save to be hyped as nearly unbeatable) before the climactic game; when they did, though, they turned out to be black-clad, unpleasant, clear-cut antagonists.
* Facing the Giants receiving a PG rating, as it was rumored that it was the result of the explicit Christian content (though more likely it was the football violence

and themes concerning infertility).
* Facing the Giants You only hear Grant's end of the conversation, but he repeats the callers question of "Am I sitting down?" with obvious confusion.
* Fackler Scale of FPS Realism games are to real-world shooting and combat.
* fact he is) but in the end, if Hawke continues to pursue him, he gives in anyways.
* Faction Calculus level, Green's resurrection spells usually return creatures to your hand, unlike White and Black. On the rare occasion it doesn't, this trope is employed.
* faction expansion, where they're the protectors of the Ardenweald zone. They're led by Lord Herne, who in this version is a Vorkai, a sort of ibex-centaur, rather than a man with antlers.
* Faction-owned guard dogs are also able to see through the player's disguises.
* Faction Paradox continuity. They anchored the relationship between cause and effect whilst the universe was still in its infancy, and their home planet acts as a mean time for the entire universe. When they go to war, they use entire cultures as weapons.
* Faction Paradox firstborn son of the humanoid TARDIS Compassion. A psychotic TARDIS is a scary, scary thing.
* Faction Paradox has the Remote, a group of colonists indoctrinated by corrupt Time Lords in an effort to convert them into effective shocktroopers. However, there were rather interesting effects when instead of being indoctrinated into a religion of any kind, said gentlemen used TV programs to control the colonists...
* Faction Paradox. Or they happen to rebel. Or if they happen to be psychotic.
* Faction Paradox-style throne, he's just a carpenter and boatwright who tells the children stories and won't say whether he's the Son of God. And, even if he isn't, would a technologically-resurrected Jesus be the Son of God anyway, or just his human essence? That question leads to the Arian heresies and so on, so the author decided to leave it up to the reader.
* Faction Paradox that are tethered in reality by nothing more than the power of others' belief in them; therefore, they appear as gods or demons wherever they choose to manifest.
* Faction Paradox, the prototype sapient timeships adopt the forms of animals rather than humanoids, bond with their pilots in the standard timeship manner, and are referred to as familiars.
* Faction Paradox. When someone else was allowed to write a novel that not only changed the Faction's whole character but also derailed his plans for portraying the Time War they were involved in, their creator decided to spin the Faction off into their own series with its own, separate mythos.
* faction quests, who are generally going to be contracted by locals for their services. As you advance in the ranks, however, quests can be given which will require you to travel quite far.
* Factions has the Tengu Wars which brought about a (temporary) peace between the Canthan Empire and some of the native Tengu. Much earlier in history there was also a war of unification where the Luxons and Kurzicks were both conquered by the Empire.
* Faction-Specific Endings: Each major faction in the game gets an ending where it wins.
* Faction-Specific Endings: The endings differ mainly in what major faction in the game (if any) triumphs over others with the player's help.
* Factorio factory-builder, uses a decidedly diesel punk aesthetic, which fits in quite nicely with all the pollution produced by many a factory players end up building. Among the non-period things rendered in the aesthetic include nuclear reactors, laser turrets and the rocket you launch to win the game.
* Factorio faster than health. As they are massive energy hogs when recharging, they are difficult to power until the portable fusion reactor is unlocked.
* Factorio has two levels of power armor as late-game research items. Both sets of armor are extremely durable, very expensive, and highly modular. They can accept a variety of modules, such as an exoskeleton for faster movement, automated turrets,

or logistic robot charging pads. However, they are limited to solar-powered battery packs until the very expensive portable fusion reactor is researched.
* Factorio involves the player building robots to extract materials from an alien world with which to assemble a spaceship and stock it with sufficient provisions. Of course, each robot can only perform one task: digging, drilling, plowing, seeding, et cetera. Further robots must be built whose sole purpose is to convey one robot's output to another robot for further processing; this is likely to include an automated railroad for moving materials in bulk. All these mostly stationary robots, however, impinge on the planet's wildlife, causing them to revolt and stampede these robots to reclaim their territory. This necessitates constructing defense robots to impede the renegade critters.
* Factorio requires a fish. Since the model for a destroyed Spidertron shows a fish flopping around in it the implication is that the fish is being used to control the Spidertron.
* Factorio, so creating low-pollution factories inside forests can prevent them from attacking.
* Factorio villain and harvesting everything you can reach in a relentless march towards industrialisation will result in you and your factory getting overwhelmed by masses of chittering mandibles in no time. It's up to you to find a healthy balance between production and pollution levels while also building all the necessary weapons and defensive structures to keep everything protected.
* Factorio,, we get a mix of all those mechanics as the explicit rules of the universe.
* "Factory Follies", which featured the Red Guy as a cruel factory owner who holds a birthday party for himself - and no one shows up. (The end reveals that he tied up Cow and Chicken so he could have his own short.)
* Factory is about assembling products carried through a factory on a conveyor belt. In order to meet quotas within the time limits you often find yourself turning up the speed, which if you aren't careful, quick and clever can make the entire system foul up leaving you with half assembled products going out for delivery.
* Factory of the Gods, many of the items Julian can create, such as Godseyes and Grasping Hands, are color coded to make it clear what their function is. Red Godseyes detect heat, Blue Godseyes detect movement, etc.
* Factory of the Gods operate on their ability to sense people and target them. Their exact range isn't stated, but it's close enough Julian was able to have a full conversation with people on the other side of that range.
* Factory Records founder Tony Wilson died of renal cancer in 2007 at 57.
* Factory Records. Saville kept designing for the New Order even after Factory went bankrupt in 1992.
* Factory Robots like mechanical arms look advanced by today's standards. That said, most of them have been through some serious use and look scuffed and greased stained.
* Factory Showroom is a tongue-in-cheek example, in that it's about a couple who are moving past the lovey-dovey portion of their relationship and now have to put more effort into it ("We've almost figured out how we'll get along / And given time we'll find it strange to be alone").
* Factory Showroom was criticized not for total length but because it only had 13 songs, compared to their usual album lineup of 18-20 songs. This was due to the songs being a bit longer than usual.
* factory workers to spy on employees and ensure that they were living morally clean, upstanding, good Christian lives, free of such sins as adultery, alcoholism, and atheism, under the belief that moral workers were more productive workers. (This is the same reason why big business generally rallied in support of alcohol prohibition at the time.) Failure to follow the Ford morality clause could get workers fired.
* Fact: The US Army Medical Command is the branch of the Army with the highest amount of Medal of Honor recipients.
* "Factually Accurate Love Song" by Flat 29 has many examples of this, starting

with "Girl your eyes shine like the moon. Well like two moons specifically, positioned unnaturally close together, but without the gravitational and tidal problems that would occur if this was not a simile."
* Faculae — "bright spots" on the moon's surface — are (save one) named after islands on Earth that are not countries unto themselves (e.g., Crete Facula, Mindanao Facula, Oahu Facula).
* "Fad diets" became immensely popular during the second half of the decade, foods with components seen as "de-energizing" such as sugar, gluten, lactose, caffeine and white flour among others beame no longer acceptable by many people, while erstwhile "exotic" foods such as avocado, quinoa and kale became popular. The "food-fad" trend was not without its critics, as testified by the success of the blog
* Fade", after Graham incapacitates Clark with Kryptonite, he buries him with it leaving him to die, but Chloe and Lois rescue him.
* Fade Around the Eyes: Everything on the screen fades away around a character's eyes or other facial features for dramatic effect.
* Faded Blue because Blue Pearl still partially views Steven as her Diamond, and is trained to obey orders without question.
* Faded Blue, Blue Pearl is offered the chance to leave by Pearl after Garnet captures Steven. Her response is that she is happy with Steven.
* Faded Blue, Greg notes this is a problem with Gems, and tries to avoid figures of speech with them. One instance being that when asked "What's up?", Blue Pearl refers to the branches above her.
* Faded Blue, it turns out that Connie's dad was a big fan of Greg Universe from back when he was a rock-star, so he goes to great lengths not to fanboy on him when they invite the Universe family over for dinner.
* Faded Blue, Lapis chooses to stay even after discovering that Steven is not her Diamond because he released her from the mirror.
* Faded Blue, like his mother, Steven can immobilize Gems by overloading them with negative emotions. He also has a lightning attack that forces people to listen to their own worst fears about themselves.
* Faded Blue, Steven has no idea why the Crystal Gems started a war. When he asks, Blue Pearl doesn't even attempt to give an answer, so he assumes they were just power-hungry and were evil for the sake of it.
* Faded Blue their slave, Pearl has trouble figuring out what to do with herself. A major subplot is the three of them trying to work out exactly how to deal with this information, eventually deciding on letting her help out (but not doing all the work herself or doing all the work for her) and trying to foster her individuality.
* Fade Dream. You turn into a fireball throwing flaming zombie who is also immune to fire (letting you get past pesky flame barriers).
* Faded Steel Heat, when Mr. Big the parrot starts to relieve himself on the Dead Man's shoulder, only to get flung across the room via telekinesis.
* Fade: L, in an eerie parallel to canon!Light. Light himself manages to subvert this — while he still uses the Death Note, he limits himself, sticks to those limits, and makes active attempts to ensure that he won't follow story!Kira's dark path. It helps that he was effectively blackmailed into the situation.
* Fadeout (1967), is a gay detective in the hard-boiled tradition, with no stereotypical mannerisms at all. His two long-term boyfriends and one short-term boyfriend, though, are more obviously camp.
* Fade-outs, widely used in the record industry. They make for a kind of "and they played happily ever after" effect.
* Fade-Out. When an alien ship lands on Earth, it starts to grow a gigantic pyramid which eventually shuts down human technology.
* fades into obscurity, gaining nothing in exchange for everything they sacrificed.
* Fades To Black, and the ensuing music and dialogue imply that they’re about to have sex. In reality, Sasami just wanted to show him some of her memorabilia: her comments about “it” being so big were referring to a box that she was struggling to pull out of her closet.
* Fade to Black intentionally recycles old plots to play with the characters'

memories. On the other hand the villains have Aaroniero Arrurueríe and Kaien's recycled background, complete with Rukia guilt, but are not supposed to remind anybody.
* Fade to Black series, centers around industrial espionage between two ad agencies. The case is kicked off when one of the ad executives meets Archie Goodwin at a Superbowl party; one of the ads during the game is his agency's work.
* Fade to Light are shattered for both the audience and Light himself once he figures out what L has done. The only person L is really fooling is himself.
* Fade to Silence just to watch him fight, suffer and die again and again for no other reason than its own personal amusement.
* Fad Gadget (an occasional collaborator with Einsturzende Neubauten) did used an array of glass bottles on "Collapsing New People" and a power drill on "Ricky's Hand". The rhythm from his disturbing "Immobilize" is a horse galloping.
* Fading Echoes. She believes that if she hadn't stopped to complain about her missing meal, Longtail would not have run off and went to fetch it. This sends her into depression.
* Fading into the Next Song — Songs on an album fade into each other.
* Fading Into The Stolen Light advances on Asuka and generally torturing her into insanity.
* Fading Suns, a highly-advanced state that fell apart under its own weight. The second, the Empire of Vladimir Alecto, was aborted when the Emperor was killed at his coronation, but it set the precedent that Alexius Hawkwood would use to build the current Empire.
* Fading Suns an alien creature called the "Scrup monkey" produces feces that are edible to humans. House Decados often bakes it into "fudge" as one of their least harmful practical jokes.
* Fading Suns, and even finding lost ones is difficult enough, let alone researching them anew. And then, those on the other side may have plans of their own.
* Fading Suns and thus extremely valuable so the attackers generally don't want to wreck anything. And there aren't too many manufacturers of guns or higher tech weapons left in operation.
* Fading Suns a psychic human has generally two options: keep it a secret, or join the Church-sanctioned Penitents. While the latter option genuinely helps some troubled cases, those who've gone through Penitent training often exhibit behaviour typical for a victim of heavy brainwashing.
* Fading Suns. But unlike most examples they had barely begun to explore their own system when humanity contacted them and they're now a subject race of House Hawkwood, though they're better treated than every other alien race in the Known Worlds. They also have a "dark" counterpart in their savage cousins the Ur-Ukar.
* Fading Suns cut through anything with ease. In game mechanics, this means they ignore any armor the opponent is wearing.
* Fading Suns due to the Church's attitude towards technology there is a great deal of demand for manual labor. The Muster Guild specializes in providing workers though most of them are temps or outright slaves while members get cushy supervisor positions.
* Fading Suns had the Grimsons. This type of genetically engineered Super Soldier not only had greatly increased stats over a baseline human, a Grimson also had a random number of biomods to augment the character further. Note that because Grimsons were genetically altered, they were forbidden to procreate especially with Grimsons of the opposite sex. There was no telling what mutations may be passed on to the offspring.
* Fading Suns has some powered armors, but these are rare and it's hard to get your hands on one. The most accessible ones are powered just enough to compensate for their weight (allowing you to wear it with no penalties as long as it has power), better ones outright enhance the wearer's strength.
* Fading Suns has the Muster guild, which offers many kinds of muscle for hire, but began as, and is still mostly made of, mercenaries.
* Fading Suns has the portal version with the added bonus of requiring "keys" to

access a given gate.
* Fading Suns. If you keep off their lawn, you're beneath their notice, but if you do, they'll vaporize you and you better hope they'll find it example enough for others.
* Fading Suns-inspired shields that don't kick in unless an attack does a specified minimum amount of damage. Nobles use them when dueling, the trick is to strike hard enough to hurt your opponent but not so hard their shield activates. Fortunately energy weapons just have a chance of "bleeding through" the shield.
* Fading Suns. It does not mean the night sky is noticeably dimmer, though — it's the change in brightness of stars having inhabited systems (and subsequent climate change on these worlds) that is the problem.
* Fading Suns. It fits snugly beside the Church's declaration that 'technology is evil'—except starships, computers, blaster guns (heaven forbid), personal energy shields, medical scanners, healing serum, planes, phones, lights, satellites, space stations, jumpgates, hovercars, SAM launchers, grenades, gravity emitters....
* Fading Suns moved the capital of the Empire to Byzantium Secundus, but Holy Terra (or "Urth") is still the center of the Urth Orthodox church.
* Fading Suns. Not so much expanding now: the Vau aren't as expansive or aggressive as the humans, but they could be called ultra-defensive.
* Fading Suns of the Second Republic and currently form one of the major powers in the known worlds. They include:
* Fading Suns or other kinds of fanatical fun. If the appropriate test is passed, the character receives bonuses to other tests until the matter in question is resolved. It may require some tact from the GM to execute it properly.
* Fading Suns, Psychics and Theurgists are prone to "Urge" and "Hubris" respectively.
* Fading Suns) restricted to medieval-level technology, while the upper echelons of the society are allowed to enjoy high-tech to the fullest.
* Fading Suns similarly has the option to outfit characters with cybernetic parts. What makes it interesting is that the available enhancements run the full technological spectrum, from simple metal and ceramic limb replacements, to synthetic flesh, to nanobots.
* Fading Suns some sects have started to allow psychics to "repent" instead of being burned at the stake.
* Fading Suns terraforming engines. Unfortunately, many of them are now failing.
* Fading Suns that allows Humanity to travel from planet to planet, connecting Known Space.
* Fading Suns the capital planet of the Empire is currently named Byzantium Secundus, previously it was New Istanbul.
* Fading Suns. The massive corporations essentially ran both Republics.
* Fading Suns, the Templar Avesti are the most prone to a Kill It With Fire approach. Their church's symbol is a holy flame. Avestite inquisitors and zealot monks wear fire-retardant robes with breathing masks and carry flame throwers when they do battle with mutated monstrosities.
* Fading Suns this is what happens to you when you piss off the Guilders.
* Fading Suns, this trope is invoked outright; Ur-tech such as the Jumpgates and Philosopher's Stones is effectively incomprehensible magic, plain and simple.
* Fading Suns. To make them appear extra-special cool with cream on top, the authors even gave them their own special alien martial arts style.
* Fading Suns uses a setting which falls nearly exactly into this trope. The extinct Ur have littered space with floating portals that allow for travel ans strange technologies, the Known Worlds are United under the new Phoenix Emperor, harboring numerous races amongst the humans. The Vau are the wise race living in their own world outside the empire. And constantly straining to get in the Empire are the Symbiots, a metamorphic plague/virus/infestation. Of course, space pirates, political conflicts and psychics manifestation abound.
* Fading Suns: Uses the trope, with many different examples. For instance "Urth" is the Holy center of the Urth Orthodox church while the Imperial Capital of Byzantium

Secundus is a Gate nexus.
* Fading Suns weapon, where each barrel fires at the same time - making this weapon an excellent choice for bringing down shields. Interestingly the Furystorm Chaingun is actually higher on the technology level than the Gatling Laser.
* Fad Super: A character based on an idea or fad that is currently popular.
* Fad Super: A character is designed to tap into an ongoing pop-culture phenomenon, only to lose relevance after the fad inevitably dies off.
* Fad Super justifies his dated pop-culture references and basis by having him be an old man who uses holograms to make himself appear young.
* Fae and be strong enough to be considered a true Fae, but often they get just a little bit of magic and a parent who might wonder off and forget to look in on them until they're a century or two dead.
* fae archer runs across. He can separate his shadow from himself, which in addition to doubling his firepower means that whenever either his shadow or his real self is threatened, it can momentarily teleport to the other's location and then back again to dodge attacks. The only way to harm him is to threaten both his bodies at the same time.
* Fae boon from Mab makes him as powerful as others think he is. If enough people think he can take on a dragon and win, he can. It also means he can simultaneously get smacked around by his sister, Wildy, who just sees him as her annoying sibling and herself as his equal.
* Fae decides to curse a mortal for offending them, they often don't have anything in particular in mind, so they mark their intended victim with glowing sigils wrapped around the wrist as a kind of magical IOU while they try to come up with a fitting punishment. In the meantime, the mark serves as a warning that anyone who tries to harm the bearer will earn swift retaliation from the Fae in question.
* Fae. It may have been millions of years ago. But what was left of her spirit found what was left of her magic, and became part of the teenager whose body had that magic, so she's back.
* Faen at least would like to put more emphasis on the "romance" part, and Ariel's feelings on the matter aren't yet known.
* fae Nuckelavee could infect horses, crops, and humans with a disease called Mortasheen.
* Fae, on the other hand, can have children with mortals or with each other, and how "immortal" the children are seems to vary. There are lots of different kinds of fae and not very many of them in total.
* Faeophobia setting, an event known as the Celestial Conjunction resulted in the return of magic and magical creatures to Earth. Since it's a setting for erotic stories, the magic and magical creatures are extremely sexual in nature.
* Faeophobia, supernatural beings from another world who are eager to interbreed with humans. Magic-fulled public orgies are fairly common.
* Faerfolc. Mysterious protectors of the forests, they and elves have a connection. They possess fey magick which can be beneficial or dangerous to anyone who comes across them depending on circumstances.
* Faerie (Arcadia, Alfheim, et al.) itself is another example. A place formed purely of the magic of dreamstuff, where reality only exists because everything in it has agreed to exist and interact. This is completely disregarding the fact that many of the Realms in Arcadia are
* Faerie Court series is made of this trope; her faeries are divided into four courts: Winter, Summer, Dark, and High (with the occasional solitary fae moving freely among the courts). Each court has defining characteristics, but the fae themselves are very much individual people with distinct personalities. Most, to some degree, view humans as inferior; the extent of this can vary, with some seeing them as wayward children and others as expendable playthings.
* Faerie glamour can be seen through by a wizard's Sight or by using magical ointment on your eyes. Or you can just throw a nail at the fairie in question and watch them drop anything and everything to get away from it; even the strongest of faeries are vulnerable to iron's touch, which breaks through their magic and burns on contact.

* Faeries1999 had: "Two human children from otherwhere, one foot wet, flaming hair, when they appear, the time is near."
* Faeries (1999) uses mostly traditional animation, but has a few sequences (flying over Faerieland, the Shapeshifter's final form) that are obviously CGI and stuck out like sore thumbs.
* Faerie's Aire and Death Waltz, including "insert peanuts", "light explosives now... and... now", "untie slip knot", and "release the penguins".
* Faeries also become more powerful with age. Their skills and power with
* Faeries cannot lie. Dresden notes, and tells one to its face, that the fact that they can't lie in no way has hampered their ability to deceive. In fact the inability to lie means most of them are very skilled at being subtly misleading.
* Faeries come at it from the other direction. They can naturally fly, but wear ornamental wings they make themselves as a form of clothing.
* Faeries Don't Believe in Humans, Either: Fictional beings believe humans to be fictional.
* Faeries Don't Believe in Humans, Either: Mythical creatures doubting the existence of humans.
* Faeries have a crippling weakness to iron. It burns even the most powerful Fae on contact, and mortals bestowed with their power (the summer and winter knights) lose it on contact with iron. It's noted that the term "Cold Iron" is purely poetic: anything with enough iron (or steel) in it will work.
* Faeries in general talk like this to Harry, when there's something they want him to know but are too involved in their intricate games of diplomacy. In
* Faeries' Landing is just about the personification of this trope, and even physically scarred the hero just to see him squirm.
* Faeries' Landing, Miranda (Medea) hates Fanta and frequently tries to one-up her, but Fanta really doesn't care much. Also, Yuri sees Fanta as a rival for Ryang's affections.
* Faeries' Landing stars a half human half faerie girl who is human on her father's side.
* Faeries' Landing, there's Fanta and the other faeries, then the gods and creatures in the faerie realm, then Ryang, his family, friends, classmates, and other human extras, and the 108 pairs of affinities. And all the characters from the past and the present...
* Faeries of Dreamdark never have the correct number of joints in the fingers.
* Faerie Tale Theatre gave the titular heroine a pet parrot. Of course it's the bird who repeats what she and her prince say to each other when the witch is visiting, giving the game away.
* Faerie Tale Theatre: Live-action adaptations by way of British pantomime shows.
* Faerie Tale Theatre puts a lot of emphasis on this trope. Sleeping Beauty grows up to be Bernadette Peters, while her prince is less than appealing. She uses her talents to "audition" for her soon-to-be father-in-law, who enjoys her performance and says she can marry his son. That being said, she would have been safe from the curse if she hadn't looked out her window and noticed how humiliatingly selfish and unimpressive the prince was; she then ran away and hid from him, and that's where she found the fatal spinning wheel. So in a sense, it is this trope that killed her.
* Faerie Wars by James Herbert Brennan is odd in that it uses two spellings ("fairy" and "faerie") depending on who is saying the term, most probably to distinguish between the "real" thing and the more mainstream usage.
* Faerûn. Evil adventuring parties tend to treat Faerûn like a big theme park full of low-hanging branches of XP.
* Faerûn's east coast at the Great Ice Sea does appear on some maps as well, although it generally fulfills the trope. Later maps do show the entire planet, however, so it's more a case that the Faerûnian continent 'traditional map' fulfills the trope, but the actual world and setting does not.
* Faery: Legends of Avalon) carries a hefty book around with him and hits people with it in combat. He also uses it as part of his spells, using it to swat magically-formed projectiles at enemies.

* Faery: Legends of Avalon, saying certain things to some characters — mostly joinable ones — will cause you to gain or lose approval with them. Usually, you gain approval by picking nice conversation options, although one of them likes it when you snark at her. If characters like you enough, they'll present you with gifts of equipment.
* Fae Tales is a series of original dark fantasy/explicit erotica. Gwyn ap Nudd, renowned warrior and king of the Seelie Court, and Augus Each Uisge, Unseelie predatory waterhorse, should have had nothing to do with each other - but dark secrets, ancient grudges, and a growing understanding between the two faes come together to change the course of events throughout the fae realms.
* Fafhrd and the Gray Mouser, although borderline examples occur earlier.
* Fafhrd and the Gray Mouser: Death is a bald figure in dark clothing, who has a quota of deaths every hour (by profession) and has never missed it.
* Fafhrd and the Gray Mouser: Fafhrd's ghoulfriend Kreeshka. Minor twist in that Leiber's ghouls are a race, not undead humans. Still, they look like skeletons with organs over them and they eat human flesh. Plus, they're "ghouls."
* Fafhrd and the Gray Mouser have their lives often controlled by their sorcerous advisors, Ningauble of the Seven Eyes and Sheelba of the Eyeless Face. Interestingly, Ningauble and Sheelba have more of a friendly rivalry than enmity towards each other.
* Fafhrd and the Gray Mouser, in Fritz Leiber's "Swords in the Mist", where the two heroes meet unexpectedly as the champions of opposite sides in an arranged combat. They use traded insults and challenges to covertly establish the rules of what becomes, unbeknownst to their respective employers, a staged combat instead of a battle royal.
* Fafhrd and the Gray Mouser series featured one villainous sorcerer who took his soul and hid it in an egg in a magical castle.
* Fafhrd and the Gray Mouser, Sheelba of the Eyeless Face is a maybe example - he always hides his face under a hood, but considering his name, maybe that's a good thing.
* Fafhrd and the Gray Mouser's setting of Lankhmar has beenused for multiple rpgs:
* Fafhrd and the Gray Mouser stories: "Lankhmar Ghouls" are perfectly normal, living, breathing humanoids who just happen to have invisible body tissues—except for their bones.
* Fafhrd and the Gray Mouser stories the Death of their world is something like a cosmic bureaucrat that answers to some vague pan-dimensional forces. He has to meet particular quotas of who dies within allocated time periods (measured in mortal heartbeats) and is only really allowed to do so by manipulating natural events. He can't snap his fingers and kill somebody unless they have a severe medical condition, but he can make sure that they might have a nasty incident with some badly maintained masonry. The exceptions to this rule are the main characters, who once attempted to steal his mask; since then he's had it in for them and has resorted to toying with reality by teleporting crazed berserkers into their living quarters.
* Fafner in the Azure: Dead Aggressor shows Kazuki, Soushi and the rest of the main pilots wearing the imposing navy-blue greatcoats with red piping, which boosts their Badass levels through the roof.
* Fafner: Right of Left OVA end up dead in the first one-and-a-half episodes of the TV series.
* Fafnir brings this up in when Tohru says she has no plans to return to their world. She doesn't have any problem with it.
* Fafnir puts instructions for performing actual curses that he has learned over his life into the doujinshi that he writes. They tend not to sell very well because he's more focused on putting in the curses than having a compelling story or good artwork.
* Fafnir's "Curse Anthology", his attempt at making a manga, is completely pixelated to the viewers. Tohru points out that he put
* Fafnir The Dragon, the title dragon acts like this because he is, simply put, not very bright. So word what you want from him carefully.

* Fagen's The liner notes describe the album as "certain fantasies that might have been entertained by a young man growing up [...] during the late fifties and early sixties, i.e., one of my general height, weight and build."
* Fag Hag: A straight woman who prefers the company of gay men to that of straight men or other women.
* Fag Hag teases him about it being the ultimate fantasy of bedding a jock, which he admits.
* Fagin's, "Reviewing the Situation", is this trope in musical form. Having realized that the life of a criminal, with all its "trials and tribulations", might not be the best thing for him, and he muses over possible alternatives: getting married, living in society, getting an honest job. Each time, though, he comes to the realization halfway through that the "solution" he's describing would not be an improvement, leading him to conclude:
* Fagin with Mr. Riah, who initially appears to be yet another Greedy Jew, but then turns out to be a subversion.
* FA Girl Innocentia is a catgirl, with her choice of hair-tone or mechanical ears.
* fagus sylvatica var. tortuosa, a beech species that grows in twisted shapes, was called "witch wood", as people believed witches to be responsible for the unusual shape of the trees. According to the Wikipedia article of 06.03.2016, the shape is due to genetics, though previously there was some speculation about earth radiation or similar factors of the dwarf beech's place of origin causing the crooked growth.
* "Fag" was also slang at British public schools for a younger boy who essentially acted as a servant to an older boy. While this no doubt included sexual favors in some cases, that wasn't the default assumption. Thus, it's not uncommon for a man in an older British work to say casually "Oh yes, I know him well—I was his fag at school."
* Fahrenheit 451 (2018): All transactions are done digitally by verification with one's fingerprints. Therefore dissidents are punished with getting their prints burned off by cauterization, effectively cutting off access to society.
* Fahrenheit 451 (2018): Beatty refers to ages past as the time when people believed in gods. That said, the Bible is one of just three books exempted from the ban, though we still see no sign of religiosity by anyone.
* Fahrenheit 451 (2018): Implied by Beatty, who despite being a fire chief in charge of book burnings is clearly very familiar with some, since we see him writing out quotes by heart when he's alone (most are very cynical, indicating he'd lost his former ideals).
* Fahrenheit 451 (2018) reveals that Cleveland's subway map is based on the city's actual light rail system.
* Fahrenheit 451, all of the rebels become these, each committing one entire book to memory so they can recite it if all copies of it are destroyed.
* Fahrenheit 451 early on; however, her influence on Guy Montag instigates the entire plot and every event that happens therein. (Some adaptations even write her back in later.)
* Fahrenheit 451 falls into Forgotten Trope territory. The TV sets in the movie were, in context of the fifties, ridiculously gigantic, and viewers would just look at them in awe of how unnecessarily large and room-centering they are. Today, TVs of such size are commonplace, and this is not something a modern viewer is likely to catch on to without knowledge of the original context.
* Fahrenheit 451 flavor. Calling NYC-XXX was how Montag got in contact with certain members of the Underground. The game also included numbers which, when dialed, gave useful information, utter garbage, or fake "hints" that would get you killed if you tried them.
* Fahrenheit 451 for the Firemen and typically of a dystopian novel, is a well-read intellectual devoted to his job of burning books. It's implied in the novel and more explicit in some adaptations that at heart, Beatty hates himself for what he has become.
* Fahrenheit 451. In the book she's abruptly mentioned to have been hit by a car. The movie adaptation had her survive and join the party at the end, and author Ray Bradbury approved and so used that ending for the play version of his book.

* Fahrenheit 451: In the movie, Montag explains to Clarisse that firemen wear a helmet with the number "451" because Fahrenheit 451 is the temperature at which book paper catches fire. This is never explained in the book and is instead said in the book's tagline.
* Fahrenheit 451 is the norm and books are considered both obsolete and a criminal source of unhappiness.
* Fahrenheit 451, Montag tries to read on the subway, but he's constantly distracted by a jingle for Denham's Dentifrice. He eventually screams at the radio to shut up, shocking the rest of the passengers who were singing along.
* Fahrenheit 451: No books! Deep thought in general, though not as incredibly illegal as books, definitely does get you in trouble.
* Fahrenheit 451 preferred her survival, and included it in the stage adaptation and semi-official video game sequel.
* Fahrenheit 451, where Montag's wife has a wallscreen TV set up so the announcer appears to address her by name. Actually the TV inserts her name in deliberate pauses made by the announcer, while distorting the vision around his mouth so his lip movements match.
* Fahrenheit 451 will stop at nothing to kill whatever it has been programmed to kill, using its acute sense of smell.
* Fahrenheit 9/11 has pointed out that this quote was never uttered by Orwell at all.
* Fahrenheit 9/11: Moore replays a female scream after images of destruction to emphasize how the government exploited the 9/11 attacks to manipulate people.
* Fahrenheit 9/11: This is certainly the opinion of the U.S. soldiers that Moore depicts in the film. A tank crew proudly tells him that they play rock music in the cockpit during engagements in the Iraq War.
* Fahrenheit, after Carla discovers similarities between Lucas' case and past murders, she visits Janos, the culprit of those past murders, at Bellevue Asylum in order to find out the link both cases.
* Fahrenheit, a mental patient you visit (while playing as Carla Valenti) has covered his room with creepy spiral drawings of a Mayan snake god.
* Fahrenheit, Carla and an old friend break out a tarot deck for fun. The entire event is scripted, rapidly becoming a total mood-killer as Carla's predicted future becomes more grim with each card turned over.
* Fahrenheit doesn't do anything aside from mention how he's found a possible new boyfriend at a bank. He has a slight lisp, but nothing too overdramatic.
* Fahrenheit has several Theory of a Deadman songs, with "Santa Monica" playing over the credits.
* Fahrenheit has three protagonists that can come into conflict with each other depending on your choices.
* Fahrenheit, have to uncover said evidence all over again. In a twist, the main piece (the knife) is hidden by Lucas off-screen, so the players have to actually look for it in the second scene.
* Fahrenheit: in the opening cutscene, the narrator proclaims that such an epic event in the world's history as described in the game could ONLY happen in New York City, "capital of the universe".
* Fahrenheit is narrated past tense by the main character. When you get a game over, though, he says things like "And that's the end of my story. I never cleared my name and I never found out why I killed that man".
* Fahrenheit like this, as the camera is terribly restrictive, and the player is forced to react to obscure prompts to find the single proper path, instead. The game also featured a brief, completely plot-irrelevant target range sequence.
* Fahrenheit), Lucas finds himself hanging on the outer side of his balcony after the showdown with flying furnishings in his apartment. When Marcus arrives, the player has to complete a minigame for him to pull Lucas up.
* Fahrenheit never uses a knife outside the opening sequence, he is depicted holding a bloody blade on every box art to underline the psychosis surrounding him throughout the game.
* Fahrenheit opens with David Cage himself instructing you on how to play the game.

* Fahrenheit originally had its sex scenes censored for an M rating in North America for consoles, with only one limited-release PC edition being released with an AO rating. However, the remastered edition, which is fully uncensored, managed to receive an M rating from the ESRB.
* Fahrenheit, or pull the kid out of the water and resuscitate him. Anything else results in the cop arresting Lucas and causing a game over. If you save the kid, this is referenced later when the cop admits to Carla that he could have made an arrest, but couldn't bring himself to do it right after witnessing such a selfless act. Carla says she probably would have felt the same way in the other cop's shoes.
* Fahrenheit possesses anyone for a sacrifice to find the Indigo Child.
* Fahrenheit put a very dark twist on the whole "random people meeting in a laundromat" trope: two random people enter a laundromat, then one of them stabs the other to death, slits his own wrists, and bleeds to death.
* Fahrenheit regard Lucas as a schizophrenic serial-killing pedophile hallucinating the events of the game.
* Fahrenheit, the player gets to try making a composite image of the protagonist. You're ostensibly supposed to try your best, but it can be more fun to add ridiculous mustaches and hairstyles.
* Fahrenheit, though it's only the main character's mind playing tricks on him.
* Fahrenheit to mess with customers because he doesn't like selling to stupid people, and once you pass it he straightens up, gaining a few inches of height, and turns out to have a deep Bronx accent with a voice like he's been smoking since he was born.
* Fahrenheit, with a brutal stabbing murder perpetrated on a random unsuspecting man at a urinal by the (possessed) player character during the opening cutscene that the player must then quickly clean and cover up.
* Fahrenheit, you can at one point drag a small boy out of a frozen lake and give him CPR. You can easily lose the segment if you're not fast enough, and doing so nets you a game over.
* Fai, Kurogane, and Fei Wang Reed are the only new main characters in
* Fail Army and lands on her face, while the other watches in bewilderment.
* Fail Better, the whole plot is about Lucia throwing destiny and, as many of her species see it, common sense to the wind. She proves them wrong in the end.
* FailBlog videos did this by playing audio from part of the featured video over the credit screen.
* failed 1981 coup was indeed a pregnant woman. She was also the first one to be released and able to tell what exactly was going on in the Cortes.
* failed 1991 coup in Moscow,, and audiences realized that something monumental was happening. Mainly because a recording of this ballet was the go-to film when one of the Soviet Premiers died.
* Failed a Spot Check: Character doesn't notice something missing or someone or something that shouldn't be there until it is too late.
* Failed a Spot Check: Failing to notice something important, different or dangerous despite being nearby.
* Failed a Spot Check: Is a common way for RPG runs to end. For example, in Lufia 2 Ancient Cave, you can fail to notice the stairs and end up in a monster room, where the run dies.
* Failed a Spot Check is oblivious to something that just about everyone else can see.
* Failed a Spot Check: Someone fails to notice something they should've before it is too late.
* Failed a Spot Check: Those who are oblivious to their surroundings (alarms, law enforcement patrols, witnesses) or to the evidence they leave behind (using traceable cellphones and/or unencrypted, compulsively saved e-mails, leaving fingerprints or DNA or being caught on surveillance cameras, etc, etc).
* Failed a Spot Check: When you've lost something right in front of your nose.
* Failed a Spot Check: You fail to spot something two inches from your face.
* failed attempt at a pep talk, Rainbow Dash screams in panic and starts ranting about how there's no chance she can pull off a Sonic Rainboom and win the Best

Young Flyers' Competition.
* Failed Audition Plot: A character fails their audition but learns to move forward and not give up.
* Failed Audition Plot: You fail an audition for your dream career, but find a reason to keep trying.
* Failed biotech company Theranos based almost all of its publicity on the Edison, a device that was supposed to be able to perform numerous blood tests from a single drop of blood. While the Edison was plagued with plenty of issues on the mechanical side, its actual tests were also woefully inaccurate because one blood drop wasn't enough to test with. Although the engineers asked for the ability to use larger samples, Theranos founder and CEO Elizabeth Holmes refused to budge from her one-drop policy. Holmes has an immense fear of blood, which may have played a role in her desire to use as little as possible.
* Failed Dramatic Exit: A character attempts to leave dramatically, but the mood is ruined because they accidentally hurt themselves in the process or end up having to return for a reason unrelated to their intended departure.
* Failed Dramatic Exit: A character storms off to show how pissed they are at someone, but the mood is ruined when the character has to return for an unrelated reason.
* Failed Dramatic Exit: Same as above, but when the drama is leaving your setting promptly on the note you wanted.
* Failed Dramatic Exit: Someone leaves out of anger, but the mood is ruined because they get hurt on the way out or end up returning briefly for a reason unrelated to their departure.
* Failed Execution, No Sentence: After repeatedly failing to execute a criminal, the judge gives up and pardons the criminal.
* Failed Execution, No Sentence and not only does this code live on, but sometimes will be presented in a sillier fashion.
* Failed Execution, No Sentence: Failure to carry out a death sentence results in the convict going free.
* Failed Future Forecast crammed into megacities. As a result cigarettes cost the outrageous price of a dollar a packet. Well, that would have been outrageous back in the 1950's...
* failed kill of Locke would have happened this way, if the gun had been loaded.
* Failed Metaphor:. Alternatively, the powers work great and make everyone's life better; so today's moral is that you should go get yourself some superpowers.
* Failed Metaphor: to revolt, leading to a utopian future where everyone is served by willing slaves. Go thou and do likewise, viewers!
* Failed Metaphor: would seem closer to faith. Alternatively, everyone completely accepts and never questions those elements. The lesson is that the supernatural is definitely real and totally obvious, and you should always believe it when you see it.
* failed.. Miracle Whip retaliated by showing two response ads during his show.
* Failed Pilot Episode revolves around three trolls from an underground civilization who are given super powers and head to the surface world to battle an evil troll wizard, befriending a female police officer in the process.
* Failed Princesses her, a sentiment that influenced their relationship even after they became friends.
* Failed Princesses, Nanaki Fujishiro and Miki are both gyarus with a knack for beauty and fashion, with Nanaki even appearing in a magazine. Unfortunately, they also have terrible grades, which results in them ending up in remedial lessons together some time after they end up feuding.
* Failed Princesses, this happens when Nanaki Fujishiro talks with her friend Izumi about Miki, a girl who cut ties with Fujishiro, prompting Izumi to cut ties with Miki.
* failed. Reviewed by PC Gamer, the magazine was quick to point out the low production values, relative lack of interactivity, and the game's incomprehensible storyline. Any River shut down shortly before the game's release. This format was one of the first kind of adventure game to have many titles on consoles.

Particularly early CD-based consoles where the sudden increase in storage space from cartridges meant movie could be easily compressed and the controls were simple. Some even made their way to DVD players, where the simple controls made them relatively easily playable.
* failed suicide, and the her that was sent to Gantz was actually a clone. When she gets sent back to the normal world, she sees that the other her is living normally at home, and she has no place to go.
* failed to exhibit this trope. He's making a point and bringing up Big Foot as an example, and then...
* failed to go off on cue, leading to some very tense moments where a live explosive has to be reset/made safe somehow.
* failed to notice mean to do that" reaction from them. Content since has been revised to avoid any sort of implication along these lines.
* failed to protect Konoka from drowning is left as an exercise for the class.)
* failed, who are now closer than ever while he'd been sleeping under his desk and want him to get over it already to join them as a team again. It takes his brother, Bolin guilt-tripping him over family just to get him out of his funk.
* Failing a critical mission objective will cause the mission to end (even if you are still intact), followed by a "MISSION FAILED" screen (instead of "GAME OVER") with a description of what triggered mission failure.
* Failing a spot check is also the ultimate cause of death for multiple characters throughout the series, the first being the
* Failing the final "Sudden Death" minigame during "Shy Guys Finish Last" results in Mario getting shot out of a cannon into the horizon as Olivia panics in the studio.
* Failing this test (or making someone fail) can be outright merciful. If you aren't going to hack it on the medical boards, leaving medical school having wasted (and maybe paid for) only one semester is a lot better than being two years in. If you can't make it in the military, it's a lot better to find out two weeks into your initial training than after you've wasted months or years (and maybe been injured) and the government has spent a fortune on you. Not cut out for grad school? It would be much better and financially less ruinous to get kept out or to be dropped early than to lose time and money. Many a "coulda-been" musician, actor, or athlete would have saved themselves a lot of pain if they enjoyed their hobbies and pursued a conventional career. Chasing the brass ring doesn't mean you'll catch it.
* Failing to complete either the Fire Cavern dungeon or the escape from Dollet before the expiration of the time limit imposed in those missions will result in a Game Over.
* Failing to distinguish between different branches of the military (e.g., using "army" to refer to any military unit), or mixing and matching different military branch ranks into one service (e.g., sergeants in the Navy or admirals in the Army - note that each branch of a military in each country has different ranks and customs.). In the wrong bar, calling a Marine "soldier" can get you punched.
* Failing to distinguish between the military and other government (CIA, FBI, police) and non-government (mercenaries) entities.
* Failing to find Yayoi before too long when she goes missing will get you told that it's too late, and that she killed herself due to Silent's infection before you could save her.
* Failing to kill the EZIC rebel attacking your booth on day 31, if you did not sufficiently cooperate with EZIC
* Failing to light a Super Jackpot during Raven Multiball leads to a short period where the player can restart it by shooting the left ramp again.
* Failing to make sure that the destination you think you input is the one the GPS accepted is another source of chaos — the story is told of a truck driver who meant to go to Spain and ended up nearly driving into the North Sea because of a name mixup.
* Failing to move past certain events in recent installments will replace the quotes with whatever you are supposed to do. One is reminded to "Hold on for dear

life" after falling to death while ice climbing.
* Failing to prevent the comet Damocles from colliding with the planet Eris (the president of Eris will then insult you)
* Failing to prove Simon Blackquill's innocence after he's admitted his guilt makes things spiral go
* failing to save. In fact, he blames himself more than he blames the guy who actually killed her.
* Failing to understand the basic organisational setup of the (modern) US Department of Defense and the roles and functions of its various leaders and component organizations (e.g. jointness and collaboration at the top is unheard of: the military services are fighting their own separate wars and the service chiefs report directly to no one but the President). Though this changes depending on the era (and depending on which nation you're talking about). In World War 2, for instance, the Department of Defense had not yet been established, and the branches of the U.S. military were more independent than they are today.
* Failing to understand the fundamental concept of the chain of command (e.g., having regular privates taking orders directly from the Commander In Chief in the field, or having a private appealing directly to the President to overrule his company commander's orders.)
* Failing water heaters are notorious for this - which is why a water heater generally should be placed outside of the house proper or in a garage with nothing next to it. Examining it for damage (especially rust, bulges, or sediment accumulation on the outside of the tank) on a regular basis is also a very good idea.
* fail iteration of the cycle by building a massive solar sail that would stop a neutron star collision.
* Fail Man - Hironobu Takeshita, after repeatedly getting himself killed (even on Easy Mode) while demonstrating
* fail miserably then taking up the sword from the fallen would-be hero, and then saving the day.
* FailRace (debuting on April Fool's Day), Alex decided to play a trick on the hunters by copying a distinct avatar of one of the hunters, down to replicating that player's usual custom car.
* FailRace is to drive various vehicles around deliberately punishing circuits until they break down.
* FailRace, owns a 1965 Plymouth Fury with a vintage NASCAR-style livery.
* FailRace's host Alex Day jokingly refers to these as "brown trousers moments," and he most often experiences them during near-collisions while playing various racing games.
* FailRace time (48 minutes), it's a given that Alex lost that game. He eventually became wise to this, and started adding otherwise unused filler footage to unsuccessful sessions in order to pad out the runtime past 50 or so minutes.
* Fail Safe, a political scientist (Walter Matthau) recommends that the president (Henry Fonda) allow an accidental nuclear strike to proceed, since it will cause the Soviets to simply surrender as a matter of ruthless efficiency.
* Fail Safe did not, well, fail safe. The radio didn't fail, the system did. The bombers could send and receive messages but they were trained not to accept tactical orders once past their Fail Safe point.
* failsafe failure — only the crew error. The cosmonaut on a week-long test in an oxygen chamber decided to brew himself some tea and turned on a hot plate. As he was scheduled to have some medical tests taken that day, he needed to clean and disinfect the electrodes' attachment points on his skin, which he did with an alcohol-soaked cotton swab, which he then proceeded to unthinkingly throw in the general direction of the garbage bin. Unfortunately the swab landed right onto the hot plate, and in a pure oxygen atmosphere of a chamber combusted immediately, starting a major fire. Due to the design of the chamber door it was opened only some 20 minutes later, when the cosmonaut in question, Valentin Bondarenko, already sustained third degree burns, from which he died a couple days later.
* Failsafe Failure radiant wave fries his machine's internal computers. In another,

Lelouch is badly injured because the seat activates when he doesn't have a clear vector of escape, making it bounce off the ground and nearby objects like a rubber ball; it's frankly quite amazing that he didn't get whiplash. Given a good vector of ejection however, KMF pilot blocks would deploy parachutes to lower its speed and safely set it on the ground.
* Fail-Safe for plagiarism...) Today if it's remembered at all, people tend to assume it's boring and stodgy in comparison, but it's actually a critically acclaimed drama.
* Fail Safe for the crew of the surviving Vindicator bomber, after a nuclear anti-aircraft missile lethally irradiates, but fails to destroy them. They decide to manually steer their bombs into their target rather than divert their damaged aircraft.
* Fail Safe happen because it's statistically likely that America would "win" and calls for a second wave with every other available nuke until he's put in place:
* "Fail Safe" has an asteroid is on a collision course with Earth, so SG-1 goes to set off an explosive on it and blow it off course. Then they realize it's a bad idea, but not before the timer is set and space debris busts the keypad, so they have to defuse it manually:
* Fail Safe, if they haven't received the go signal themselves. In this case it's an "active go" system, designed to send out an attack order - and it does so incorrectly, due to a subtle and unnoticed technical fault.
* Failsafes built into the Stargate network, as well as other Atlantean systems, have been mucked around and hacked so much by the Atlantis expedition (in order for Earth PCs and computers to interoperate) that they might as well not exist. Consider "Avenger 2.0" where Felger's code is none too secure, or where McKay's software updates "broke the Gate". Of course, it wasn't really broken, but nevertheless, there were glitches because of this (hence Sheppard's 40,000 year trip into the future and then some).
* Fail Safe the crewmembers of American bombers have a variation. Since taking off your mask and taking a pill would be difficult, they have a poison needle in a special pocket of their flight suits.
* Fail Safe: The President is on the phone, having ordered a nuclear strike on New York in order to prevent the Russians from launching their own nuclear attack following an accidental bombing of Moscow. The audience hears the squeal caused by the phone on the other end of the line melting.
* Fail Safe, where the Vindicator bombers are ordered not to transmit once they receive the Go-Code.
* Fail Safe. While the USA could have reciprocated, they considered the cost and morale-damaging effects prohibitive.
* fails her university admission tests... to the same sister... with similar results.
* fails him, and doesn't seem like the sort who'd inspire much loyalty. In the Punk Hazard and Dressrosa arcs, the readers see some of his higher-ranking followers, who seemingly treat him like family. Eventually, though, it's revealed that Doflamingo gathered together people who'd willingly sacrifice themselves for him, and sees no problem in using his Bird Cage to gradually crush the nation of Dressrosa, killing everyone inside- his enemies, innocent civilians, and even his companions.
* fails his classes and gets held back a year, something Rise had imagined happening during the Christmas celebration in canon.
* fails. Of the second plan we only hear the first part ("Kenny spits on the floor"), and the plan succeeds off-screen.
* fails, the troops decide that Aang and his friends should flee with Appa, while the rest of them surrender instead of fighting a battle that has become impossible to win.
* fails to defeat two Galactor mecha during their first round, and the first defeat almost gets the team killed as a result.
* fails to get a laugh and launches into an excessively detailed explanation of the concept of puns and why his joke was supposed to be funny.

* fails to see the humour in his prank, Billy says, "If you mix up the letters in 'funeral' you get 'real fun.'"
* fails, where the home team has a chance to win at the end but does not, this section would be longer. One famous example is the 1962 World Series. The Yankees were clinging to a 1–0 lead over the San Francisco Giants in the bottom of the ninth of Game 7 when Matty Alou led off with a single. Next came two outs and then Willie Mays' double into the right field corner, giving the Giants runners at second and third. The next batter, Willie McCovey, hit a screaming line drive—right to Yankee Bobby Richardson at second, who caught it to win the game and the Series.
* Fail to the King!, and again in a later chapter to prevent another from surfacing in the middle of an invasion. Both played largely for laughs, naturally - this is a Disgaea fic after all.
* Fail to win, in the most excruciating and humiliating way imaginable or
* Failure Frame: I Became the Strongest and Annihilated Everything With Low-Level Spells
* "Failure Is Not a Factory-Installed Option": Just as Steve and his friends are about to reach first-base with the popular girls, after setting up a drive-in, the cars Stan gathered are repo'ed and the girls leave with the repo man
* Failure is not an option - it is mandatory. The option is whether or not to let failure be the last thing you do.
* Failure Is the Only Option. Dead alternate selves are also an important part of the plot, as players have access to where they reside in the afterlife, the "dream bubbles", through various means and they usually aid the players and at times even influence the plot in a significant way.
* Failure Is the Only Option: If the success of the character implies a drastic alteration of the status quo of the series and/or the character itself.
* Failure Is the Only Option: No matter what the character tries, they'll never succeed in achieving their goal.
* Failure Is the Only Option, since the SGC's mission was to find alien technology to bring back to Earth to help build weapons against the Goa'uld.
* Failure Is the Only Option: Someone tries to succeed but always ends up failing vs. someone tries to fail but always ends up succeeding.
* Failure Is the Only Option: You have no choice but to fail because success would end the story.
* Failure Knight: A character failed to protect someone once, and is determined not to fail again.
* Failure Knight: A man's failure at something is only acceptable as a motivator, not as a source of remorse.
* Failure Montage, has many painful injuries showing how she is struggling with her training but her toilet mishap is clearly played for laughs.
* Failure to enhance a weapon does not drop the enhancement level at all nor will it break. Instead, you gain potential. Get enough and you'll be guaranteed to successfully enhance the weapon/armor by one level. Enchancement goes up to +20, with +10 being the limit for regular scrolls.
* Failure to Launch and his friends' situations are also not as they seem.
* Failure to Launch. The latter is (or at least was at the time the movie came out) a Norwegian slang expression for a grown man who lives with his mother, which makes sense in the context of the movie. But it's also the name of a dance, something which confused people.
* Failure-to-Save Murder: Someone is blamed for a death they were unable to prevent.
* Failure-to-Save Murder: When a character blames a hero for letting someone die, when that hero did everything in their power to save them.
* Failure-to-Save Murder: You are blamed for a death that you allegedly could've prevented.
* Failure-to-Save Murder: You're too late to rescue him, because he's dead, and it's all your fault!
* fainting and one instance of being knocked out that she's probably "been

unconscious for at least half this book."
* Fainting whenever he counted, even in his head, he kept finding things he wanted to count.
* Faint in Shock: The emotions (positive or negative) just got to be too much.
* Faint praise is considered a grave insult in Klingon culture as it implies the recipient is too weak to handle criticism. In "
* faint whispers of the line "I'm at the line, I see it all." This same line appears in its original form in the second to last song as a space probe begins to gain sentience. The final track begins identically to the first, implying that it an endless loop similar to that in "The Last Question" by Isaac Asimov
* Fai once tried to make Kurogane look less grumpy by doing this to him.
* Fair Blows the Wind, when a tall, weather-beaten Scot tells Tatton Chantry that he can lead him to the legendary sword master Fergus MacAskill, with whom Chantry wants to study fencing. The Scot is Fergus MacAskill himself.
* "Fair, Brown, and Trembling," the two older sisters refuse to let their sister out of the house for fear she would marry before them. When she succeeds in marrying anyway, her oldest sister pushes her into the sea and takes her place.
* Fair, Brown, and Trembling", Trembling goes to church, and a prince falls in love with her, and out of love with Fair. After she has a baby, Fair pushes Trembling into the sea and takes her place.
* Fairchild Republic A-10 "Thunderbolt II", also known as the "Warthog" fire. Broadly speaking, it haunts the nightmares of most tank operators that have seen one in action.
* Fair City storyline between Suzanne and Damien Halpin. In one scene, Damien is quiet and tearful after Suzanne has violently attacked him; leading her to start beating him again while screaming "Stop making me do this!"
* Fair enough, though, they used the weaknesses against Amazo, particularly Kryptonite.
* Fairest #22, one of Cinderella's mouse footmen sneaks into the ball. When asked his name, his eye falls on a tray being carried by one of the servants and he introduces himself as "Champagne. Marcel Champagne".
* Fairest, Aza, who receives rude stares and comments about her appearance and is implied to be descended from gnomes, has a handsome prince fall in love with her.
* Fairest character, including the part where she's showered with magical gifts and wishes by her Fairy Godmothers. To her everlasting displeasure, every wish got played straight, so only a few of her gifts are shown to be beneficial, or even remotely useful. While in the end she managed to receive supernatural beauty and allure (including a certain degree of sexual prowess by explicit wording in that sense), and the ability to excel in songwriting and playing musical instrument, having the "Wit of an Angel" means she that she lacks guile, and she's easily conned or tricked, and the wish for "the singing voice of a nightingale" actually stripped her of the ability to sing, as she can merely screech as a bird. Thus to her immense displeasure, while in the human world she was known as an accomplished songwriter and guitarist for an all-girls rock band, she never managed to took the lead, as her "blessing" was just a form of mystically induced selective mutism.
* Fairest is good for the health and good for the wealth," causing said gnome to leap up and run away. As is explained later, she did realize it was most likely a translation error, but didn't want to stick around in case she was wrong.
* Fairest of All: A Tale of the Wicked Queen. She'd put Snow White into a death-like sleep then have her buried alive. Alas, the Queen's plans went wrong.
* Fairest of All": Siofra likes rolling round things in her hands, like buttons. If she doesn't have one, her arms flap and flail around. Mahon stares into space and repeats what other people say.
* Fairest of Them All: A villain who will not stand for anyone being more beautiful than they are.
* Fairest of Them All question with the truthful answer of Boa Hancock, Coby gapes at his gall at not answering Alvida. It grows further when he blatantly insults her.
* Fairest's Queen Ivi, a foreigner who disbands the country's parliament, imprisons

people for minor slights, obsessively seeks approval, and would have probably started killing people if Ava hadn't saved the day.
* Fair Folk instead. A headsman's ax probably seemed like the lesser risk.
* Fair Folk. It has no aquifers to speak of, and thin and rocky soil; water comes only from infrequent fogs. The Metagalapans thus rely on extensive cisterns to gather what rain falls, and on herding goats, sheep and alpacas, growing mushrooms and trading with and raiding surrounding lands for food and resources.
* Fair Folk like the Kokiri. The round-eared mundanes we're familiar with usually either go unnamed or are lumped in as a variant of Hylians, as there's not much you can say that differentiates them from everyone else.
* Fair Folk. Of course, the resident blacksmith has no trouble with them. Granny also notes that modern Discworld residents, like those in Ankh-Morpork, have "iron of the mind": in other words, they're so jaded and skeptical that glamour wouldn't affect them; thus why elf encounters tend to stick to the more-rustic Ramtops.
* Fair Folk themselves, especially in the South but really anywhere/when they feel like it.
* Fair for Its Day: An older work presents views and ideas that sound backwards to modern audiences, but were progressive by the standards of its own time period.
* Fair for Its Day: A work is horribly racist, sexist, or otherwise bigoted, but is still considered progressive because mainstream society at the time the work was made was even worse.
* Fair for Its Day: Societies of former times also uphold values that modern audiences might see as too progressive for the era.
* Fair for Its Day: The full reform would fail, so you try an intermediate step.
* Fair for Its Day: The work's moral might not seem very open-minded today, but it was seen as pretty progressive back in the day.
* Fair for Its Day was originally given a rating of 18+, the equivalent of a NC-17 to 13+, the equivalent of a PG-13.)
* Fair for Its Day, with Brooks explaining that he had mixed up his dates and would never have intentionally shown up in this condition.
* Fair Game (1995) of said attorney all over Florida by bunch of renegade Russian spies plotting to steal hundreds of millions of dollars from shadow accounts for their own profit and using the boat that was being disputed over in said divorce as base of operations.
* Fair Game by three vicious kangaroo poachers. When they catch her, they "skin" her by tearing off her clothes, rape her, and tie her to their truck. Then Jessica gets pissed and turns their sadistic game around on them by setting traps to immobilize them and then killing them.
* Fair Game, Jessica's dog Kyla snarls anytime the hunters are in the vicinity or approaching, even if they cannot be seen or heard at the time.
* Fair Game Ringo attempts to assault Jessica after she disrespects his mother.
* Fair Game: When the hunters discover that Jessica has welded their gun together during the night, Sparks' reaction is:
* Fair Haven, a story about a man fresh-off of gay conversion therapy torn between fulfilling his distant father's expectation to inherit the family's orchard and his own dream of going to college complicated by sudden reignited flame with his ex-boyfriend.
* Fairies and demons trying to pass for human were traditionally betrayed by their tails or cloven hooves.
* Fairies and the Quest for Never Land, in which modern-day Wendy descendant Gwendolyn gets her turn.
* fairies are hybrids of angels and demons, and can also use magic. However, their magic differs fundamentally from the magic of warlocks.
* Fairies are often forcibly baptised into the church, despite their lack of understanding of Christianity. Indeed they seem to struggle with the idea that not all humans are Christians. Fairies particularly like and respect saints, who they regard as great magical beings who can be invoked for greater power.
* Fairies are vegetarians, and, if their society is not a utopia, they certainly think it is better than human civilization. Objectively it is not so different from

human civilization. Some fairies are dim-witted, some are noble, some shallow, and some treacherous.
* fairies don't like the fairies to do this, but they understand that if they don't, there is no way for them to survive. However, they prefer it when the fairies exchange small children than when they lure adult humans into the fairy realm and then no longer release them.
* Fairies' dust is a hallucinogen, elves' venom is a hypnotic and anesthetic, and incubae's is a dissociative.
* Fairies have a similar level of regeneration ability in the series, being somewhere between this and
* Fairies have to count every grain of salt if it is spilled in front of them.
* fairies (including elves) series are traditional, native-to-Earth fairies, with magic that does some things, but they're also very high-tech and in a distinctly sci-fi setting. A fairy space probe plays a part in "Atlantis Complex," among other things.
* Fairies in general, and Cirno specifically, fall into this category—as
* Fairies, just as obsessed with money and pissed off at the fairies for robbing him, doesn't have any reservations.)
* "Fairies. Knights. Princes. True Love. Think you know how the story goes? Think again..." —
* Fairies may have the most amusing of all immortalities — they are
* Fairies of the Shattered Moon, as the user often gains additional monstrous limbs in addition to the power boost.
* Fairies sometimes have sexual or romantic encounters with humans. Fairies can very often pretend to be humans, so that the respective person only learns in the course of the relationship that his partner is not a human.
* Fairies themselves. Almost any conversation involving them will bring up that in the original tales fairies weren't good or helpful but were supposedly all represented by the most sinister interpretations of
* Fairies. They're usually on poor terms with groups who advance civilization or despoil the wilderness, especially humans, dwarves and orcs, but may have a better relationship with more nature-friendly groups such as elves or hobbits.
* fairies. This also includes a long life expectancy, which is measured in centuries or even millennia. When Jace once said that Nephilim and fairies are both related to angels, but fairies are also related to demons, so that they belong to hell, the Seelie Queen replies that the real hell consists in getting old after a few decades and to die.
* "Fairies Wear Boots" is this in itself, but it gets worse if you picture said fairies
* Fairly common amongst New Republic fighter pilots, especially the Rogue and Wraith squadrons of the
* Fairly common among the Imperial Guard. When they're not being executed for cowardice, that is.
* Fairly common for grenadier soldiers from mid-17th century and until hand grenades with fuses became obsolete. Though they usually smoked pipes, not cigars. And yes, those grenades were about equally dangerous to friends and enemies.
* Fairly common in European history. Kings of England claimed to be legitimate kings of France, on the basis of the claims that Hundred Years' War were fought over in the Middle Ages, until after the French Revolution was well under way. This included the Stuart predenders who were subsidized by the actual kings of France! Kings of Spain still claim the title "King of Jerusalem," as in the Kingdom of Jerusalem, established (and destroyed) during the Crusades.
* Fairly common in folk music, both classical and neo. There's "The Resurrected Lover," "Lover's Last Chance," "The Long Black Veil," "Steer By The Stars," "When I Sing About You"...
* Fairly common in Swedish thanks to people forgetting the rule that compound words have to be written as one word. Some classic examples include "Rökfritt" (No smoking) being written as "Rök fritt" (Smoke freely), "Djupfryst kycklinglever" (frozen chicken liver) as "Djup fryst kyckling lever" (profound

frozen chicken lives), "Kassamedarbetare sökes" (tellers wanted) as "Kassa medarbetare sökes" (crappy co-workers wanted) or "brunhårig sjuksköterska" (brunette nurse) as "brun hårig sjuk sköterska" (brown hairy sickly caretaker).
* fairly convincing model of how the first cells might have formed on earth doesn't help.
* Fairly early in the game, we discover that Red XIII, who previously appeared to be an ancient and mysterious being of alien intelligence, is actually
* Fairly early in the manga, Ako tells an aged-up version of Negi that she envies Negi because she feels like she's just a supporting character and he's the main character. She is, of course, absolutely right. Negi counters that even if she's a minor character in someone else's story, she's still the main character of her own. As she was the main character of
* Fairly early in the manga, when it looks like he's exhausted all other explanations, L does briefly consider, in a very general way, the possibility that the "Kira" phenomenon really is of some kind of divine retribution. However, after giving the facts a once-over, he concludes that the case still sounds a lot more like a human with paranormal abilities and a god complex than any god or God that he can take seriously based on present evidence.
* Fairly early in the run of the webcomic, Davan gets sick of hearing his neighbour's loud sex noises — not so much for the noise, but because it's very obvious that the woman is faking it. He finally storms over to them and angrily gives the man detailed written instructions on how to please a woman.
* Fairly easy to imagine that this should happen in many games, when the only thing that averts the trope is the game's (or writer's) inability to account for who's around at a given time. For instance, in
* Fairly English Story: Invoked by name during the Priestess Full Moon.
* fairly good-hearted perceptive, going into detail about Bowser's fight with Donkey Kong.
* Fairly innocent, but there IS a scene that has Helen grab her husband's ass from a distance that makes one think about the possibilities. Also implied in their
* Fairly justified for the visually impaired. To discover the layout of rooms/hallways, constant outlining is all but required for the first few trips. While experienced travelers can typically avoid the more painful collisions, the fact is it's bound to happen regardless. Most take it in good humor.
* Fairly Legal. The main character is a mediator and her ex-husband works for the DA, so naturally, they butt heads.
* Fairly Legal, whose devotion to her work partially caused the break-up of her marriage.
* Fairly obviously: "It's the End of the World As We Know It (And I Feel Fine)" by
* Fairly OddParents, after chimps become the dominant species on earth (long story), a glob of brown gunk gets thrown into Wanda's face, to which she groans, "Please be mud."
* Fairly OddParents and Shallow Grave being fired at the end when Timmy stages it to look like he had been with an adult the whole time (which he technically was...just one that was in the form of a kid), implying there are at least some limitations of school jurisdiction.
* Fairly OddParents called an anti-fairy. They fight for the right to have godchildren but are usually stopped by fairies. Their main interaction with humans is causing bad luck on Friday the 13th.
* Fairly Oddparents causes a herd of deer miles away to look up in alarm.
* Fairly OddParents Elvis is shown to live in a secret underground kingdom at the Dimsdale beach.
* Fairly Oddparents episode "Crime Wave" Mom and Dad decide to have a prune juice drinking contest after they lock Timmy in the bathroom to force him to take a bath. Towards the end of the episode they are both doing a potty dance as they try to get back in.
* Fairly OddParents episode Father Time, it appears Timmy's predecessor under the Fairy God Parents was a bespectacled boy named Billy. After Present Cosmo and Wanda

show that computers displaying lava lamps on the screen are more entertaining than actual Lava Lamps to the Past Cosmo and Wanda, Billy passes by and mentions the idea of having all computers connected through something called "The Internet", but Present Cosmo tells him it should be called "The Timmy". Past Wanda then mentions little Billy Gates (Bill Gates) has the craziest ideas. It does end up being called The Timmy, and his name changes to Internet.
* Fairly OddParents episode, "Timmy's Secret Wish", Timmy wishes for his own groupies that will constantly cheer for him. However, during Timmy's trial, the groupies will not leave Timmy alone with their constant cheering for him.
* Fairly Odd Parents episode where Timmy wished that he was always right, Mr. Crocker asked him how many states there were in the US and Timmy said 49, Just one number short of the actual number. Due to the nature of the wish however, North Dakota and South Dakota are suddenly united into one state, thus making Timmy right.
* Fairly OddParents has in example in the episode "Father Time" where Timmy melts his dad's trophy with heat vision. When his dad wishes for heat vision in response, Wanda has to stop Cosmo from reflexively granting the wish.
* Fairly Oddparents has this reaction after diving through a weird portal.
* Fairly OddParents has this reaction to the Fool's mean-spirited pranks from the start, but Timmy thinks they're funny enough... at least until one of the Fool's "pranks" almost horribly kills his parents, at which point he breaks off the deal and states the trope name almost verbatim.
* Fairly Oddparents have Vicky defending Timmy because only she's allowed to make him miserable.
* Fairly OddParents, is about Timmy having to rescue the Crimson Chin.
* Fairly Oddparents is considered to be attractive by nearly everyone at Dimmsdale Elementary. She's also one of the tallest students in her class.
* Fairly Oddparents magical beings are subject to getting drunk on sugary substances like candy and soda rather than alcohol.
* Fairly OddParents makes him extremely popular, to the point where Trixie appoints him as her boyfriend. When Timmy remarks that this doesn't make him feel anything, a spurned Trixie starts dating Chester instead to spite him. Naturally, this doesn't work, and Chester doesn't like it either because girls make him break out in hives.
* Fairly OddParents of Timmy Turner's main arch-enemies, and by extension, indirectly responsible for Timmy himself gaining fairy godparents and kickstarting the entire series.
* Fairly OddParents: One episode has Timmy wishing that he could play basketball so he could pay for a new V-Cube. He spends the episode playing for the Dimmsdale Ballhogs and after earning the money and teaching the team to put their egos aside, everything reverts to normal.
* Fairly OddParents parodies the coat from the Matrix in the Wishology trilogy. Believe it or not, he does look cool.
* Fairly OddParents, running on a treadmill to power a generator the TV and console are plugged into, a steak hanging on a hook in front of him:
* Fairly OddParents-style Muppets (in fact, when they jump through the TV, a hand can be seen pulling their puppet forms out of frame).
* Fairly OddParents, the episode "The Masked Magician" has the Crimson Chin throwing the Bronze Kneecap out of a diner and into jail.
* Fairly Oddparents, Timmy changed bodies with Vicky's dog Doidle. When in Timmy's body Doidle sounded like Timmy and when in Doidle's body Timmy could only bark/"speak dog" and there's what's obviously a voiceover to let us know what he's really trying to say. This also prevents him from changing back, as he can't speak to make the wish, until Doidle in Timmy's body does it for him.
* Fairly OddParents: Timmy does this to Cosmo in an episode when he was being lazy.
* Fairly OddParentsTION!" while Wanda is at a spa. When Wanda gets home, Timmy and Cosmo are in Timmy's room, seemingly untouched by the apocalypse going on (and the only thing that is untouched by the apocalypse), playing Go Fish, with this line:
* Fairly OddParents was picked before him) to the point where he got Cosmo and

Wanda to make him the most wanted kid in the world. Unfortunately, "most wanted" has another meaning...
* Fairly OddParents: When first introduced, Chip Skylark's fans were exclusively teenage girls..."and Timmy Turner's Dad."
* Fairly OddParents when he gets upset his screaming and yelling can get very shrill and grating.
* Fairly Oddparents, which debuted long after Sparky was introduced to the series), and the live-action movies treat Tootie as the only potential love interest Timmy ever had (Trixie, for instance, isn't even mentioned in them), among other things.
* Fairly Secret Army can be considered this, as it turns out that they are not Marxists, but have chaos as their AIM (with some bickering about whether they represent Old Chaosism or Middle Chaosism).
* fairly short-ranged weapons. They will often slowly drift past each other, or park within arm's reach of each other, and trade beam and cannon-fire until one of the ships bursts into flames and explodes... You can even order the ships into formations, one of which takes the traditional sea-bound Line of Battle and transforms it into a 3D Wall-of-Battle for much the same effect!
* Fairplay, Colorado for the fictional South Park. Fairplay is located in southern part of Park County and several local institutations such as the school and police station are labeled as "South Park".
* Fair-Play Villain: An honorable villain who prefers to give the heroes a chance.
* Fair-Play Whodunnit. They can create barriers that prevent people from doing things that would violate Knox's Decalogue, which can be broken if one can figure out a way to do that thing without breaking any of the rules (such as figuring out how someone left a locked room without using a secret passage).
* Fair-Play Whodunnit: You know what the detective knows, and if you're smart enough, at a certain point, you can solve it ahead of him without being Genre Savvy.
* Fair-Play Whodunnit: You know what the Master Detective knows, and if you're smart enough, at a certain point, you can solve it ahead of him without being Genre Savvy.
* Fairport Convention, Martin Lamble is credited with playing "stacked chair backs" on one song.
* Fairport Convention the British folk-rock movement, although the album peaked at only #17 in the UK and did not contain any breakout singles.
* Fair To Midland is sometimes impossible to understand. A few good examples would be
* Fairune causes the tundra she was imprisoned in to turn into a sakura grove.
* Fairune has the mid-game mook Maneater, an ambulatory pitcher plant.
* Fairune has the Shadow mooks found in the little patch of ocean ruins in the overworld.
* Fairune has this appear in the Administrator's Tower, operated by a Black Knight and a Silver Knight.
* Fairune is Cubes - block-shaped mechanical drones - of increasing model number.
* Fairune series. The only difference in the lot is their armor color and detail denoting their rank.
* Fairune she was imprisoned in, and bolts for the exit teleporter. Upon reuniting with her at the Entrance, she has this to say:
* Fairune. The Knight enemies inhabiting the Tower areas of both Fairune 1 and 2 may also count, if they're not homunculi or robots.
* Fairune, the second region of the game was renamed from Snowy Fields to White Lands.
* Fair Warning: The serial killer at the end of this novel kicks this trope up a notch, hiding in the trunk of Jack McEvoy's SUV before opening the hatch to the back seat.
* Fair Warning: The serial killer bad guy kills his victims by Neck Snap, then stages a scene to make it look like suicide or accident. The police aren't usually fooled—you can't really snap your neck from falling in the shower or hanging yourself with a one-foot drop.

* Fairway Rock, in the Bering Strait southeast of Little Diomede Island. Slightly larger than Rockall, at 0.3 square kilometers, but basically the same thing, a tiny rock far out at sea lacking either sand or palm tree.
* Fairway Solitaire 2 has an interestingly Chip-and-Dale version of an evil laugh.
* Fair Weather Friend: A character's friend ditches them when things get tough.
* Fair Weather Friend: A person who has a tendency to flake out when their "friends" need help.
* Fair Weather Friend: Has a tendency to flake out when their "friends" need help.
* Fairy, an 1897 Gipsy class destroyer, which on 31 May 1918, rammed and sank a rather larger and more modern (albeit slightly damaged) U-boat (there's debate over the actual designation, some claim it's UC-75, others UC-51). The ship was lost as well, but it was probably one of the few modern instances where the rammer inflicted more financial damage on the enemy than on itself.
* Fairy BattleA friendly monster disguised as a random encounter that does something other than attack your party.
* Fairy Bloom 1: It's depicted on the protagonist's art in the manual.
* Fairy Bloom Freesia: Freesia gets them when she jumps with a magical boost from the wings.
* Fairy Bloom Freesia: The things that award achievements include defeating a large number of enemies, dealing high amounts of damage in a single hit, to getting a very high combo count;
* Fairy Bloom: V3.03 has red versions of the protagonist as the enemy horde's components.
* Fairy Companion, Dodo, runs off due to the former's carelessness; the first time is when she makes Dodo cry after calling her out on incompetence while the second is when Dod runs off in a huff after being called out on...incompetence.
* Fairy Companion: Overused to the point of being considered a cliche in video games.
* Fairy Cube has read every book that has any information on fairies since childhood. When Kaito transports him to the Otherworld and Ian has to proceed to get back out, he uses his knowledge to fight, using a pair of iron scissors that are an effective weapon against fairies and gets Ainsel across a sweetwater river so that the Nuckelavee chasing them can't follow them.
* Fairy Dance arc, while having a kendo match with his sister in the real world, he's able to keep up with Suguha (who is a national-level competitor)... until he tries to perform a Sword Skill, which requires holding a pose and waiting for the system to trigger the activation.
* Fairy Dance Of Death (ALO) has seven schools of Elemental Magic — the basic four, plus Holy and Dark. And there's Illusion, which works more-or-less like the others. Any player character can learn any of them, but six of the nine races have elemental affinities which give them big advantages in doing so.
* Fairy Dance Of Death, and then disappears, making her the new faction leader. Other players only know the last two, which are shocking enough. As for Sakuya,
* Fairy Dance of this setting, by giving Kirito the tools he needs to take the bastard down.
* Fairy Devilmother: Not all immaculate wish-granters are there to give the baby gifts.
* Fairy Devilmother that is more of a detriment to their godchild than a saving grace, usually on purpose.
* "Fairy dust". This was done as a response to children injuring themselves trying to replicate the stunts on the show, and to discourage any future children from following suit.
* Fairy Dust to her young stepson. At the end, she convinces him that he can fly like Peter Pan, and lures him into jumping off an 80-foot balcony so that her own child can inherit the family estate.
* Fairy Fencer F asks Fang if he notices anything different about her. Fang says she cut her bangs, but she replies that her skin is silky smooth now because Tiara taught her how to take care of it and comments that Fang is "bad at noticing changes."

* Fairy Fencer F does what it can to fix this, spreading a similar cutscene out across a brand-new introductory dungeon, but it still has to cover the same points and the dungeon itself is a slog thanks to the dull prison design and only having one enemy type. (Both games also suffer from a deluge of often-redundant tutorial slides, but these are delivered in-character by Eryn, who annoys the other characters doing the same thing in speech.)
* Fairy Fencer F, Fang agrees to collect the Furies if and only if this condition was met. Later in the game, he adopts this mindset permanently, and it fuels everything else he does.
* Fairy Fencer F her fairy partner Bahus starts to freak out and demand her to put her clothes back on and she complies with reluctance.
* Fairy Fencer F in which we learn that his robotic fairy partner, Ryushin, is somehow absorbing his bodily functions.
* Fairy Fencer F starts with a battle between the Goddess and the Vile God.
* fairy for most of her life. However, it's implied that she would be able to fit in had she paid better attention during her "So You're a Human Now" orientation classes.
* Fairy Girls, which as the name implies, has the female members of Fairy Tail as the main characters.
* Fairy Godmother: A character, often female, who magically helps the protagonist.
* Fairy Godmother is generally helped by her dead mother in some way, or by some magical beings whose good will she's earned. Even when she appears, it's not that "fairy godmother" is a type of supernatural being akin to a "guardian angel", but rather that a character's godmother, someone everyone in medieval Christendom would have and would already know as a close family friend, is unexpectedly revealed to be a fairy in disguise.
* Fairy Godmother simply because it's just so useful that writers can't resist it, although they often disguise the fairy godmother as something else and play it for comedy.
* fairy godmothers (in a card game). Her precise age is unknown, but she's definitely an old lady and she's definitely cool.
* Fairy Godmother Tycoon" Not to mention the tip, "Help, I'm trapped in a tip-writing factory."
* Fairy Godparents are restricted to a large list of rules listed in a gigantic book titles 'Da Rules'. Cosmo and Wanda would pull out the rule book any time Timmy plans on making a wish that would break the rules. It's never said how many rules there are, but
* fairy godparents, but it's not like his parents know that. And what about the other kids Vicky babysits or often meets? And her poor little sister...
* "Fairy Gold" has an elf get a human to kill a troll in return for fairy gold. It does the usual effect of vanishing — except that by the time it does it, it has moved full circle around the town, making many people happy by letting them buy something by selling something they were encumbered with. There's laughter when it vanished, but it's not quite clear whether the elf lord appreciates what he did.
* Fairy Gone, a government office that reports directly to the Prime Minister and is tasked with investigating crimes involving the illegal usage of fairies.
* Fairy Gone were childhood friends until their village was burned to the ground and they ended up separated from each other for many years.
* Fairy Gone, which is set on a continent that has recently concluded a massive war that ended with one empire dominating and annexing every other country. Several of the major characters are former soldiers from these now non-existent countries, and not all of them are happy with the new status quo.
* Fairy is noted to beg for forgiveness in its Pokedex entry, then stab their opponent with their hair once they let their guard down.
* Fairy Knight Gawain stands at a whopping 6'2" and is shown in her official art to have powerful thighs, abs, and massive breasts under her armor. According to her backstory she's had many lovers in the past,
* Fairy Knight Lancelot is naturally so fast and strong that she never had to train a day in her life to be practically unbeatable. She has Eternal Arms

Mastership, but it is noted that she does not benefit from it at all since she has no fighting skills to lose.
* Fairy Liquid detergent used the same jingle for decades: "Now hands that do dishes can feel soft as your face, with mild green Fairy Liquid".
* Fairy Musketeers. Following the unexpected success, the resultant TV show is chock full of blatant plot changes to accommodate merchandising.
* Fairy Musketeers revolves around the seven mysteries. They all turn out to be caused by the heroine, Akazukin.
* Fairy Musketeers takes place in two worlds, the world of technology and the world of magic. The two worlds were once one, however were split into two by 'God' after a single human proved just how terrifyingly much potential humanity had if they were given access to both technology AND magic.
* Fairy Oak is hopeless at math. So much she is willing to break the Magical Law in order to scape a pop quiz.
* Fairy Oak series, Telli was an admirer of Tomelilla, because of all her knowledge and achievements in the field of Magic. She ends up working for her, as the babysitter of her nieces, a scenario she had fantasized about when she decided her career path.
* Fairy Oak series, Vanilla is nicknamed "Baboo", after the first word her twin sister ever called her; and Lavender, "La", which is a product of their aunt's talent of pruning names.
* Fairy Oak, we have Crocus Pills, Elderberry Barks and the Mc Load brothers. They have the added bonus of being able to make things (clothes) disappear.
* Fairy Tail: 100 Years Quest, though the former falls first and gives their opponent the credit for the victory.
* Fairy Tail: 100 Years Quest watching is left horrified at the sight.
* Fairy Tail about the concept of paying for food. This incident is what convinces the trio that they need some time to adjust to the norms of the real world on their own time before they join the Fairy Tail guild.
* Fairy Tail: According to a flashback, Bisca Moulin used to be a criminal under the alias Moulin Rouge. One day, Erza Scarlet beat her in a fight. Bisca got a crush on her, renounced her life of crime, and joined the Fairy Tail guild to be near her. Bisca eventually married Alzack Connell and had a kid with him, but she still greatly admires Erza.
* Fairy Tail, a cute and adorable little girl who loves playing at the guild with the rest of the wizards, especially her parents.
* Fairy Tail adamant on bringing said cat back with him. Do note said "Cat" is one of the most badass animals to ever grace a manga's pages. In this case however, it's less about cuteness and more about, as his two fellow Dragon Slayers have cat companions with them, he figures he's lacking as a Dragon Slayer if he didn't find one as well. Pantherlily's badassness is exactly why Gajeel likes him.
* Fairy Tail after a defeat by one of the mooks-with one hand tied behind his back just to prove that the last loss was just good luck on his opponent's part. However, he's convinced to go after the big bad instead.
* Fairy Tail. After Lyon falls in love with Juvia, Juvia also imagines that Gray is in love with Lyon.
* Fairy Tail: All over the place to cover up consistency errors. Just read the Q&A sections at the back of each volume.
* Fairy Tail allows Happy and Charle to regain their confidence and their ability to fly.
* Fairy Tail and can't wait to get out. He's once so out of it that he keeps asking even after they've arrived at their destination.
* Fairy Tail and Erza just overpowers her opponents, Gray uses his brain to defeat his opponents and outsmarts them.
* Fairy Tail and fights alongside Jellal and other former Dark Guild members as part of Crime Sorciere.
* Fairy Tail, and go on with their lives. When he comes back in a later they're all shocked.
* Fairy Tail and the corresponding anime episode 87 between Lucy and Coco.

* Fairy Tail, and they lose their reputation by losing six consecutive years of the Grand Magic Games in a row. Of course, the lost guildmates finally return after seven years and things begin to improve.
* Fairy Tail anime/manga doles out some humorous abuse to protagonist Lucy Heartfilia, including a pillow to the face that sends her through a door and into a rock outside, and various evil women like Angel, whose post-battle struggle for survival is a bit of a joke.
* Fairy Tail anime, sometimes with blue lines coming out of the characters who turned white.
* Fairy Tail, anything a guild owns and all members constantly sport the guild symbol, usually as magic tattoos. Treasure Hunter guilds also have them on their clothing.
* Fairy Tail appears to be fat, but she can use her gravity-modifying magic which causes her to turn into a slim, more attractive girl.
* Fairy Tail arc in season 3 changed usually depending on who was the focus of the episode.
* Fairy Tail are not ones you would notice if you didn't know to look.)
* Fairy Tail (a seal which broke before the end of the fight), leaving no explanation for why he did not lose two or three vital organs. Just to makes this even more ridiculous, he then fights better against his opponent than he ever did uninjured and starts by beating the hell out of him with just his fists.
* Fairy Tail. As Gray protests that it's not true, Juvia points out that he's in his underwear.
* Fairy Tail: Aside from the prepubescent Wendy and the average-breasted Levy, every female character has very large breasts. Oddly enough, at one point Levy was drawn to have large breasts.
* Fairy Tail: A teenage wizard joins the titular guild and helps them out with their quests. It starts with missions for money, some stages develops into always greater scope, that has an entire world at risk.
* Fairy Tail. At one point, Lucy asks him to make a fire, but he replies that he doesn't have pyrokinesis. A few minutes later, he figures out what she really wanted and makes a fire by launching his arrows at some machines and making them explode.
* Fairy Tail because he sees his mother suffering from it in the distance.
* Fairy Tail between these two encounters, which Lucy uses as proof that she can be trusted.
* Fairy Tail between Wendy and Sherria, who both take turns on either side:
* Fairy Tail. Black Mage Zeref wrote a bunch of books infused with magic that allows people to accomplish truly awesome and terrifying feats, such as demon summoning and time travel. Each Book contains the rituals and magic necessary to summon a different demon.
* Fairy Tail blocking one of Lucy's attempts, saying her battle technique needs work.
* Fairy Tail, bluntly turns her down in Chapter 338, only for her to take it as him "toying with her affections".
* Fairy Tail Both boys are having a very intimate moment with one another while naked and taking a bath. Both are blushing and become seemingly aroused and hard while ogling at the other's phallus. Sting eying Rogue’s with a lecherous gaze and expression of admiration while Rogue’s jaw is wide open being deeply astonished and turned on unable to take his eyes off Sting’s.
* Fairy Tail both Sabertooth and Raven Tail have rather cruel senses of humor. Raven Tail gets their kicks making things hard for Fairy Tail and laugh when one of their members destroys the prized(?) possession of one of the less intelligent characters. Sabertooth (minus Rogue) tops this by laughing when one of their members physically tortures Lucy in front of a huge audience because she gave a friendship speech.
* Fairy Tail breaks out like it normally would, he quickly feels right at home.
* Fairy Tail) by the Council to ensure they wouldn't go back to their evil ways.
* Fairy Tail, Cana briefly gained Fairy Glitter, one of the three ultimate magics

of her guild. However, she got it only because she found the place where it could be bestowed upon her before the others and in a time of need. It turned out that she was incapable of using it correctly and, in the end, she's defeated and she loses the magic some time later, since it was a short time loan. Later, during the Grand Magical Games she is lent Fairy Glitter again so she can win a contest. Cana is able to use it properly the second time, proving that she's become a better wizard since the previous attempt.
* Fairy Tail: Cana drinks thirty percent of the liquor drunk by the Fairy Tail Guild from a giant barrel. Bear in mind the guild has dozens of members and not many seem to be teetotallers.
* Fairy Tail: Celestial wizards specialize in using magic Gatekeys to summon celestial spirits, magical beings based on the Zodiac and constellations. Main character Lucy Heartfilia is one such wizard, while others include Duke Everlue, Karen, Angel, Zoldeo, and Yukino. It's inverted with Caprico (the human-spirit hybrid of Zoldeo and the spirit Capricorn), who uses magic to summon humans.
* Fairy Tail chapter 545.5. Juvia tries to invoke this by spoon feeding her beloved Gray, but he, already oblivious to her affections, is even more put off by how horrible the food is.
* Fairy Tail characters, and then did a crossover between the two stories. Guess which two characters never even get mentioned?
* Fairy Tail characters can get impressively strong, even without accounting for the magic anyone can learn in this setting. Chapter 7 treats us to a martial artist strong enough to wreck walls and floors with his giant frying pan. Natsu defeats him easily.
* Fairy Tail come from friends of Mashima's. Supposedly, Gray's stripping came from Mashima himself. In addition, Joy Fullbun, Chico=c=Hammit, and Wang Chamji appearances are based on his assistants.
* Fairy Tail, costing Saber Tooth the lead they've held since the very start of the tournament.
* Fairy Tail culminates in Natsu's showdown with Zeref, followed immediately by him working with the other Dragon Slayers to destroy Acnologia's spirit in the Space outside of Time, while Lucy leads all the other wizards in keeping his rampaging body from destroying the world.
* FAIRY TAIL - Despite already having an English dub by Funimation, Gust opted to keep the original Japanese audio only.
* Fairy Tail, despite the fact that he's seemingly spent a very long period of time living outdoors in an area with a tropical climate, and ought to be well tanned.
* Fairy Tail. Downplayed in that it's still a fun universe - it's a world built up on how awesome it is to test magic with your friends - but it takes a while for it to sink in that a lot of these missions are really dangerous.
* Fairy Tail: Dragon Slayers can, in addition to normal food, consume the element that makes up their magic to quickly restore their magical power and sometimes as a substitute for normal meals. This trope thus comes into play for Gajeel Redfox, the Iron Dragon Slayer, who is often seen eating from a bowl of nuts and bolts during his downtime.
* Fairy Tail during a filler arc, Fried uses his swordsmanship to turn some flying fish into delicious-looking sushi... unfortunately, it does nothing to improve its absimal taste.
* Fairy Tail. During the Grand Magic Games arc, Lyon, Gray's rival and fellow disciple of Ur, makes advances on Juvia, who's madly in love with Gray, even if he doesn't notice. Around this time, Gray gradually starts to notice Juvia's feelings for him.
* Fairy Tail: During the Grand Magic Games, Toma Fiore dons the identity of Mato, the official mascot and referee for its events. As Mato, he wears an emotive pumpkin as mask.
* Fairy Tail during the guild brawl. Lucy is speaking with Mirajane about the commotion, asking if this is normal for the guild. As Mira is replying that they guild is always like this, Her brother Elfman is thrown into her, knocking her unconscious and giving up her ghost.

* Fairy Tail early enough before Wendy that he was able to crawl across it and catch her.
* Fairy Tail early on, when some mercenaries mention that most mages neglect to keep their bodies in shape while they study magic. They must not have met many.
* Fairy Tail episode 26, during the fight against Jose, and Gajeel torturing Lucy, were given top-notch animation.
* Fairy Tail, Erza and the rest of her guild mates got drunk and she played a cruel "master" game, where every time she was given the "master" position, she demanded Gajeel, Natsu, and Gray to strip naked and Lucy and Juvia to strip into their underwear. When Grey got the master position, he demanded Erza to walk home naked. She took off her clothes without hesitation and with a smile on her face, much to the chagrin of Lucy as well as all of the boys, including Gray who gave her the command in the first place. He insisted that he was just yanking her chain and begged her to put her clothes back on again, but she just punched him in the face and tells him to "grow a pair" and starts walking home anyway. She was only at worst mildly inconvenienced by the cold air, but then she noticed Jellal... and then she started blushing and acting all embarrassed, contrary to when she took her clothes off in the first place.
* Fairy Tail Erza dual-wields on occasion sometimes quad-wielding using her feet as well as multi-wielding with 200 swords at once.
* Fairy Tail Erza punches him in the stomach causes him to fall in her lap.
* Fairy Tail (Erza x Jellal, Gray x Juvia) or all-but-confirmed (Gajeel x Levy), ironically it's Natsu x Lucy that's ends up closest to this point since Natsu is as oblivious to Lucy's feelings as ever.
* Fairy Tail. Even many of the more sane characters tend to throw themselves into fights with little forethought (Erza fits this description well), notable exceptions may be Lucy, Levy, and Fried.
* Fairy Tail. Even then, the Dragon struck by the Curse was already dead, being a spirit.
* Fairy Tail. Even when you see the funeral, you know it's not real. As if they'd seriously kill off the most popular female character in a series that's 45% male oriented fanservice.
* Fairy Tail father stands out for being the result of overworking himself.
* Fairy Tail for more comedic brawls rather than serious battles, particularly in guild hall brawl scenes.
* Fairy Tail: Gajeel and Levy are complete opposites of each other but they are the closest thing to being a couple among the main cast, since Erza and Jellal's situation is complicated.
* Fairy Tail. Gajeel stands several meters taller than Levy and, at one point, single-handedly lifts her off the ground. Levy meanwhile is possibly the shortest member of the guild. (Not counting the Exceed Squad)
* Fairy Tail go across first. To their surprise, the bridge is perfectly safe. Only when they comment on this does Natsu realize what they did.
* Fairy Tail: Gômon, who is a fan of the dark wizard Zeref, tattooed his forehead with a kanji that he thought meant "Zeref". The kanji actually means "matcha", a type of green tea.
* Fairy Tail go-to method to deal with both his enemies and the "trash" of his own guild that's too weak. He nearly inflicts this fate on Natsu (who's normally immune to fire) and Makarov before Natsu figures out the trick to nullify Zancrow's fire and use it against him.
* Fairy Tail, Gray does this a couple of times to Mirajane, such as when he complains about the drawings she made for rebuilding the guild hall, not knowing that she was the one who drew them.
* Fairy Tail, Gray is searching for Lucy in her house, decides that she might be taking a bath, and imagines a scenario in which he bursts into the bathroom, and Lucy, clad only in a towel, slaps him and accuses him of being a pervert. He then tells himself that it was bound to happen eventually and does it anyway, but not only Lucy isn't there, but Natsu is also in the bathtub.
* Fairy Tail guild often solves world-threatening crises, the tendency for its

members to cause massive property damage greatly irritates them.
* Fairy Tail had all been beaten and he had to be stopped directly in order to disable the weapon.
* Fairy Tail had Klodoa, a sentient staff who spends about three chapters explaining the Oracion Seis's plans. Once he's explained everything he's fulfilled his plotline purpose and promptly dies. He's insignificant enough that that's not worth a spoiler tag.
* Fairy Tail had Lullaby (basically a flute turned into a gigantic beast) about to play it's song that kills everyone who hears it, with everything beginning to build. And then what should play other than a few wheezing whistles. This is due to Team Natsu punching so many holes in it that it's pitch is gone.
* Fairy Tail had such a spell, which he used to entrance young women and attempt to sell them into slavery.
* Fairy Tail hair goes all the way to his waist, while minor villain Vidaldus' hair can grow a lot as part of his magic.
* Fairy Tail Happy could transform into a flying mode for a brief time and could only carry one person rather slowly. But when the team needs to stop a villain headed towards a town he suddenly has a "max speed" which lets him catch up with the guy even though he could fly quite quickly and was most of the way there.
* Fairy Tail, Happy's backstory, and others. The latest one details Lucy's adventure in invading Natsu's house instead of the other way around for once. Several have already been incorporated into the anime, and two of these have been adapted into full-length OVAs.
* Fairy Tail: Happy's Heroic Adventure: In the form of a giant head that eats Happy and transports him to another world.
* Fairy Tail has a few, which are identified by the entire Fairy Tail guild getting involved rather than just the main characters and a select number of allies:
* Fairy Tail has a newborn baby Happy who earned his name by making everyone in the guild go happy by just being ridiculously cute.
* Fairy Tail has a parallel world where they manage to make use of this without any adaptions. The Hughes they fought in the parallel world was a guy, but the one who they later meet in their own world is female. A more traditional variant happens later on when the 13th constellation Orphiuchus the Serpent-Barer appears during one of the later arcs it is very clearly a female, despite the constellation being male.
* Fairy Tail has Makarov and Loki. And Erza has been implied to read dirty literature.
* Fairy Tail has powers over sand and earth as a member of the Elemental Four. Later, we meet Jura "Iron Rock", who specialize in earth magic and can make extremely hard stone barriers and spikes. Also, the Oracion Seis wizard Hoteye can use his magic to turn even stone into mud and manipulate it.
* Fairy Tail has Sue (An anime only member of Phantom Lord who calls Happy a "Red Dog"), is one the Rainbow Crystal carriers who turns into a cat monster. Due the the Sailor Guardians saving her (who are members of Fairy Tail in this story) she under goes a heel face turn during the Phantom War arc. She gives a speech to other Phantom Lord members which ends with "Because one time I turned into a dog and they helped me!" Or as Emma put it
* Fairy Tail has this ability — he's not much good in a fight but marvelous at directing it, as he can download skills and even maps with waypoints into people's heads from a distance.
* Fairy Tail have a lot of this due to their similar character designs.
* Fairy Tail have occasionally gone fishing, mainly because fish are Happy's favorite food.
* Fairy Tail have received a '15' rating on the Animax UK streaming site, despite the fact that no episode of the series has received above a '12' by the BBFC.
* Fairy Tail, Hawk, a talking pig, tells Elizabeth there's no such thing as talking cats, and is shocked when they meet Happy, a talking cat(technically an Exceed, a race of winged talking sapient cats, but still...).
* Fairy Tail her!" (and doing it in a rather creepier manner than he does).

* Fairy Tail, here does so to reduce the number of "love-rivals" in order to have Freed (her perceived mate because of her Demon Take-Over magic and his Dark Ectriture magic) for herself.
* Fairy Tail. His arm muscles have grown so huge that they dwarf the rest of his body.
* Fairy Tail. His lack of attention to his surroundings while trying to tell her lands him with a busted jaw and missing eye. He almost confesses to her again years later but dies before he can get the words out.
* Fairy Tail. However, the duke had tricked the royal family of Fiore into thinking that Natsu kidnapped Lucy, and by the time that Lucy had persuaded the Royal Family of the truth she had agreed to open the Eclipse Gate to kill Zeref, which leads to the dragons being unleashed. The Magic Council, in desperation, uses Face to destroy all magic to stop them, which breaks the seal on the Book of E.N.D. and turn Natsu into his Etherious Form. The last moments of this timeline show E.N.D. and his Etherious ruling over what's left of the world.
* Fairy Tail, Ichiya and Natsu trip in the local pool and Natsu slams into Erza. Erza sends him flying, and he crashes into Gray and Lyon, sending them down the lover's slide, then breaks down a heart-shaped ornament. Things escalate until the entire pool is laid to ruins.
* Fairy Tail Ichiya does this when meeting the Fairy Tail members, talking about how the reputations of Erza and Lucy precedes them... and the rest (indicating Gray and Natsu).
* Fairy Tail inside some mannequins. While they don't become "alive", they can still float around, move and shoot laser beams at Gray.
* Fairy Tail intercepts them and knocks them back down, then calls them out for "cheating".
* Fairy Tail: In the Avatar arc, when Natsu rescues Happy, Carla, Wendy, and Sherria from Bluenote Stinger, he has no idea who Bluenote is. Everyone incredulously asks how he forgot him, considering the last time they met in the Tenrou Island arc, Bluenote curb-stomped and almost killed them before Gildarts came to their rescue.
* Fairy Tail: In "The Truly Evil Jiggle Butt Gang" the gang sits on the camera a number of times.
* Fairy Tail Iron Dragon Sword was changed from an everyday jagged blade to a colossal chainsaw.
* Fairy Tail is a character that is essential to the main plotline, and has elements of his past hinted at, but otherwise we know nothing about him.
* Fairy Tail is a huge fan of Hades and his guild to the point that he's shilling for Grimoire Heart as being the mightest dark guild back in its day. Lucky for Franmalth, he captures Hades' soul and gets all his powers for himself in addition to being able to take on a warped appearance of Hades.
* Fairy Tail is also done in just one page in the manga. This was also fixed in the anime.
* Fairy Tail is a player, but he's always there for Lucy when she needs him (unless he's out with his girlfriend).
* Fairy Tail is based on this concept, being very dangerous and having a head that looks like a pair of serrated scissors.
* Fairy Tail is one of the victims. Technically played straight in that the magic is nullified before it gets messy, but she still suffers along with the guys for a while.
* Fairy Tail is revealed to be one, having been granted a soul by the researchers that once lived there.
* Fairy Tail. It is located on the western continent, while Ishgar, the setting where most of the series took place, is on the eastern continent.
* Fairy Tail. It starts out pretty normal, then Natsu hits Lucy so hard with a pillow she ends up flat on her back in the yard. She decides to leave before she gets killed.
* Fairy Tail, Juvia often ships Lucy with many other characters besides Gray, since Juvia's madly in love with Gray and believes that Lucy is her primary rival for his

affections.
* Fairy Tail: Juvia to Gray on a regular basis, often to his annoyance, but in some scenes she does it more seriously, making him reflect more on the situation. Their roles are inverted on their Edolas counterparts, but eventually Edo-Gray succeded since they have a son now.
* Fairy Tail. Lacrima Crystals are crystals enchanted to cast specific magic, communication lacrima being crystal balls used for video calling. One character eventually develops a miniature version that perfectly resembles a smart phone, carrying much of the same limitations.
* Fairy Tail Laxus is a charismatic leader to his Raijinshuu, Guildarts is both a headstrong and charismatic leader, judging from how Makarov spoke of Purehito he too was a charismatic leader when he was Guildmaster and the founding Guildmaster Mavis is also apparently a charismatic leader. The only one closer to a levelheaded leader other than Erza is Macao.
* Fairy Tail likes to slash apart female opponent's clothes, leaving them mortified and giving her a nice view.
* Fairy Tail. Long story short, the real Natsu confronts an imposter using illegal magic in his name.
* Fairy Tail, "Lost Magic" refers to ancient forms of magic that have been almost entirely lost to the modern day, making users exceedingly rare. Lost Magic, such as Natsu's Fire Dragon Slayer tends to be extremely powerful relative to the typical forms used by the average wizard, and are often only learned from incredibly old tomes or practitioners (i.e. dragons).
* Fairy Tail" Lucy and Happy even do it. Only Gray seems kind enough not to.
* Fairy Tail, Lucy at some point finds out that she just lost her father. After visiting his grave, she goes for a walk with Natsu and Happy. As fate would have it, two Valley Girls appear soon after and bitch about how they hate their stupid, bossy, smelling fathers - right in front of Lucy who is so sad that she is not even able to cry. Natsu does not take it well.
* Fairy Tail, Lucy initially plays the trope straight, but then inverts the trope by saying that she still wants to be a member of Fairy Tail as she doesn't want anyone else getting hurt because of her actions.
* Fairy Tail, Lucy is slowly writing about her adventures and making it into a novel. In the epilogue of the series, it is published and becomes a best seller.
* Fairy Tail Lucy's parents used to work in a guild named "Love & Lucky". One day, the K on the sign at the guild went missing, spelling "Love & Lucy". They found it amusing and decided to name their daughter after that.
* Fairy Tail Luna's second effect, which gives her the chance to force an opponent to return a monster to their hand, is a reference to the impossible requests Princess Kaguya gave to her would-be suitors.
* Fairy Tail. Makarov nervously replies that he wasn't. Knowing Makarov, it's likely the thought had occurred to him, but it's not something he'd actually carry out.
* Fairy Tail making his first onscreen appearance at all due to being drawn to the fighting between Fairy Tail and Grimoire Heart.
* Fairy Tail, managed to complete all of his dialogue for the sixth season before he died in January 2015. Thus, he's given a posthumous credit for the fifteenth Blu-ray/DVD release.
* Fairy Tail manages to force his memories to return in full that losing them was one of the worst experiences of his life.
* Fairy Tail manga, Erigor use his wind powers to slice Kageyama's ears when the latter made a mistake.
* Fairy Tail. Many of the legal guilds (and several dark ones) qualify as well, though Fairy Tail is by far the most outlandish.
* Fairy Tail: Master Makarov is the prime example, to the entire guild.
* Fairy Tail material of the anime. Beyond that, let us count the ways:
* Fairy Tail — magic is a non-renewable resource there, so mage guilds are outlawed, and the only people who are allowed to use large amounts of magic are the higher-ups in the kingdom.

* Fairy Tail, Mirajane, Natsu, Wendy and the Exceed pull this trick with Mirajane transforming into a guard, hiding the Exceed in the big uniform and pretending that she wants to deliver the two Dragon Slayers to the king.
* Fairy Tail moments between him and Lucy suggesting he may be attracted to her.
* Fairy Tail moment when Yomazu reveals they are merely the advance scouts of Grimoire Heart. Gajeel orders Levy to run and warn the others of Grimoire Heart's arrival.
* Fairy Tail more or less confirms this with Natsu and Lucy, though it's just vague enough to go either way. Lucy tearfully tells Natsu she wouldn't be who she is today if he had never brought her to Fairy Tail, though she never gives him any indication of romantic feelings. Natsu replies by saying he doesn't care, because they'll always be together... before dragging her on a long-term quest with the rest of their team.
* Fairy Tail. Mostly it's Natsu and Happy saying something embarrassing about Lucy, who doesn't appreciate them doing this right in front of her.
* Fairy Tail. Most of this was likely intervention on Erza's end, who had been living on Earth for fifteen years by the time they arrived and had long since made a life for herself.
* Fairy Tail, Mystogan is one of the strongest active members of the guild and of course wears a mask that hides his face.
* Fairy Tail, Natsu carries Erza this way after saving her from the exploding Tower of Heaven. In a later arc, Elfman and Evergreen get gravely injured in a battle, and Elfman bridal carries the unconscious Evergreen back to the camp.
* Fairy Tail, Natsu does this to Erza after rescuing her from Jellal the first time.
* Fairy Tail, Natsu gives Lucy his cloak when everybody gets caught in the rain.
* Fairy Tail Natsu happens to be a first-generation Dragon Slayer, but still manages to be just as powerful, if not more so, than successive generations.
* Fairy Tail, Natsu has to run to catch Lucy before she hits the ground after she falls off a very tall tower.
* Fairy Tail Needless to say, Erza didn't take kindly to that, reminding her of all the torture she put Erza through, and calling her "evil," "a monster" and "a sadist," slamming Kyouka's face to the floor after using each phrase.
* Fairy Tail: Never hurt someone from the Fairy Tail guild. EVER. Or you're screwed.
* Fairy Tail now currently as Emperor Spriggan forcefully united the western continent's 730 Light and Dark magic guilds, overthrowing that continent's equivalent to the Magic Council and previous governments in the process. It's heavily implied that non-magic users are second-class citizens, if not outright slaves.
* Fairy Tail of Scorpio. While the game has a set basic structure and win condition as established by Scorpio, the cards and their effects drawn from each player's deck are completely made up by each player as they go, resulting in the cards becoming more and more powerful as they play. The last few cards have such ridiculously overpowered abilities that they'd certainly be banned from any real life version of the game.
* Fairy Tail) often cause him to suffer much angst when his Love Interest announces that she is pregnant, because he fears that she, too, will succumb to the curse.
* Fairy Tail of the Pandemonium battle showcases that in detail as she swaps gear on the fly to deal with different abilities of the demons she's facing, such as swapping to a fire-resistant armor in the split second between a fireball being launched and actually reaching her.
* Fairy Tail omake about the punishment game. Cana has Wendy try on a lot of skimpy and/or furtive clothing (like a wedding dress), and when Wendy worriedly asks why, Cana tells that she'll take Wendy to an old priest who likes that sort of "stuff". Wendy understandably becomes terrified, but when they actually meet the priest, there is nothing pedophile about him. The only reason Cana wanted Wendy to wear those clothes was that she wanted Wendy to make a good first impression by wearing fashionable clothing, but since Cana has no idea what fashionable clothing is, she

just chose the skimpiest clothes as she always wears a skimpy outfit herself.
* Fairy Tail. One time just to question the guild, another to issue a life sentence to two people who just helped save the day.
* Fairy Tail. People make themselves so comfortable at her house it's ridiculous.
* Fairy Tail. Probably the rest of Fairy Tail thinks the same after he chose Wendy out of all the mages as a partner for the S-Class trials despite there being no relation between them both.
* Fairy Tail Redux: Salamander's Time Traveling Escapades universes, and vice versa.
* Fairy Tail refer to themselves as Fairies, like the mages belonging to the title guild.
* Fairy Tail Rella can, at the cost of discarding a spell card, be equipped with an Equip Spell card from the hand, deck or graveyard, alluding to the Fairy Godmother's gifts to Cinderella. And just like how the spell ended at midnight in the story, the equip card will return to the hand at the end of the turn.
* Fairy Tail requires that anyone who wants to date his sister be capable of besting him physically, without magic.
* Fairy Tail runs on this as much as any long-running anime/manga does. Every antagonist - from the heads of Phantom Lord, Sabertooth, Raven Tail, etc. to Jellal to the King of Edolas, and even Cobra when Natsu stops thinking, and the members of Raijinshuu when they fought the rest of Fairy Tail to determine who would next take over as Guildmaster - has said this after getting stomped by Natsu, Erza, Gray, Lucy, or whoever is the in-focus member at the time. The villain of the arc saying this is inevitable.
* Fairy Tail Salamander, and to get Natsu to offer Lucy a job with Fairy Tail.
* Fairy Tail, saying that he didn't just want to see her come to harm as a friend, but wanted to protect her. While Gray's somewhat stronger than Juvia, Juvia is still a capable mage in her own right, and this is played as a possible hint that Gray is starting to return Juvia's feelings.
* Fairy Tail says anything awesome can only be attributed to being manly! Regardless of whether a person he's telling to be "Be a Man!" is male or female.
* Fairy Tail scene before Jellal suddenly shoves her away and claims to have a fiancee. When his new teammates call him out on his lie, he admits that he doesn't feel that he deserves Erza (who knows that it was a lie but accepts Jellal's hesitation to further their relationship).
* Fairy Tail sealed away in a dimension beyond time. This would seem like the end of the series... Except the same chapter revealed that there are ten more chapters left in the series, making it clear that something is going to go wrong.
* Fairy Tail's Gray Fullbuster in the second OVA when he sits on a hot rock Natsu had placed upon his chair.
* Fairy Tail's guild building can't seem to last 2 arcs without getting wrecked or otherwise lost. To date, it was wrecked during the night by Gajeel and later totally demoloished during the fighting of the Phantom Lord arc which was the 2nd arc, the rebuilt version was warped into Edolas two arcs later though later restored, and almost immediately afterwards the key members leave for a mission and the building is repossessed while they were away as the weaker members left behind couldn't keep the guild out of debt. It remains to be seen if they will ever get the old building back.
* Fairy Tail share a magical ability called "Take Over". It allows them to take the form of other beings, like beasts (Elfman's "Beast Soul"), animals (Lisanna's "Animal Soul") or a demon (Mirajane's "Satan Soul").
* Fairy Tail), she is genuinely afraid and freaks out over what his intentions might be.
* Fairy Tail she once scared a major fashion designer into designing pretty armor for her.
* Fairy Tail. She was one of the slaves kidnapped and forced to build a "Tower of Heaven" by Zeref fanatics who believed once they did so they could bring him back from the dead. After her childhood friend and fellow slave, Jellal, is taken to be tortured for trying to save her from punishment. Erza has enough and rallies the

slaves in a revolt against their captors, along the way, awakening her magical power.
* Fairy Tail shout half of the things they say on the top of their lungs, such as "WE ARE FAIRY TAIL!"
* Fairy Tail shows a number of battle clips, but no OVA has had much fighting it. Even the one that did took place in a world without magic, and most of the fights were purely comical.
* Fairy Tail shows Natsu pulling up a can with a fishing rod — while a fish smiles tauntingly right next to the hook.
* Fairy Tail, Simon, Erza's childhood friend, is nearly killed while doing his declaration of love to her. They only see each other 8 years later.
* Fairy Tail Sleeper's effect to flip herself face-down is a reference to how Sleeping Beauty was put into a deep sleep due to a curse.
* Fairy Tail Snow's effect is a reference to how Snow White was brought back to life while said effect's cost of banishing seven cards is a reference to the Seven Dwarfs.
* Fairy Tail someone eating dried plums. Meanwhile, Natsu suffers from debilitating motion sickness whenever he's on any kind of moving vehicle.
* Fairy Tail: Soon after the guild is reformed in X792, various members talk about what they had been doing in the year-long interval. After Juvia learns that Laxus and his Raijin Tribe had spent the year at the Blue Pegasus guild (a guild that has a reputation for performing "escort duties")...
* Fairy Tail starts roaring ineffectually at some random civilian. Then Gajeel shows up behind her and scares the man away without Wendy appearing to notice.
* Fairy Tail stellar spirit Aries uses Wool Bomb attack, which overwhelms her opponents with comfort.
* Fairy Tails toys depict the Fairy Tails as toys coming to life at night to help their owners.
* Fairy Tail surrounding Natsu, Mashima said that he didn't care if fans shipped him with Lucy, Lisanna, or Gray. This indicates that he may think of Natsu as bisexual.
* Fairy Tail takes her cake very seriously, and at one point beats on everyone around her after the slice she was eating gets knocked onto the floor, particularly Elfman for accidentally stepping on it only a moment later.
* Fairy Tail technique, so she can finally be up to par with the rest of her team.
* Fairy Tail tends to be seen as one of the weaker ones motive-wise and personality-wise with several of the time-displaced dragons getting more approval.
* Fairy Tail than bubbling. Cuberios' poison too is showed to have this color, and yet its victims become purple instead as seen above.
* Fairy Tail. Thankfully, Natsu manages to save both hostages (and giving the councilor a well-deserved clobbering for good measure).
* Fairy Tail, that she's holding his closest companion Lector hostage. Because she's just saved Lector's life as well, Sting would already do whatever she wanted - she's just adding the extra punch in the gut to try and make him fight for higher stakes.
* Fairy Tail the day before the annual Blossom Viewing Festival where the leaves of the titular tree turn rainbow-colored at night, and is naturally unable to go. Natsu and Happy feel bad for her, so they uproot the tree and send it on a boat down the canal in front of her house that evening, allowing her to see it in all its beauty.
* Fairy Tail the guild is celebrating Lucy's fifteenth birthday, everyone is being cheerful for her. That is until Mirajane and Elfman return to the guild bruised and in tears. They inform the guild that Lisanna is dead. This brings a halt to Lucy's birthday party. For her part, Lucy doesn't care about the party. She is more upset that one of her closest friends is gone.
* Fairy Tail, the heroes initially lose miserably when they all fight together against the villains at the start (granted, they were ambushed, so that also lowered their chances). When they split up and fight the villains alone or in pairs, they suddenly win all their battles.

* Fairy Tail, the participants of battles on the second day all make various bets of varying seriousness.
* Fairy Tail There's also Wendy Marvel and her sidekick Carla, who fills the temporary 6th character spot in their intro arc, but proceeded to become a permanent addition to both the guild, and the usual focused team of Natsu/Lucy/Gray/Erza/Happy.
* Fairy Tail. The S-class/Tenrou Island arc ends with most of the main characters being blasted by Acnologia and presumably dead. As future seasons show, they thankfully weren’t, but it is still one of the darkest moments in the story.
* Fairy Tail: The series' dragons are a mix of both Western and Eastern versions, whereby their physical form resembles the Western versions but like the Eastern dragons are highly intelligent and possesses insane amount of magic that overpowers almost all humans.
* Fairy Tail. They pretty much complain and fight but do admit to themselves they respect the other. Heck in the Galuna Island arc when Gray twice tries to use Ice Shell, a spell that will turn the user into ice to trap their opponents. Natsu stops him both times spelling out that he doesn't want Gray to die.
* Fairy Tail: This is the fate awaiting Ichiya of Blue Pegasus after he's beaten by some goons working for Oracion Seis.
* Fairy Tail those same mooks somehow start fighting off the Fairy Tail members and Erza decides they need to retreat.
* Fairy Tail. Though they've finally both confessed to one another that they like each other, Jellal feels undeserving of Erza, and is pretending he has a fiancee as an excuse not to act on his feelings. Erza knows he's lying, but is sensitive to his issues and has decided not to call him out on it. There's also the fact that he's a vigilante and wanted criminal while she's a member of a legal (if roughhousing) guild, meaning there's much more at stake than just Erza's reputation if they went public. Things do seem to shaping up for the two of them by the end of the series when Jellal is officially pardoned for his crimes, however.
* Fairy Tail, three of the main characters are dimunitive, sapient catlike creatures called "Exceeds". All three have gender-blending names to some extent:
* Fairy Tail to Fairy Tail, and he was eager for a job to come up that would give him an excuse to fight them. So when Lucy's rich father hires Phantom Lord to bring her home, he doesn't merely kidnap her but also commits increasingly extreme acts of violence against Fairy Tail in order to goad them into a conflict that would culminate in Fairy Tail and the town it resides in being wiped off the map.
* Fairy Tail to make air bubbles for them both and the rest of their struggling guildmates, much to her severe embarrassment.
* Fairy Tail to sleep whenever he reports in for a job, so no one interacts with him. Pantherlily, who knows Mystogan personally, sees through the lie.
* Fairy Tail (to the point of frequently entering Lucy's house without permission) stops being something annoying her friend does because he doesn't totally get social norms and becomes proof that he really does have a crush on her.
* Fairy Tail tries or is forced into attempting this, the enemy is more confused than distracted, and keeps attacking anyway.
* Fairy Tail until they digest fully. It's worth noting that "Fukuro" is Japanese for "owl."
* Fairy Tail uses a lettered grading system to denote the difficulty of the various jobs that guild members can take on. They also have the desgination of S-Class Mage, reserved for the strongest Mages in a guild.
* Fairy Tail uses his last attack to tear Acnologia's arm off. And no, he doesn't regrow it.
* Fairy Tail, usually by Gray and Natsu on each other when one of them is too injured to fight but too stubborn not to. Erza also employs this on Natsu once to save him the pain of crippling motion sickness.
* Fairy Tail, villain Vithaldas deliberately creates one of these between Lucy and Juvia, by using his magic to seize control of Lluvia's mind and force her to attack Lucy (despite the fact that he could control them both if he'd wanted). As you might imagine, he makes it as titillating as possible, although it's actually not

bad from the reader's perspective.
* Fairy Tail, Wan Chanzi, Joey Fullborn, and Chico=C=Hammitt designs are based on Mashima's assistants.
* Fairy Tail was looking. When she was looking the two would act like best friends to avoid angering her and getting beat up as a result.
* Fairy Tail, we have Gray Fullbuster, Reitei Lyon, and their teacher Ur. While technically they don't get completely naked in frame, it's heavily implied that the three spent the majority of their training that way.
* Fairy Tail We learn in the events of the Alvarez Empire arc (more than a year later) that he's still carrying the scars of Tartaros, and it takes a bit of in-the-nick-of-time trickery on his part to finally be cured of his affliction.
* Fairy Tail, when Cana tells Gildarts that she is his daughter, he gets completely shocked, and he falls to the ground, rambling off a list of women he's been with who could potentially be her mother. However, when he comes back to his senses, he can instantly tell who Cana's mother actually is, meaning that he just didn't think clearly out of surprise.
* Fairy Tail, when Elfman grows tired of Natsu's ever-lasting motion sickness.
* Fairy Tail, when Evergreen talks about how Celestial Wizards are weak and defenseless, which is why they rely on spirits. This causes Lucy to sneeze.
* Fairy Tail: Whenever the military of Fiore tries to dispose of villains, they're often utterly curb stomped, or forced to retreat.
* Fairy Tail, when Nashi's 7th birthday comes up she has a breakdown because it's the first time it would be without her mother who is currently missing and has been for weeks.
* Fairy Tail when she sees Lucy's naughty underwear. She gives a similar reaction when she finds S&M equipment in one of the rooms at her dorm.
* Fairy Tail when she thinks Gray is kissing with another guy. It is quite noteworthy with how grumpy she usually gets when Gray is just talking to other girls.
* Fairy Tail when the pair does synchronized stripping when fighting tough opponents.
* Fairy Tail: When Ultear Milkovich was sick, her mother Ur took her to a facility for treatment. Instead, the people performed torturous experiments on her and lied to Ur that she had died. Eventually, Ultear managed to escape and ran home, only to see Ur playing with her students Lyon Vastia and Gray Fullbuster. Instead of letting them see her, Ultear, who didn't know that her tormentors lied about her death, automatically assumes that Ur doesn't care about her and had already replaced her. She angrily runs away while plotting revenge against her mother. Shortly after she leaves, Ur starts talking about her daughter, whom she misses dearly and loves with all of her heart.
* Fairy Tail, where all of the protagonists are good-looking, they also qualify as stunners.
* Fairy Tail, which is so bright that Bickslow screams and clutches his eyes in pain. Lucy then uses the opportunity to attack him.
* Fairy Tail, which makes it equal. Later, Wendy joins the group and brings Carla with her, actually tipping the ratio in favor of the girls.
* Fairy Tail, which Natsu doesn't learn until the final arc of the series.
* Fairy Tail, which nearly gets him and his friends killed several times.
* Fairy Tail, which picks the subplot back up as a major driving force for Lucy.
* Fairy Tail, which translates to something like having a really mean guard dog that will do everything possible to protect its owner.
* Fairy Tail. While not the standard (she was initially a villain), her first appearance consists of her simply talking about love.
* Fairy Tail who can instantly conjure up anything, including new glasses.
* Fairy Tail, who doesn't remember any of his past crimes or his own terrible life. The only thing he remembers is the name Erza.
* Fairy Tail, who is able to piece the truth together from the lies fast enough to shut the gate to let only seven dragons through, which eventually leads to the Eclipse being destroyed so the time travelers wouldn't be able to use it in the

first place.
* Fairy Tail (who might not be related but were at least raised as brothers) are big on this. Sting uses 'white' magic, is always very in your face, shows interest in almost everything going on, and is only concerned with strength. Rogue uses 'shadow' magic, generally lets Sting do the talking, acts uninterested in evverything, and places value on comradery.
* Fairy Tail. Zeref himself doesn't seem to be aware of any of this stuff happening. Also, her actions are actually done on Hades' commands.
* Fairy Tail Zerø between the opening scenes of the story, set in the year X679, and the main story, set in X686.
* FairyTale: A True Story Elsie lets out one of these (with upflung arms, a la "touchdown") when her father develops the first photographs and discovers the fairies. It breaks the mood of the film rather badly for a moment, as it looks too modern.
* FairyTale: A True Story: The soldier whom Frances befriends on the train suffered extreme wounds to his face, which for most people must be offputting. She's completely undeterred though, and he thanks her later by chasing off a nasty reporter who'd been harassing her, coming to hear that fairies are real.
* Fairy Tale. Breaking the needle in half won't do. Good luck trying to break off just the tip without any tools.
* Fairy Tale comes into play, with Coquerico's mother devising the plan to get rid of Lionette.) This revelation does not prevent Lionette and Coquerico from falling madly in love with each other — the two of them get married at the end of the story.
* Fairytale Detective may have this, judging by something stated in the tenth game. The Detective actually interacts directly with the Sun and Moon Goddesses, and the Moon Goddess tells her she doesn't have anything to fear from following their directives "because your heart is pure and your cause is just."
* Fairy Tale Free-for-All (a crossover of characters from classic fairy tales)
* Fairy Tale Friday: Belle catches the Beast watching lesbian porn. Their relationship blossoms from there.
* Fairy Tale Friday rocks a gay pride flag belly-shirt before her transformation.
* Fairy Tale Motifs due to their independent nature, their drive to obtain love/sexual gratification and using their own talents to get by in life. Many of the female characters in RGU are categorized in these groups or switch over as the series progresses.
* Fairy Tale Motifs has one of these freed from being imprisoned in a magic mirror - and she tries to kill the sisters by using fairy tale items. You guessed it - she dies by getting melted. The other Wicked Witch appears in the sixth season causing trouble for magical creatures - she is indeed seen in a black hat cackling by a cauldron.
* Fairy Tale Motifs of a beautiful woman offering an apple - only to transform into a Wicked Witch.
* Fairy Tale Motifs that cursed her is defeated, the spell wears off. Nonetheless one of the dwarves suggests she get a prince just in case it happens again. The episode also features a love interest for Phoebe whose last name is Prince - and he serves as the prince in the Cinderella portion of the episode. But with one small difference: he's under the control of the Wicked Witch.
* Fairytales and folklore are chock-full of this so much that in many cases "ugly" is shorthand for 'completely deficient as a human being in every conceivable way possible.' But be wary. The
* Fairy Tales and Hokum after he's forced to betray Jonathan. His fellow agents, not so much.
* Fairy Tales and Hokum) are separated by a cave-in triggered by an explosion, and pygmy mummies attack Tom's section of the room. Jonathan only hears screams and calls for help, then silence.
* Fairy tales are filled with the black sheep characters, who are outsiders within their family but whose misfit tendencies help them succeed later on.
* Fairy Tales, by Eric Lane Barnes, the song "A Humming Bird" is about a man

desperately pleading for his dying lover to cheer up and get well again because he doesn't know how he could possibly live without him.
* fairy tales can substitute, with the brother taking the father's place for the threat.
* Fairy Tale Series, which entwines the Sleeping Beauty story with the Holocaust, is the best-known. Windling's also edited, often with Eileen Datlow, several short story collections of fairy tale rewrites.
* Fairy Tale: Short fantasy stories, often with some kind of message or aesop, and heavy on symbolism.
* Fairy Tale Sits on the Doorstep when one steals the pointed hat of the main character and puts it on. Given that the animation is from Soviet Latvia, it's pretty unlikely that they intended to promote American White Supremacy
* Fairy Tales: Many of these are derived from tales of the lives of saints, such as
* Fairy tales often leave off with the couple overcoming the problem at hand, having a kiss and proceeding to "live
* Fairy tales' supposed idealism and inevitable happy endings are commonly mocked and "deconstructed", most people being unaware that the real stories were often violent, cynical, and depressing. It's something of a
* Fairy Tales, "The Devil's Three Golden Hairs", one of the incidental characters is a man who is doomed to keep ferrying travellers across a particular stretch of river. In the end, having learned from the hero of the story that he can escape his task by tricking one of his passengers into becoming ferryman in his place, he resolves to try the trick on the next passenger who comes along — and, as luck would have it, the next passenger to come along is the villain of the piece. All live appropriately ever after.
* fairy tales today; more commonly, you have an adopted child who suffers some perceived slight from his stepparent and must be reassured that he is loved just as much as the parent's natural children.
* Fairy Tales. What English readers got is actually toned down from the German; several stories were omitted in their entirety for the early English editions because they were considered too offensive, and others were changed to be more palatable.
* Fairy tales where the child has a goal at the beginning, such as Little Red Riding Hood, Mufaro's Beautiful Daughters, Aladdin, etc.
* Fairy Tale, the fairy queen summons two thousand sharks to guard the tower where Princess Graziella is imprisoned - to prevent anyone from approaching.
* Fairy Tale: The oldest extant fairy tales are written on Egyptian papyri from c. 1200 BC. A January 2016 linguistic study suggested some of the tales may be even older than that, dating as far back as 4500 B.C.E. in the Indo-European Language.
* Fairy Tale. Until a few months later, when the stench of the giant's rotting corpse (plus the tons of decaying plant matter) renders the entire area unlivable and fraught with potential death from disease.
* Fairytale Wedding Dress): A giant fancy old-fashioned wedding dress.
* Fairytale Wedding Dress. Former Princess Sayaka of Japan liked it so much that she had a real-world one made for her wedding dress.
* FairyTale would even kick of the trend of live action remakes of classic films, most of them already based on fairy tales.
* fairy that takes on the form of a newt and crawls down the throat of anyone who falls asleep near a stream to feed off of the food that person has consumed. The only way to get rid of this creature was to eat a large quantity of salted meat and wait near a stream until the creature left the body to take a drink.
* Fairy Tropes: Tropes about elves, fairies, leprechauns, and other fey.
* Fairy Wars Cirno's schtick is freezing bullets. She can't freeze fire bullets or lasers. While lasers remain thankfully rare, once you hit Stage 2, fire bullets are all over the place.
* Fairy Without Wings and doesn't return until chapter 111 where he's only in the plot until chapter 114 before the ensemble cast gets more screen time in order for proper world building to be done.

* Fairy Without Wings is that the liege they are working for is the only emperor in charge.
* Fairy Without Wings Lelouch and Erza do a variant of this with a hammock, though initially the trope doesn't come into play because Erza chooses to keep an eye on Lelouch while he sleeps. Lelouch, being a gentleman, refuses to let Erza sleep on the ground. Solution? After figuring out that the hammock will support their weight and girth, Erza throws Lelouch onto the hammock and cuddles up with him for the night.
* Fairy Without Wings or a pre-existing one. Sometimes it's song lyrics.
* Fairy Without Wings that's not a likely outcome to happen any time soon.
* Fait comme si je quittais la terre / J'ai trouvé mon étoile / Je l'ai suivie un instant...
* Faith [1.12], when Dean believes he is about to die, the dialogue directly echoes this trope:
* Faith actually tries to get Willow to give her the whole "you can still be a good guy" speech, instead getting Willow telling her she's way past forgiveness. At least part of this is because she had kidnapped and tied up Willow though. Ironically, Willow becomes one of the few people who actually could later understand what Faith was going through, having gone evil and killed someone only to be brought back by someone showing caring and kindness when she didn't deserve it.
* Faith and a .45, Deadline shut down in 2009 and the project died with them.
* Faith and Buffy's Super-Happy-Ending-Bedtime-Story: This is an epic telling (three novel-length installments so far and counting) of the love affair between Buffy and Faith, in a version of the universe that is as close as possible to what we saw in the show itself. The story takes no shortcuts—the two girls start as enemies, and the transition to loving relationship is slow, and strewn with setbacks.
* Faith and Doubt ends with the words "End of Volume 1" and credits. It then cuts to the five remaining elements of harmony discussing their plans to invade Equestria and take over the bodies of the Bearers.
* Faith and Doubt features Celestia getting hit by Twilight's light-and-sound spell. It was specifically engineered by her because, while an alicorn like Celestia resists direct magic attacks, secondary effects like the sensory overload from a blinding flash are a whole different dancing tune.
* Faith and later Spike try to get Buffy the Uptight Slayer to loosen up. It doesn't end well either.
* Faith bragging to Spike about what she can do with her Slayer muscles. Both Spike and Parker comment favorably on Buffy's stamina in the bedroom, so she's not lying.
* Faith". 'Cause you've gotta have faith ♪ In the power of love ♪ You've gotta have faith ♪ In the power of love ♪
* Faith chokes out Xander, his first act upon waking up is to offer to teach her how to properly choke someone out.
* Faith Dreamside, Belu's minions all have large yellow eyes and wide, sharp-toothed grins.
* Faithful Heart, apparently. If they just wanted to get rid of her, they could have let her marry Jean.
* Faithful Jenny Dove, the titular Jenny promises to wait for her lover, naturally he dies and she wastes away herself but keeps on waiting as a ghost. Things get complicated when Jenny falls for another local ghost, a young gentleman who is doomed to walk until he meets a faithful woman. Eek. Then her true love comes home alive and blows Jenny's cover. To keep her dead love she has to somehow make her grieving living lover betray her...
* Faithfully serving Renly as a member of his Kingsguard is Brienne's quiet way of expressing her (unrequited) love for him.
* Faith gets this as well. She was originally going to be written out and had been given the
* Faith got this a couple of times. When she tried to seduce Angel in "Enemies" Buffy fears they did do the deed, though it's later revealed in the

* Faith had a habit of calling Buffy "B", but does so less later in the series. In the comics, she also took to calling Giles "G"
* Faith had no known surname for a long time, until it was finally revealed to be Lehane in the official RPG.
* Faith, Harry and Sirius go to Sunnydale to help Buffy and the Scoobies deal with Glory.
* , Faith has poor grades but is a skilled mechanic, being able to figure out everything wrong with Giles's car the first time she rides in it then fix it, and a decent negotiator.
* Faith. Her parents were worthless and the only person who never treated her badly died before she showed up in Season 3. This leads to her becoming evil after her tough girl act makes her push Buffy away when they accidentally kill a guy.
* Faith Hill, eclipsed awareness of the original by Erma Franklin (sister of Aretha).
* Faith, Hope and Trick", a vampire takes a girl he's met at the Bronze into an alley and tries to bite her, saying, "Stop struggling, this won't hurt." Nope, but the pounding and staking she gives him sure does. Meet Faith, the Vampire Slayer.
* Faith, Hope, and Trick It's meant to be a warning on spiking drinks but depending on how you count them Faith would end up a multiple rapist.
* Faith in Buffy's body figures it out within minutes of meeting them together, and when Spike just had to see Tara play with Willow's hair to realize what was going on; when he starts sowing the seeds of division by recounting some things Buffy and Xander supposedly said while pretending to think they were talking about something else, Willow and Tara think it must be true because they didn't tell Spike they were a couple, never thinking that they were just that obvious.
* Faith is slightly more physically imposing than Buffy, and her fighting style favors powerful strikes. She still shouldn't be able to hit like a truck without Slayer powers.
* Faith mentioned being able to tell if Angel was anywhere in a building, so it works pretty well for her. Apparently Buffy just has the sensitivity of a brick given the number of times vampires have been able to get right up to her (or on one occasion,
* Faith Militant. And things just snowballs out of control from then on out.
* FAITH, Misty is jealous of Dawn's close friendship with Ash. This results in her accidentally shocked Dawn in Pikachu form.
* Faith No More, as "it" is cryptically referred to throughout the song, with contradicting explanations as to what "it" is ("it's magic, it's tragic, it's a loss, it's a win").
* Faith No More at him for bailing on the band after replacing Jim Martin and recording the album because he decided he didn't want to tour.
* Faith No More!). Bassist Billy Gould even said that “It feels really good to have a couple of thousand of people flipping you off. Just to see the number of middle fingers go up when we went into ‘Easy’ was amazing."
* Faith No More, called "Edge of the World." It starts out sounding lounge-swing romantic and heartfelt right up until "Come here little girl, would you like some candy . . ."
* Faith No More. Commonly seen as a song that pioneered rap metal, this song has led to them getting pigeonholed as being a "rap metal" band.
* Faith No More dead), not because the lyrics actually had anything to do with him.
* Faith No More have also picked up on the trolling of other artists.
* Faith No More is about an abusive alcoholic who wants his wife and child to leave him to stew in his own guilt.
* Faith No More: Keyboardist Roddy Bottum is gay, and started a music project called Man on Man with his boyfriend Joey Holman. Also founded indie-pop band Imperial Teen, which counts the gay Will Schwartz among its members.
* Faith No More "Land of Sunshine". (With original quotes from the psycho tests.)
* Faith No More: Mark Bowen was a friend of the band who had played guitar with them at some early shows, and they named the song after him just because he happened to be around when they were working on it. "Mark Bowen" became the

permanent title because Mosley opted to mention him by name in the lyrics.
* Faith No More). Oh and there's also the thing where it had a hit song and sold a lot of copies. And then came the next album...
* Faith No More's Land Of Sunshine is Mike Patton's sinister, maniacal spine chilling evil laughter while evil circus clown music plays with the words "Does life seems worthwhile to you?" being sung over it.
* Faith No More, so they deliberately went for something as silly and cheap-looking as possible.
* Faith No More's sole #1 on the Modern Rock charts wasn't "Epic"; it was "Midlife Crisis". Their biggest hit on Mainstream Rock was the even lesser-known "Last Cup of Sorrow". Nonetheless, "Epic" was their only top-40 hit on the Hot 100, so it naturally makes up most of the band's airplay.
* Faith No More's song "Epic" repeatedly refers to "it" without ever explaining what "it" is.
* Faith Off", Springfield University's star football player Anton Lubchenko returns to the field after Bart tries to heal his broken leg, and attempts to win the game with a field goal. He succeeds... because he inadvertently flings his own leg off, which goes on to kick the ball a second time in mid-air, propelling it just far enough to make the goal.
* Faith Off", where the word "fever" is used over and over again in the newscast because the script writer, Brockman's nephew, had lost his thesaurus and couldn't think of any better descriptions.
* "Faith Of Our Fathers" might be Philip K. Dick's most confounding story. Is it a satire of Communist society? An exploration of the true meaning of religion? Or a role reversal of LSD culture? Who can tell? The great Communist leader is actually God in human form, and you can only see his true form(s) (a series of grotesque monstrosities) when you take Thorazine, an antipsychotic medication that was used as an "antidote" to LSD (to end bad trips).
* Faith of the Fallen, Nicci "was only dimly aware of the eggs hitting the floor" after being informed that Richard had been taken prisoner. Although, thinking about it, he gets captured so frequently in the series - indeed, by Nicci herself just earlier in the book - that you think she'd just roll her eyes or something.
* Faith of the Fallen series, one chapter, following a timeskip, has Richard and Kahlan locked in a swordfight with one another, with the narration treating it like a battle to the death...until Kahlan scores a hit and it turns out they're using wooden swords for practice.
* Faith persuades Buffy to abandon all pretense of strategy and just rush blindly to attack half-a-dozen sword-wielding vampires...
* , Faith promises to be on her best behavior. This lasts right up until she sees them and recognizes them from earlier in the day.
* Faith, tended to show a lot more cleavage than Buffy (and wear generally tighter outfits).
* FAITH: The Unholy Trinity video game, his technique consists entirely of aiming a cross in the general direction of what he's trying to exorcise. Somehow, his cross is also able to scrounge up relevant documents as well.
* Faith to be his greatest work, stating, "I think I wrote the best, most healing piece of music that I've ever written in my life with that album." In regards to individual songs, he stated multiple times that he never understood why everyone loved "Careless Whisper" so much, which was because he wrote the song when he was still a teenager and he believed he had written much better songs since.
* Faith (Valiant Comics), Faith works at "Zipline", a Buzzfeed parody that churns out quizzes and listicles. She hates it, but has no other recourse, as blogging is the only thing she can actually put on her civilian resume.
* Faith, was released in 2019, and she has not had an ongoing, or even a miniseries, since then.
* Faith. When she first showed up, she had a lot of problems, not the least of which was that she enjoyed slaying a little too much, but she was definitely a
* Faith when she tells him Buffy accidentally killed a man. He knows Faith is scapegoating Buffy for her own mistake, but he doesn't want her to know that.

* Faith, who prefers to charge in where Slayers fear to tread, and Buffy, whose greater experience gives her a more cautious approach. While Buffy enjoys playing along with Faith's
* Faith, who serves as a Foil to Buffy herself. She would often use her sexuality to her advantage, e.g. she tried to get Angel to sleep with her which would cause him to lose his soul and become evil.
* Faiza Hussain, the wielder of Excalibur, Dane's steward and eventual
* Faiza was followed in the Marvel Universe by the rather similar Kamala Khan, the current
* Fake Action Prologue, one of the mourners at the funeral is dragged into the coffin which is then fed into the crematorium retort.
* Fake Action Prologue: The story starts out with what appears to be an action scene, but it turns out to be fake.
* Fake American accent she used for Xena rather than her native New Zealand accent.
* Fake American: An American character is played by an actor who isn't really American.
* Fake American: An American character played by an actor who isn't really American.
* Fake American. His American accent was good enough to fool most viewers.
* Fake Aristocrat: A character who passes themselves off as being higher ranking in the social order than they actually are.
* Fake Aristocrat: A person who passes themselves as being of higher status than they really are.
* Fake Arm Disarm: Enemies target someone's artificial limb rather than their real body part.
* Fake Assassination: Killing the target was never the real intent of the crime, that was just a ruse for some other scheme.
* Fake Australian: An Australian character is played by an actor who isn't really Australian.
* Fake Australian: An Australian character played by an actor who isn't really Australian.
* Fake Band created by Brazilian comedy group Hermes & Renato, had this as the backstory of singer Detonator, who said he castrated himself to be able to hit high notes.
* FAKE, Bikky saved up money to buy some expensive jewelery for Carol and even bought it, but on the way out met a kid crying because he'd just been mugged and couldn't buy something for his mother. So of course Bikky goes back into the shop, returns the gift, and gives the kid the money. Carol winds up with sunflowers Bikky cut from his foster dad's window sill (and since she was following Bikky and saw the whole thing, she's just as happy with that).
* Fake Boobs (as she's secretly delivering them to their recently poor neighbors).
* Fake Brit: A British character is played by an actor who isn't really British.
* Fake Brit: A British character played by an actor who isn't really British.
* Fake Brit because he speaks with a British accent even though his actor Josh Stewart is American.
* FAKE, Carol promises to go on a date with Dee in five years (when she turns 18). However, she later cancels because she's going out with Bikky. (The whole thing was a joke meant to tease Bikky in the first place since Dee only has eyes for Ryo.)
* Fake CCG cards themselves. They date to 1994, albeit in text-only format, and were the basis of the "Un" sets.
* fake Chesapeake ripper escapes police custody by dislocating his thumb to escape his handcuffs.
* fake commercial in-universe, eventually did become a real Ren and Stimpy related toy.
* fake commercial, some kids eating the new cereal Music/Meatloaf Crunch ("It's turning the milk chocolatey!"-"That ain't chocolate—that's gravy!") get lotion and a mousetrap in the box. Another fake commercial for Mammal O's Cereal featured LIVE ANIMALS in the bottom of the box!
* Fake Crossover, but is also not officially canon to either universe.

* fake dating site profile lists the supposed user's favorite things as money, her car, her phone, and "keeping America American."
* FAKE Dee. However, he is extremely naive when it comes to intimate matters and often nearly taken advantage of as a result. Sexual innuendo tends to fly over his head, has little experience in relationships, and is hardly able to keep his partner's (or his boss's) sexual advances at bay. In the English version, other characters call him 'Sandra Dee', an actress known for playing the Ingenue in many roles.
* FAKE, Dee steals a random guy's motorcycle when he realizes that Ryo is in danger. Not only does he reach Ryo just in time, but he gets to make a bad ass entrance.
* Fake Defector: A good guy pretends to change sides to pull one over the enemy.
* Fake Defector: A hero pretends to switch sides in order to bring down the enemy from within.
* Fake Defector before trapping a powerless Saber and trying to kill Shirou.
* Fake Defector him, Janeway says that, if he'd meant what he said, the offer of sanctuary was genuine. He replies that it was a tempting offer.
* Fake Defector, increasing Stannis's strength military strength in his quest to liberate Winterfell from the Boltons.
* Fake Defector shows up he cements his cover by firing on them after ostensibly taking down their shields with his command codes. (What actually happens is that Data lowers the shields himself, trusting that Riker must have a good reason for wanting them down, Riker sets the weapons to almost zero power, and Data fakes taking damage.)
* Fake Defector, where someone on the side of good infiltrates the villains' side by pretending to do such a turn.
* Faked Gift Acceptance: Pretending to accept a gift but then destroying it or throwing it away when no one's watching.
* Fake Difficulty: "Bad technical aspects make it difficult". Needing to preform a complex action that takes the player out of a gaming experience because there is a much simpler and obvious solution that the game treats as impossible is bad game design. Unless this machine is quick and easy to get to I think this is what your looking for.
* Fake Difficulty: The game's difficulty comes from unfair conditions that the player can't control.
* Fake Difficulty: Yes, even these are usually invoked to promote the Rule of Fun.
* faked is in fact Wim De Vilder, a real-life TV newscaster for the VRT's main news program.
* Faked Rip Van Winkle: Someone is tricked into thinking that they've woken up in the future.
* FAKE: during a hostage crisis, Dee bluffs the bad guys by telling them a retractable ballpoint pen is the detonator for a bomb hidden in the character's base. When he clicks the pen, his bluff seems to have been called — but then the bomb, which Ryo had previously set for 10 pm, goes off as scheduled.
* faked with animated GIFs, although if seen in a browser with a different icon the discerning will be able to catch on.
* Faked with the Shemarran Warriors, whom are all actually just Robots.
* Fake Faith Healer who fools sick people into believing they can be cured through the powers of God instead of modern medicine.
* Fake fire hydrant lawn statues are sold to give people's pet dogs a place to do their business.
* Fake First Kiss: Two characters share their first kiss for no romantic reasons.
* fake French commercial under the brand of "Dolls Klaus Barbie". At that time, Klaus Barbie was a former Nazi being tried for crimes against humanity.
* Fake good at being a sword fighter/gunfighter/spear-wielder/martial artist, etc.
* Fake Guest Star: A regularly appearing actor is credited as a guest star.
* Fake has to deal with both Dee AND JJ whining at him on a regular basis. His bark seems to be worse than his bite though - Dee refers to him as a "baby seal" at one point (and is promptly yelled at for it, naturally).

* fake her death in order to protect herself and her hybrid son from persecution.
* FAKE. He's also the best shot in the precinct and, with Ryo, serves as the department's sniper whenever one is called for. Ryo is a pretty pleasant guy himself, but a bit too reserved and not outgoing enough to meet the trope description.
* Fake High: A character acts drunk or high because they think they are.
* Fake High: A person falls under a placebo effect, usually by being given a non-drug substance in place of a drug.
* Fake High: Someone eats or drinks something they think is a drug but it isn't, which leads to them mistakenly believing themselves to be drunk or high.
* fake hint messages is a plug for a nonexistent pizza delivery shop, promising it "in thirty turns, or it's free!"
* "Fake I.D.s" has Screech making fake I.D.s for the guys. When he starts to tell Zack's Mom about them, Slater shoves a brownie in his mouth.
* Fake Interactivity aired on TV Tokyo, it was constantly the lowest-rated animated show on Japanese broadcast TV.
* Fake Irish: An Irish character is played by an actor who isn't really Irish.
* Fake Irish: An Irish character played by an actor who isn't really Irish.
* fake is an exception, though: The parody band existed well before the film.
* FAKE, JJ does this to Dee and attempts to glomp him after a case when Dee is found shirtless. Dee is not pleased.
* FAKE, JJ very unexpectedly hooks up with Drake, despite their relationship not having been romantic previously and (perhaps because) Drake conveniently having just been dumped by yet another girlfriend.
* Fake Karakura Town informs Ichigo (who's been in a quite a bit of a slump up to that point) that he's in one of these situations.
* Fake Kill Scare: Freaking people out by pretending to kill someone else.
* Fake Kill Scare: No! Someone just got killed! Hey! Wait a minute! That was fake?!
* Fake King: A good ruler is secretly replaced by an evil lookalike who then abuses their position.
* Fake Kraid is physically distinct from Kraid by being brown with blue hair and not yellow with green hair.
* Fake Longevity (one playthrough of which is about the length of a feature film in a bid to avoid that problem) which claims some overly specific three-digit number of hours of gameplay.
* Fake LongevityThings that pad out a game's length so they can brag about having "100 hours of gameplay!"
* "fake-marriage markets" where gay and lesbian people can meet and look for someone who is willing to play the beard for them (and vice versa).
* Fake: Marrying Suguru would turn Sachiko into a trophy wife. She's not keen on being just his trophy wife, so she's going to university to get a higher education.
* Fake Memories. According to both eyewitness testimony and official government records she is the aunt to at least 56 people.
* Fake Memories: Remembering something from the past that didn't actually happen.
* Fake Mixed Race: A mixed race character is played by an actor who isn't really mixed race.
* Fake Mixed Race: A mixed-race character is played by an actor who isn't really mixed race.
* Fake Mixed Race: A mixed race character played by an actor who isn't really mixed race.
* Fake!Moody does Crouch Jr's trademark facial tick (quickly licking his lips), to his horror.
* Fake Mystery: The mystery plot turns out to have been staged to prank the detectives.
* Fake Nationality: An actor plays a character of a different nationality.
* Fake Nationality: An actor plays a character of an ethnicity or nationality that they are not.
* Fake NationalityWhen an actor plays a native of a nationality or area other than their own.

* Fake News Rumble, all the villains came from an alternative universe, as well as protagonist Tek Jensen. Furthermore, every universe contains some version of of our heroes Stephen and Jon.
* Fake News Rumble, but his sheer rage (and a chair) makes him just as capable of fighting monsters as his superpowered colleagues.
* Fake News Rumble: Steve Carell carries around a sack of money that serves as his weapon.
* fake of the "Anti-Theft Activator" with one reading "Start Button". It was shown working at least once, against the Riddler.
* FAKE, one kid tells Bikky "I gotta go home and feed my mongoose." Another says he has to help his sister with her homework. Given the kid's intelligence, Bikky finds the two equally implausible.
* Fake-Out Fade-Out: The show fades out as if it were about to end, but then jumps back in to continue the story.
* Fake-Out Make-Out moment where two characters kiss each other as a way to distract someone.
* Fake-Out Make-Out to avoid blowing their cover and it heats up the sexual tension between them again. They almost end up having sex but stop themselves when they realize that the attraction is purely physical and caused by the danger they are in. They go back to being just friends.
* Fake-Out Make-Out: Two characters kiss each other as a way to distract someone.
* Fake-Out Opening: That opening scene? Has nothing to do with the actual movie.
* Fake-Out Opening: The first scene of a movie that's different from the rest of the film.
* FAKE OVA, Ryo stops a horny Dee and stretches his face out, making what one fan dubbed the "Gumby Face."
* Fake Period Excuse: A woman gets out of a situation by lying about being on her period.
* Fake Period Excuse: Someone fakes being on her period to get out of a situation surreptitiously.
* Fake pregnancy jokes can come off as this when the person playing the prank makes it less obvious that she's joking.
* fake preview for the non-existent, where a character uses the obligatory "damn".
* Fake Rabies: A character (usually a dog) is mistaken for being rabid because of something frothy on their mouth.
* Fake Rabies: Someone, often a dog, gets foamy stuff on their face which makes other people think that the person or the creature is rabid.
* Fake Radio Show Album — An album imitating a segment of radio airtime.
* Fake Relationship: A couple pretends to be in a romantic relationship.
* Fake Relationship: They're actually not in a romantic relationship, but pretend they are.
* Fake Relationship: Two characters pretend to be in a romantic relationship.
* Fake Relationship: Two characters who aren't romantically interested in each other pretend to be a couple.
* Fake Relationship vs. secretly being in a romantic relationship but acting like it's non-romantic.
* fake returning Thrawn and his associates assign Imperial Intelligence agents to trigger speciesist riots on Bothawui and eventually frame Han Solo for murder.
* Fake Russian: A Russian character is played by an actor who isn't really Russian.
* Fake Russian: A Russian character played by an actor who isn't really Russian.
* fakes a disease by covering his head in shaving cream and having Big Mac warn the patrons to stay away as they, along with Buster, stumble out of the building, Big Mac grabbing his sandwich on the way out. Humorously, the owner of the place, who was also the owner of the bar (converted in the years since the first movie) experiences deja vu and asks the band if he knows them. The band quickly eat their food and call for their check.
* Fake Scot: A Scottish character is played by an actor who isn't really Scottish.
* Fake Scot: A Scottish character played by an actor who isn't really Scottish.
* Fake Shemp: Actor not available? Use archived footage, archived audio and/or

obscured body doubles to simulate their presence!
* Fake Shemp: The actor is unavailable, but the studio utilizes archived footage, archived audio and/or body doubles to simulate the actor's presence.
* fake ship's captain. She's also willing to employ this herself if it means she can avoid an actual fight.
* fakes his death and throwing them in the water too, ensuring the police would identify the corpse as his.
* fakes his death, he jumps off a plane to fall on a net. He hits one of the rocks the net is tied to before hitting the net.
* Fake Static: A character makes noises over the phone and pretends that it's a bad connection.
* Fake Static: Character pretends that there's a problem with their communications equpment in order to avoid conversation.
* Fake Static: Someone avoids conversation by pretending that their communications equipment isn't working right.
* Fake Static: Someone avoids conversation by pretending that their communications system is failing.
* fakes that often wound up being inferior to the genuine quality blades, which can be recognized by misspelled inlays ("+UBRLFH+T") and fancy fittings that the originals don't have.
* FAKE tendencies come out and he says coolly, "There are no such thing as ghosts."
* Fake Texting: Pretending to text or check social media to avoid interaction or suspicion.
* Fake Texting: Someone pretends to be texting or checking social media on their phone.
* fake this at the same restaurant hoping to score free crab cakes again.
* FAKE). This is because Dee was unexpectedly intense, telling Ryo to "Never dismiss [him] again" after Ryo treated the first kiss as a joke and Ryo was taken off guard that Dee was "such a good kisser".
* Fake-Tiger is a robot. There was an episode right before his introduction featuring the scientist who was making combat robots to fight superheroes that were capable of matching Tiger and Barnaby in hand-to-hand fighting.
* fake towns of Beatosu and Goblu. This strategy sometimes backfired when people would move to the area and Defictionalize the paper town (a more famous example is Agloe, New York).
* Fake Twin Gambit: Pretending to be one's own identical twin, whether such person exists or not.
* fake Twitter account for North Korea's propaganda ministry after legitimate news agencies started picking up stories from it.
* fake Twitter account popped up, signing off most of its tweets with #bpcares. For instance: "We've created something that will affect your children's children. Can YOU say the same about YOUR life? #nailedit #bpcares"
* Fake Ultimate Hero: Character has a reputation of being a courageous badass, but is actually an outright coward.
* Fake Ultimate Hero - Takes the credit when someone else saves the day.
* Fake Ultimate Hero: The character has a reputation of being brave and formidable, but in truth they're a pathetic coward.
* Fake Ultimate Hero version. To the people of Earth, he is their greatest hero and champion. He fought and defeated Cell and the demon Majin Buu. None of this is, of course, true. He shamelessly took credit for beating Cell after Gohan beat him. He did help with Buu, although it was Goku who gave the killing blow. He's so renowned, he gets military support with a phone call, have a city renamed after him, and the first person called when things go wrong.
* Fake Ultimate MookA massive, terrifying monster that is surprisingly easy to defeat.
* Fake Video Camera View: Showing a scene apparently through the lens of a video camera, even to including a "REC" warning or red dot.
* Fake Video Camera View - Video appears to be through the viewfinder of a camera as if we were watching someone the camera is recording

* Fake Video Camera View - View of what supposedly is someone video recording something
* Fakhra Younus, a Pakistani woman who was the victim of an acid attack by her then-husband. She went through more than three dozen surgeries abroad over a decade in an effort to repair her face before
* faking a burglary, hiding the "stolen goods" and then claiming their value from insurance.
* Faking Amnesia: A character pretends to have lost their memory. This can be done to cope with their issues/problems.
* Faking Amnesia: Just what it sounds like, a character pretends they have amnesia.
* Faking Amnesia, was able to monopolize Arnold's attention. After eavesdropping and learning how much of his personal life he was having to forfeit in doing so, though...
* Faking and Entering: Someone deliberately trashes their friend's house that they are robbing so that nobody would suspect them.
* Faking Another Person's Illness: A character is forced to fake a medical illness, sometimes for themselves, oftentimes for others.
* Faking Engine Trouble: Claiming to have engine trouble to stall for time.
* faking her own death and not having to be awakened was spoiled by merchandise sold at Prism Stone Shop, as well as a Jewel and Coorde set, a few weeks before the episode's premiere.
* faking his own murder and framing Barry for it, drugging his wife Marlize on a regular basis, and trying to destroy the entire world after his defeat just because it would go on without him otherwise.
* Faking It (bisexual female main characters, bisexual male supporting character, coming out story, gay supporting characters, LGBT acceptanc, LGBT youth, queer female romance)
* Faking It, Davy and Tilda meet when they are both hiding in someone else's closet.
* Faking It), Dipper is both incapable of being harmed by him and is the only one who can get either of them into the Mindscape.
* Faking It for never telling Dipper that he and Cipher were the same person.
* Faking It, in season 2, she begins dating another woman (Reagan) and also briefly shows interest in a man.
* Faking It is talking to a guy at a gay bar because Liam is trying to pick up the guy's straight female friend:
* Faking It: One of the main themes throughout the series, though it's mainly one lie the effects of which snowball into a chaotic disaster that hurts everyone who came in contact with it.
* Faking It, reporter for the school Tumblr, is quite the scoop-getter, especially of Hester High's favorite (faux) lesbian couple.
* Faking It that was their first meeting, Bill ends up several feet off the ground and is forced to obey the laws of gravity, causing him to fall right on top of Dipper who gets his head slammed onto the floor.
* Faking It: The series starts out with a fake romance between friends Karma and Amy. Over time, Amy then realizes she has real attraction to Karma, who doesn't reciprocate. Then she gets into several romances with other girls, while Karma is indicated to maybe like Amy as well after all.
* faking. It varies whether any of her siblings know the truth but if any do, it's Lori.
* Faking It. While not the slow, romantic dance usually seen, the wild, carefree manner in which they dance to 'their song', as though they're the only ones in the room, makes it clear to everyone present that they have feelings for each other.
* Faking the Dead, but he likes stealing so much that he falls right back into his old habits.
* Faking the Dead ploy that convinces their own side as well as the enemy.
* Faking the death triggered signal nets you a body in the "vegetable state". If the original dies afterwards, the previously "vegetable" body will nigh-instantly come to sentience. As Arthur, the A-Than

* Fakin' It" has Michael discover a secret room in the model home filled with body-building magazines, themselves filled with muscular men. Tobias enters and has a conversation with Michael where he admits the magazines are his. He says they're from a body-building phase he'd gone through (rather than using them to ogle the men) and he hasn't touched them in years. He then opens one and we hear a talking magazine ad for a new television show.
* Fakin' MacGuffin situation without actually giving away the real MacGuffin.
* F.A.K.K.2 would give you game overs if you managed to kill yourself.
* Fala, FDR's beloved Scottish Terrier. Eleanor Roosevelt wrote in her autobiography about Fala's waiting: "Fala accepted me after my husband's death, but I was just someone to put up with until the master should return."
* Falcata (one-handed): The incredibly badass pre-Roman Spanish machete. Iberians chopped the hell out of so many Roman soldiers with these babies, that the Romans redesigned their shields and armor. Similar to a kukri or kopis, but independently evolved, these Roman-killing machines are curved downwards. Later gladius designs were influenced by it.
* Falco low speed allowed it to intercept the Po-2 where more modern designs failed miserably.
* Falcom due to his long arc. He usually flip-flops between the two in interviews.
* Falcom, it's perhaps just as well that "Dragon Slayer" was stripped out of the titles of most of the localized versions and the later sequels and remakes.
* Falcom, with one screenshot released to Famitsu showing Princess Alfin grieving at the site of Olivert's old home in Alster, implying that he was buried there. And the biggest one to date was how Cold Steel IV will railroad first time playthroughs of the game to a bittersweet ending before suddenly telling the player to reload the game to get the golden ending.
* Falcon 4.0 featured an "Commander's Edition" of the game where the packaging was a three-ring binder filled with over 500 pages of manuals on everything from installing the game to the detailed avionics systems the game simulated. Also included was a pilot's map of the Korean Peninsula and even mission briefing sheets to be photocopied and filled out with your various waypoints, targets, radio frequencies, and fallback airfields.
* Falcon 4.0 have helmet-mounted sights for aircraft that use them for off-boresight heatseeking missiles or slewing sensor systems; more details can be found in the Real Life section.
* Falcon 9 of vintage sci-fi. It's precise enough to land on either a barge or a concrete landing pad smaller than a football pitch after a flight of hundreds of kilometers and does it all automatically with no input from a human pilot.
* Falcon different paradigms, and seem to have the overall philosophy that "if it exists, we want it".
* Falcone's as preparation for using sex as a weapon against people (the goal here to produce Super Assassin/Pirates rather than Super Soldiers).
* Falconhyrste takes place in a mysterious, supernatural boarding high school.
* Falcon strikes this pose after taking out two of Crossbones's men with a spinning, jetpack-powered kick in the opening battle.
* Falcon stuck around long enough to see them when they powered up their engines again.
* Falco of "Kommissar", which was their only hit there, but once again played straight in the UK, where it only reached #47 and was outpeaked by "One Rule For You".
* Fa'lina is perhaps a straighter example, running a school that teaches horrible things like torture, yet simultaneously seeming to really care about people (even strangers) and wanting to help protect them. It's not entirely clear whether she is simply crazy, has a deeper agenda, or is actually good and merely allows evil things in her school because otherwise she couldn't
* Falin and Izutsumi's conditions, he notes that he used to believe a monster was best composed of as many creatures as possible before coming to appreciate how just two creatures in one heighten each other's charms.
* Fa'Lina recommends this as the preferred way to avoid having your mind read by

cubi. Memorize a boring wall of text, such as legal babble.
* Falkenberg's Legion. After securing the freedom of the planet New Washington, the title legion receives a land grant from the government to settle down.
* Falkenberg's Legion as part of standard assault tactics to get over the wall of a fort. It also goes one better. To quickly cross a (small) barb wire entanglement, an armored soldier lays on it, providing a makeshift path for his fellow soldiers. This duty is generally performed by the newest soldiers, being lowest on the totem pole, and being the least experienced.
* Falkenberg's Legion books have a ton of mercenaries, ranging from independent military companies (such as the eponymous Mercenary Legion) to planetary armies sold out to pay for their expenses.
* Falkenberg's Legion books, the CD Intelligence Services work to prohibit any scientific research to keep the peace. They have no problems with corrupting databanks, censoring publications, and exiling scientists to deadly prison planets.
* Falkenberg's Legion have excerpts from a number of sources, including essays, news reports, and even letters, at the beginning of each chapter.
* Falkenberg's Legion series and its spinoffs, the colonized planets generally have little or no industry or infrastructure, and the CoDominium keeps shipping convicts and dissidents to them whether they like it or not. In particular, Haven, Tanith, Frystaat, Thurstone, Arrarat, Hadley, and Sparta all have a permanent underclass, with degrees of unfreedom ranging from "can't vote" to "outright property".
* Falkenberg's Legion, the capital city of Harmony-Garrison. Originally settled by Christian farmers, the planet Arrarat was supposed to be a peaceful venture, so the city was not walled in. Then the Bureau of Corrections got involved, and began dumping convicts on the planet. To protect its interests, the CoDominium sent a Marines who fortified the city of Harmony, and made a fortress of Garrison attached to it.
* Falkenberg's Legion, the Soviet-backed International Brigades sent to the Santiago Civil War are controlled by Political Officers. Very much in the Soviet zampolit style, the one featured takes on the Western stereotype.
* Falkenberg's Legion, which consists of troops who followed Colonel John Christian Falkenberg when he was drummed out of the Line Marines.
* Falklands War, the highly-skilled pilots of the Argentine Air Force may have been able to destroy the British task force, if only the bombs they used weren't set on distance-based fuzes that often led to them hitting British ships but not exploding.
* Falkner's Pidgeot, in the first Johto Gym Battle, does it to Charizard. While flying.
* Fall 1989 denying that the main character was going to win the lottery, which was true at the time; she won it in the 96-97 season.
* Fallacy Fallacy, dismissing a conclusion simply because it was based on invalid logic or on emotion. The fact that an argument contains a fallacy does not prove that the conclusion is wrong.
* fall back into retreat regardless of how well they were doing before to the surprisingly common strategy of shooting your own Ethereal.
* Fallback Marriage Pact: Two friends agree to marry each other after they've been single for a long enough time.
* Fallback Marriage Pact: Two friends make a pact to marry each other if they're still single by a certain age.
* Fallback Marriage Pact: Two good friends decide to marry each other if they're still single by a certain age.
* Fallberg also pioneered a cliched story formula in which a straight-man hero and a craven, gluttonous, eccentric sidekick investigated low-level mysteries. This type of story — used with Andy Panda/Charlie Chicken, Porky Pig/Sylvester, and Mickey Mouse/Goofy most often — constantly ended with everyone laughing at the sidekick's latest caper.
* fall, but that didn't make them easier to bail out, for a different reason. The relative positions of the cockpit door and the stabilizer effectively made sure that if any pilot taller than a midget would forget to take a fetal position after

bailing out, his legs will be broken by a stabilizer, this usually being a career ending injury even if the pilot managed to land on his own territory and was saved by the groung troops. More than a few pilots suffered such a misfortune, the most famous of them being a Soviet ace Boris Glinka (29 victories).
* Fall City Blues revolves around two versions of the same person forced to live together when their alternate universes were merged to save space.
* Fallen (1998), with Denzel Washington. The demons of the film are said to desire the destruction of human civilization, which they call "the fall of Babylon" and pursue this by possessing people. Though not said, this would presumably account for much of the evil in the world. Also not said but speculated is that true believer Christians will be immune to demonic possession.
* Fallen Angel: An angel who rebels against Heaven and is cast out, often becoming evil in the process
* Fallen Angel), but they have free will and can choose to be either good or bad.
* Fallen Angel canon. In here, the agents sent for the mission manage to shut down the generators the power the cloaking field. However, one of the agents then had "bad news" and "really bad news". The leader tells him to tell first the "really bad"… which is that behind the cloaking field is a 'net' that shorts out all electronics, including their cloaking fields. As for the "bad news", it's the generator that's powering it, which is protected by a security system involving explosions.
* Fallen Angel city Bete Noir, passed the mantle onto his son so he could finally leave the city. Upon going beyond the city limits, he aged rapidly and ultimately crumbled to dust.
* Fallen Angel erinyes is similar but prefers to manipulate individuals to tyrannical ends, though the most recent version is just a vengeful warrior who happens to look like a hot lady angel (though they are perfectly happy to exploit it when they're mistaken for actual angels).
* Fallen Angel has Mark Judd, who puts on special gloves to beat a confession out of a suspect.
* "Fallen Angel" has the eponymous character of the episode blaming herself for getting Casey captured by Hun and his gang, the Purple Dragons.
* Fallen Angel in some ways. On the "black" side is the Hierarchy, the people and demons who run the city of Bete Noire, where the book takes place. The "gray" comes from Liandra, a cynical, consistently tipsy fallen angel who serves as a court of last resort, and is willing to do anything, including torture, in order to fulfill her missions. Among her sometime-allies are the city's major drug dealer, the snake from the Garden of Eden, and a man who may or may not be Hitler.
* Fallen Angel, it is widely believed, but not confirmed (although he has not denied it, either), that Xia has this relationship with her son, Jubal.
* Fallen Angel, June Mills is an intelligent woman, but she still falls in love with and marries a man who she knows conned her hometown of Walton.
* Fallen Angel, Linda Darnell plays Stella who doesn't care about double-crossing romantic partners or stealing.
* Fallen Angels (2019) trade of an electronic device placed on the head that manipulates the brain to stimulate a high. Because it doesn't actually chemically alter the brain, there are no physical risks like overdose, but there is still the risk of psychological damage. It's difficult for conventional authorities to trace and regulate, as it can be assembled through blueprints from perfectly legal electronics that are very common. There's also the little issue that the drug lord behind it is a sentient AI with a god complex that wants to use it to assimilate people's minds.
* Fallen Angels, an eco-socialist regime has come to power, and banned everything save "appropriate" technology. The catch is that no matter how many windmills and solar panels they build, it's nowhere near as efficient as good-old-fashioned coal and petroleum, leaving millions of people without political pull to freeze in the ice age brought on by the lack of particulate matter in the atmosphere.
* Fallen Angels, intending to execute them once they're in Mexico. The protagonist is driving one of the cars, so to gain time he drives near the curb of a dirt road,

kicking up dust into the vehicle behind, which eventually goes off the road and crashes.
* Fallen Angels, Jerry Pournelle, and Michael Flynn, an astrophysicist goes to torturous lengths to include the abbreviation SNU (meaning "Solar Neutrino Unit", and pronounced "snew") into a conversation, just so the person he is talking to can ask "What's SNU?" The inevitable response is "Nothing much. What's new with you?"
* fallen angels. Justified in that, supposedly, they wouldn't have fallen if they weren't already evil.
* Fallen Angels makes it clear they hold a lot more cards regarding the fate of the sons of Caliban than they let on.
* Fallen Angels, one of the spacemen (who have lived most of their lives in orbit, and so have severe issues with living in gravity again) wonders how people make love in G. His observation? "They probably don't need Velcro."
* Fallen Angels, or the creations of these same beings, created to help lead humanity astray and/or torment them.
* fallen angels that seems to be steering both Amorr and Savondir into conflict.
* Fallen Angels that they hunt still wear the chapter's original black colors during the Legion days before the Codex Astartes reforms split the legions, as they're either unaware of the change, lack the resources to correct it, or see no reason to. The Dark Angels' 1st and 2nd companies, the Deathwing and Ravenwing, also kept the original black colors, though the Deathwing has recently changed to bone-white armor for ceremonial reasons. Dark Angels successor chapters Deathwings and Ravenwings continue the old colors, though some have changed them.
* Fallen Angels who supported Lucifer are all described as having this vice, not just Lucifer. As noted by the author.
* Fallen Angel: This exchange after Lee drops Shadow Boxer off a roof and he lands in a hay truck.
* Fallen Angel: When an angel falls from grace, be afraid. Be VERY afraid.
* Fallen AngelWhether to Earth, or Hell, that angel is cast out from Heaven.
* Fallen Aribeth doesn't have an exclamation...it's simply a low, menacing "You."
* Fallen Child if you choose the "wrong" options to their questions at the very end of a No Mercy run.
* Fallen Cupid: A cherub who's arrows sow lust and hatred instead of love.
* Fallen "Cyberdisk" units have a habit of blowing up (and taking out entire buildings with them). It requires some effort to kill them in such a way that they won't explode and thus leave Cyberdisc remnants for research.
* Fallen, Denzel Washington's character Hobbes sacrifices his life to destroy the villain. The villain escapes at the last minute; this was foreshadowed in the opening of the movie. Not to mention that Hobbes' reputation is completely destroyed—he'll be remembered as a psychotic cop killer who murdered his own friend. It's also implied heavily that Azazel will spend the rest of his son's life hunting him in order to visit the same fate upon him.
* Fallen Dragon does something similar by copying their memories to cloned bodies and instantly destroying the old one, unaware that those bodies also have souls that will pass on to The Beyond.
* Fallen Dragon if the colonists don't hand over various manufactured goods, leaving information on the latest Earth technologies as compensation, then returning several years later to do the same thing again once the colonists have upgraded their technology and gotten back on their feet.
* Fallen Dragon the mega-corporations on Earth which funded the establishment of intersteller colonies are beginning to decline, so they now make a profit by 'asset realization' — turning up in orbit and implying they'll blast the colony if the colonists don't hand over various manufactured goods, leaving information on the latest Earth technologies as compensation, then returning several years later to do the same thing again once the colonists have upgraded their technology and gotten back on their feet.
* Fallen Dragon, the Wilfrien are an advanced alien race who chose to "look inward" once they knew all there was to know about the universe. This translates into living simple pastoral lives among the decaying ruins of their cities.

* Fallen Dragon, where space travel takes months and is so costly that it has been nearly abandoned, and the only companies still doing it are just invading planets they own the rights to and stealing all their stuff to try to make a profit.
* Fallen Empire: Legions, people new to the game and Guests almost always use the Sentinel because they haven't figured out that you can change characters. It makes it even worse that it takes time and practice to actually master the Sentinel. Poor buggers.
* fallen empires. Also, any player-race that embraces the materialist ethic. (Especially the Science Directorate government in which the only leaders eligible for presidency are scientists.)
* Fallen Empires also count as this, being the remnants of advanced alien civilizations that once spanned the galaxy but have since fallen on hard times. They start the game with all technology already researched, multiple repeated tech bonuses, and have access to advanced Dark Matter tech that the regular empires can't even research.
* Fallen Empires always attempt to subjugate the rest of the galaxy when they Awaken, but most of them won't bother to defend their subjects if attacked. The exception are Benevolent Interventionists and their "Signatories", though on the downside, Signatories cannot start wars at all.
* Fallen Empires began when they made two big mistakes: 1) they let the Thrulls' breeding get out of control, and 2) they started creating more intelligent and powerful Thrulls capable of using magic.
* Fallen Empires couldn't handle the place. They fled the continent after the Thrulls curbstomped them and dreaded the possibility of Thrulls somehow invading the greater Multiverse.
* Fallen Empire series, the planet of Kir, home of the psychic Starseers, is destroyed in battle due to a combination of nuclear and kinetic bombardment and psychic superweapons.
* Fallen Enchantress, if you are of the Dwarven race or a home-brew one with the ability, you can create Iron Golems. Iron Golems are expensive melee units with high armour, a number of resistances and above average attacking ability.
* Fallen from hit points. If they do this too much, everyone in the vicinity gets splashed with gore as the Fallen gets dragged kicking and screaming into their own weapon and digested.
* Fallen Hero can be an anti-villain if they haven't fully given up their good intentions/traits from their heroic days.
* Fallen Heroes, a group of seemingly invincible, ruthlessly efficient aliens invades the station and begins systematically killing everyone. One of them shoots Jadzia and kills her, but the Dax symbiont is still alive. It manages, before it dies too, to animate Jadzia enough to throw an overloading phaser at the alien, killing it.
* Fallen Hero. It was his desire to save everyone and failing to do so that twisted him into the man he is now. His inability to save those he loved made him lose all hope in the world being able to change, leading him to the conclusion that mankind itself cannot be allowed to exist as they do now, which sets him on a dark path.
* Fallen Hero: The villain used to be a hero, but their reputation has sunk.
* Fallen Hero: This villain used to be a hero before undergoing a tragic fall from grace.
* Fallen Hero (who incidentally is also obsessed with his “mother”). Ultron-Hank spells it out upon reuniting with his ex-wife saying he knows all about her new relationship with Tony and considers it a “wrinkle” in his schemes. Ironically he’s still not as bad as Ultimate Hank when it comes to Janet (see below).
* Fallen Idols by chopping the head off with an iron axe specifically.
* Fallen Into the Pit, Dominic, having figured out who the murderer is, but without any proof, tries to provoke the murderer into doing something incriminating by telling him he's found something that might be evidence.
* Fallen Into the Pit: In the romantic subplot, Chad Wedderburn is a former soldier with PTSD issues who won't pursue his love interest because he thinks she deserves

someone less damaged. They get together in the end.
* Fallen Into the Pit is set in the late 1940s, when corporal punishment was still a common occurrence in English schools. Part of the establishment of Chad Wedderburn's character is that he's only resorted to using it once during his time as a teacher, the circumstances of which are described in detail.
* Fallen Into the Pit. One of the police at the crime scene, asked to suggest someone who might want him dead, names seven without needing to think hard, and Sergeant Felse notes that he could have done the same without any overlap of names.
* Fallen Jedi. Everyone in the casino, barring one croupier, ends up dead.
* Fallen, John Hobbes (Denzel Washington) lures Azazel (possessing his partner) out to a distant cabin in order to kill him. As the partner dies, Azazel laughs because he can easily take over John Hobbes once his host body passes. But John is smoking poison-laced cigarettes...
* Fallen King and wanting to fly home like Dorothy, and suddenly remember Kaiba's helicopter.
* Fallen Kingdom has the Fire Flower resistance, led by Yoshi, which has resisted Bowser since he took the world.
* Fallen Kingdom, Mario and Bowser are this to Antonio, Mario's father, and Emperor Morton, Bowser's father. Cobal also turns out to be a descendant of the Yoshi partner from The Thousand Year Door.
* Fallen Kingdom, the deceased Antonio and Emperor Morton's powers are said to far surpass Mario and Bowser's, and the First Koopa War sowed the seeds of Mario and Bowser's conflict.
* Fallen Kingdom: The Neo Koopa War Armors, sleek mechs designed by Ludwig himself with titanium hulls and magical reactors. They are equipped with massive laser cannons that are powerful enough to destroy a fleet of ships that would have taken days for a conventional army within 30 minutes.
* Fallen Kingdom, the Seven Stars lead the criminal underworld and have designs on taking over the Koopa Empire.
* Fallen King has Joey throwing Ryou Bakura off the helicopter to his death.
* Fallen King has Pegasus, who uses an endless hallway to trap the heroes.
* Fallen King has this as a looming threat. The Millennium Items can cause this, and Pegasus plans to do this.
* Fallen King has this as a major theme. Joey and the others are force to make difficult, morally questionable choices and grapple with the fact that they and their world will never be the same.
* Fallen King has this played for drama and tears. After narrowly escaping death, Joey suddenly remembers his promise to Serenity and how she'll now be blind forever.
* Fallen King has Yami Yugi, who is made to leave by Joey and the others. Pegasus lampshades that it was a dumb move soon after he disappears.
* Fallen King lets those in proximity summon monsters, and Pegasus plans to use it to rewrite reality.
* Fallen King, this is Joey's reason for splitting off from Tristan and Tea. Someone will always be after the Puzzle, and by staying apart there's a chance someone else can help before the world ends.
* Fallen King, Yami Bakura saves the group from Pegasus a few times, but only so he can take the Puzzle.
* Fallen Legion Revenants causing humans to turn into zombies and animals into various monsters.
* Fallen London allows you to buy Fate with real money. Fate is obtainable in-game on very rare occasions and can be used for mundane functions like restoring your opportunities deck to unlocking new and complex story inlets. While all content in the game is technically unlockable through play, someone did the maths and came to the conclusion that several of the high-tier events are easier to unlock by getting a second job at US minimum wage and using the money from that job to buy Fate than trying to unlock them through play.
* Fallen London, and talking cats are all mundane and commonly-occuring facts of life.

* Fallen London are set in a version of Victorian London that was "stolen by bats" and is now run by the Masters of the Bazaar. Players can commit murder and cannibalism, go mad, become possessed, have their eyes stolen by spiders, sell their soul and be sank beneath the strange waves of the zee by enemies.
* Fallen London avoiding losing these hard-earned Prize Tokens in defeats.
* Fallen London, but repeated beatings can still ruin their bodies permanently and intentionally-excessive force can permanently kill someone.
* Fallen London by default (although the player can choose to only pursue one gender or no-one if they choose).
* Fallen London contains a quest where the player character finds out that ravings they took for "Heifer star" actually refer to a woman named "Hephaesta". '-a'/'-ar' only sounds the same in non-rhotic accents, like the Cockney and RP the characters are presumably speaking.
* Fallen London decided to change the name to coincide with making social network integration optional.
* Fallen London drunk. Thus, many player characters live by this trope, witnessing awful stuff and reacting by drinking like maniacs.
* Fallen London fans have taken to calling themselves "delicious friends".
* Fallen London for the entire city barring a few causes of death. You just wait for the victim to come back to life.
* Fallen London golems, but otherwise fit the description. The in-game art even shows that they have writing on their foreheads.
* Fallen London has, among others, the law firm of Baseborn & Fowlingpiece and the shipbuilding company Leadbeater & Stainrod.
* Fallen London has been known to come back from being reduced to mincemeat), or the "Cantigaster venom." Death from disease or old age is also final.
* Fallen London has this sort of name. It really augments the creepiness.
* Fallen London high and if you do, you lose all the cool Ambition-exclusive equipment.
* Fallen London. If you dabble in immortality and end up here anyways, your punishment is getting thrown down a pit full of giant spiders that will feast on your undying body, forever. And if you die somewhere out of the Kingdom’s reach (such as London itself) you instead end up in the Far Shore, which seems like some sort of horrifying cosmic landfill.
* Fallen London: If you get thrown out of the University, the game notes, "They laughed at you and so on." Publish a Scientific Article, and the game further notes, "It appears you have shown them all."
* Fallen London. If you're at a party and choose to argue with the Jovial Contrarian...
* Fallen London, if you're foolish enough or don't have anything else to offer. But something of yours WILL end up in his sack. And unlike Santa, he doesn't just appear on the Christmas eve. No, Mr. Sacks visits you on each of the twelve days before Christmas. And he expects a gift with each visit.
* Fallen London: In a fit of sheer irony, the game takes place in an alternate reality where the stars represent cosmic forces preventing two fundamentally different and near-godlike aliens from consummating their love, yet it's weak and ignorant HUMANITY who is crossed, their greatest obstacle, and in some timelines, their ultimate doom.
* Fallen London in the Neath, and aside from certain nasty methods you're certain to get back up from death. However, when you come back your corpse might not be in such a good state, depending on how messy it was. After a certain point people just wrap themselves up in bandages and leave for the Tomb Colonies, where people are much more open towards such insignificant things as looking like a zombie leper.
* Fallen London in under a single paragraph! And now you have to go looking for it while the demoness you flat out lied to believes what is actually true.
* Fallen London is animate. Not nearly as much fun as it sounds. Most things in Polythreme don't enjoy being animate, and may attempt to take it out on the humanoid inhabitants if they get the opportunity.
* Fallen London is edging toward this — players have always been able to use

real money to purchase Fate, which allows you to refill your actions, get new opportunity cards, start a Soul Trade storyline, reset your Ambition, etc., but they were also able to collect Fate through dreams and a few other events. Then the dreams stopped granting Fate. Then the devs added a few more storylines that could only be opened up with Fate...and started adding options to existing cards that provided new storyline paths only available with Fate, so it's getting to the point where you can't play any of the new content (which is the only thing you're there for, if you've hit all the content caps) without spending some Fate. In fairness, the game has no ads and needs to make money somehow, but it's a little disappointing when the majority of the new content is available only for those who can pay for Fate.
* Fallen London is set in this decade as of 2012, since the game calendar moves in real time, just 122 years behind us; when the game originally opened it was set in the late 1880s. It does have quite a few features of the trope.
* Fallen London. It starts off as an ordinary plant; later, you can feed rats etc. to it; even later, you can start luring people to be eaten by it.
* Fallen London. It's the fifth city to have received this treatment, and the cavern is vast enough that the are many other cities down there, most predating London. Dig deeper yet and you'll find Flute Street, which is populated by squid men.
* Fallen London. Late in the game, you can even establish a Base Camp in there for various purposes... including something as simple as dealing with your Nightmares by letting them kill themselves against your defenses while you take a recursive nap in the middle.
* Fallen London: Many of his visits have Mr Sacks offering to take emotions and feelings away from you, instead of material objects. He never takes them forcibly.
* Fallen London occasionally mentions The Magazine Formerly Known as the London Magazine: apparently after London fell, the Masters of the Bazaar demanded that the London Magazine change its name, but the editors were not in a cooperative mood.
* Fallen London of Parabola, altering its surroundings wherever it goes and chasing people in their nightmares. You only encounter the Honey-Mazed Bear in the very late game, and hunting it down is one of the more difficult Dangerous tasks the game lets you undertake; to the point the first time you do it raises the stat's cap.
* Fallen London. One of your crew occasionally speculates you could actually run your ship on the raw beans if you ran out of coal.
* Fallen London (or rather some combination of the two, as some of the in-game tracks were edited from their official versions).
* Fallen London story at any time, you'll need to work through many others, and piece it all together. Even snippets from the earliest moments of your career that were never important can gain a lot of relevance later on.
* Fallen London task. Even aside from the fact that it tends to cause one's eyes to bleed and hair to ignite, and has been known to drive scholars mad.
* Fallen London, the titular city and the vast cavern of the Neath that surrounds it, It's dark, but also often whimsical and fun.
* Fallen London, they usually pass their days challenging each other to deadly duels (or at least, deadly for others that aren't as ragged as them). Thus, their mangled bodies can't put out much strength, but they have more experience than anyone else and can easily kill much livelier and stronger fighters in seconds. Fittingly, they're one of the three factions who can teach you how to be Dangerous (with the heavily-armed Revolutionaries and the muscular, brawl-happy Dockers being the other two).
* Fallen London things will happen to your pet weasels if it gets too high.
* Fallen London to wage wars against each other in secret by venting their frustrations down the chain. Even the 'main character' of Fallen London, the grandmaster of the Bazaar, hypocritically tries to allow beings of different hierarchies to live as one while also bullying and demeaning the minions and lovers on the lower end of their chain. The game's main questline is about whether to reform the chain or break it entirely.

* Fallen London. When London was dragged a mile belowground it came into proximity with Hell, which exports Nevercold Brass in exchange for souls. There's no word on Satan, but there are devils aplenty, charming their way amongst society. Parts of the Church want to go to war against Hell - they did it once before and were crushed, but the devils were amused. They might not be amused again, but some of the clergy wonder.
* Fallen London without being prepared. Since icy temperatures are scarce in the Neath and near-impossible to find in London, you are likely to take many, many injurious tumbles if the frostbite doesn't get you first.
* Fallen London: With the amount of intrigue going around in the Neath, it's only natural blackmail would crop up as one of your options. There's even actual pieces of "Blackmail Material", which are quite valuable and rather difficult to obtain. The description for them is also quite apt:
* Fallen London: With the Neath being as odd as it is, naturally magicians were bound to stumble onto something to make their tricks a little less reliant on sleight of hand. The process is not detailed, but it ends at magician turf wars fought with strange and powerful sorcery that not even the magicians themselves understand. This reaches the point where, among the various "Hunting Dangerous Beasts" sort of quests, you get a commission to capture a certain stage magician alive as one of the harder quests, and the preparations recommended are nothing short of unnerving:
* Fallen monsters can be transformed into masks, You can dress as hostile monsters to walk past them without attracting aggro which also enables you to use the monster's basic attack. Also some monsters are faster than horses, so you can make multiple masks for utility or sell them for profit.
* fallen off his horse: that even though the power of the Golden Rectangle was mainly drawn upon by running with the horse naturally, he could also get it by making it kick him by throwing Gyro's remaining steel ball at it (effectively skipping taking a painful shortcut).
* Fallen One to it, meaning a lucky instant death attack will end the fight instantly.
* Fallen-on-Hard-Times Job: A person desperate for money will take on a job that they, and society, sees as unglamorous and/or undignified.
* Fallen-on-Hard-Times Job: Poor and unemployed people will have to take any job that will make their ends meet.
* Fallen-on-Hard-Times Job: Run away from the father who wants to marry you? You still have to eat, don't you? Princess or not?
* "Fallen Petals", shipping mysterious villainess Cinder with perky, innocent Ruby, has gained a not inconsiderable following in the fandom.
* Fallen Princess Say'ri has them mention cherry trees and promise that they will go watch them bloom.
* Fallen Princess, she has to clean up nicely to be accepted by her beau's family and prove who she truly is.
* Fallen Princess who, in the previous episode, revealed that she worked a job to save money for college, doesn't appear in the episode where a million-dollar bounty is placed on Danny's head.
* Fallen Son: The Death of Captain America, Captain America dies. The tension comes more from the whodunnit angle and general Avengers infighting.
* Fallen States of America: The USA has grown weak and no longer qualifies as a global superpower, or may not even exist anymore.
* Fallen, teen jock Aaron discovers he was born half-human, half-angel. One of the clues is he knows (and speaks) all human languages without realizing it.
* Fallen, the cop Hobbes is hunting a demonic serial killer, and gets provoked into shooting the demon's latest possessee in broad daylight. He knows no one will believe him if he tries to claim demonic possession was involved—but he can claim self-defense since the man was pointing a gun at him, right? Nope, it turns out the gun was loaded with blanks, and the demon just possesses a bystander and testifies that Hobbes shot the man with no provocation.
* Fallen, there is a demon essentially free to take over people's bodies and use

them to commit murder. Apparently, the forces of Heaven are not concerned enough to show up and do something about it. There are some Catholic demonologists mentioned to fight the demons, but we never see this and the one who is shown in the film only gives the protagonist information on them.
* Fall From Heaven 2, the Doviello civilization has the option to upgrade their workers to (the Doviello equivalent of) Warriors.
* Fall from Heaven also make an appearance, including Buboes, the Horseman of War and Stephanos, the Horseman of Conquest... and, on top of them, the Avatar of Wrath, a colossal manifestation of concentrated anger and bloodlust. The overall god of war (and chaos), when armageddon isn't happening, is Camulos.
* Fall from Heaven and golems. The problem is that the crude golems they can make now are incapable of learning (i.e. gaining XP) on their own. Barnaxus is an ancient golem from the old Khrad'Ke-zun Empire, of which only the Luchuirp remain, who can teach himself new things and then pass it on to Dwarves and other golems. Their cave-dwelling Khazad cousins don't use golems.
* Fall from Heaven backstory has this typically happening with gods and particular elements of creation (represented in game by the different magic types.)
* Fall from Heaven features the Buggane, a type of demon who's preferred hunting style is to find a married couple when one of the people is away from home. It first impersonates the missing person all day, until it's in bed with the other spouse to kill them. When the distant spouse returns it does the same thing in reverse.
* Fall from Heaven has 21 different gods, each associated with a particular type of magic, as well as a way of behaving and a facet of the world.
* Fall from Heaven has a spirit magic user in the backstory who regularly did this.
* Fall from Heaven II; A zombie inherently on fire. Of course, whenever one of them perish, all enemy units in the vicinity are damaged, which makes the "PZ" the perfect bane of any army that cannot perform ranged attacks or are somehow immune to fire. To be fair, though, it's one of the only early-game advantages of the Sheaim.
* Fall from Heaven, Magister Cultuum fills this role, to the point of having a Great Sage named after him, an being quickly know to everyone on the Forums.
* Fall from Heaven reverses the usual fantasy conventions: The good gods are individually powerful but tend not to get along well, while the evil ones are all trying to twist Creation together just to make a point to the original Creator. They even run their afterlives (hells) together as a well-oiled machine to create twisted daemons, unlike the good gods whose afterlives are all disconnected.
* Fall from Heaven setting and backstory, the Elohim are a largely peaceful civilization, based around special ancient ruins, victims of wars, and such. Their worldspell matches this theme, by preventing enemy units from entering elohim territory for a certain amount of time. This can be used offensively, however, as units that would normally be needed for defense can be used to attack instead. In effect, the defending armies become the "peace vault" units.
* Fall from Heaven, the Orcs are human worshipers of a god, who were deformed when the god fell (thus becoming evil).
* Fall from Heaven the wizard Tebryn Arbandi created one out of Abashi the Black Dragon: the 3rd most powerful being in existance. One of those is a god.
* Fall from Heaven, with other random like werewolves and jinn thrown in for good measure.
* Fall Gelb (after the Belgian-Ardennes encirclements of the first phase that May). The June offensive to break through the badly-outnumbered French Army's staunch defenses in Artois and Picardy aimed to take Paris. After a gory slugfest with the French artillery, which matched the Germans' despite the French Army's 2:1 numerical inferiority, German mobile forces eventually ground through the French defenses and into the undefended spaces beyond them. After the encirclement of half of the remaining half of the French Army, and the capture of Paris, the French abandoned planning to withdraw to a national redoubt area in Brittany and sued for peace.
* Fall Guy: A designated scapegoat who is used by a criminal to take the blame for

the latter's crimes. May either be a (willing) accomplice who was fooled or manipulated by their partner-in-crime, or someone completely innocent who was in the wrong place at the wrong time.
* Fall Guys goes for five rounds, gradually eliminating players until the finale. If something happens to wipe out most of the contestants early on (typically through disconnects or Slime Climb, the only Season 1 game with no upper limit for eliminations), the game will pull a final round early so that the remaining players don't have to go through later games with fewer people.
* Fall Guys: Ultimate Knockout has the Slow Clap emote, sold for 3 crowns in the regular shop rotation. When activated, your Fall Guy stares and squints while doing a slow, sarcastic applause.
* Fall Guys: Ultimate Knockout have brand logos plastered all over the place. These brands include: BLAM Inflatables, WIG Industries, and EGG (yes, just "EGG"). The WIG Industries logo also appears at the end of Season 4's final release trailer. You can even have your Fall Guy be a walking billboard with the Ad Guy pattern, which adorns your guy with ads and logos.
* Fall Guys: Ultimate Knockout is dubbed "Fall Guys 4041", which sets it 2020 years in the future from when the season is released, which was in 2021.
* Fall Guys: Ultimate Knockout of some sort, but it gives no explanation for its content beyond that. Just slap on a wacky outfit and jump into a 50-to-60-player free-for-all tournament, orchestrated by... someone. It doesn't give any clues as to why all the competitors are bulky bean-people, either, though the fans have plenty of theories.
* Fall Guys: Ultimate Knockout, one of the possible final rounds is "Royal Fumble". In this mode, one player has a tail, which can be stolen by other players. Whoever has the tail once time runs out is the grand champion. This makes most of the round's duration unimportant, since there is no difference between keeping the tail for most of the game and successfully fleeing from everyone else for that long compared to just grabbing it near the end.
* Fall Guys: Ultimate Knockout sometime behave like this in obstacle courses, stopping just before the finish line and trying to prevent people behind them from finishing the course by holding them down or throwing them off the platform. This often results in the trolling players' loss, as they wait too long to cross the finish line themselves before people running past them fill the quota of players qualified in the given round.
* Fall Guys: Ultimate Knockout. The devs apparently didn't foresee how big the impact having the game be one of the free PS Plus titles would be.
* Fall-in Angel: A girl falling from the sky is what kickstarts the plot.
* falling all over each other to try to date her. In contrast, "Kaylee" is rather psychotic, and is fairly average-looking, being short with a heart-shaped face.
* Falling Anvil discipline for Dungeons and Dragons version 3.5 allows you to do a short-lived instance of this to your enemy to hit them with a lightning bolt. Several versions of this exist, ranging from the 2nd level maneuver "Unlucky Raincloud" and going up to the 7th level "Accursed Thunderhead".
* Falling Anvil version 3.0/3.5 contains three different maneuvers related to this, ranging from dropping a single banana peel near you from your hand, to causing banana peels to rain from the sky for thirty feet around you.
* falling asleep while crying and briefly contemplates on giving her a kiss until he decides against doing that.
* Falling asleep while suffering from hypothermia can accelerate heat loss due to lack of physical activity,
* Falling Chandelier of Doom: If a fancy room gets damaged enough, expect a chandelier to crash to the floor.
* falling deeper and deeper into nihilism with each session that appears in full at chapter's end.
* Falling Down a psycho; Michael Douglas' character uses the opportunity to make a stand against the fifth or sixth trivial thing that has pissed him off that day.
* Falling Down. His favorite possession is a used can of Zyklon-B, and he excitedly fantasizes about the number of Jews who were gassed.

* Falling Down) in a fast-food restaurant, his burger looks nothing like the one on the menu board.
* Falling Down, Martin Prendergast finally confronts the man who snapped and went on a rampage in an attempt to get home, trying to make him face up to what he's become.
* Falling Down. Unlike Bill Foster, who is on his violent rampage against the petty frustrations of modern society, Det. Prendergast tracks him down while constructively dealing with his own annoyances with empathy and maturity.
* Falling Down uses this as one of his excuses to get money from him, claiming to be a Vietnam veteran despite only being around 30 at most.
* Falling Down when D-Fence goes on one of these, expect the body count to start rising.
* Falling Down When the gangbangers' car crashes and they are killed or injured, their friend Angie (who is implied to be the girlfriend of one of them) races up to the scene, crying.
* Falling Free, a character tries to commit suicide this way. Fortunately enough, her friend got there in time and jammed the airlock shut.
* Falling Free when a girl specifically engineered for free fall (with a second pair of arms instead of legs) wonders how 'downsiders' can have sex without bouncing apart, since they have no lower hands to grip their lovers with. Her downsider lover explains that gravity has its uses. She also points out that condoms sure beat chasing bodily fluids around the compartment with a hand-vac.
* Falling from your bike (either in dirt cycling, mountain biking, BMXing, or even when riding on rough ground in some parts of town) can give weird injuries
* Falling Hare impersonation, asking the Gremlin "Which way did he go, George?", gets a response — which allows Bugs to collapse in the appropriate direction.
* Falling Hare, in which Bugs battles a gremlin which is seeking to sabotage the war effort, culminating in an imminent plane crash which halts inches above the ground because the plane — due to having a low-priority gas ration sticker — has run out of fuel.
* Falling Hare scream rapidly when they're distressed. And it's not so much "goofy shouting" as "blood-curdling shrieking."
* Falling Hare, the plane screeches to a halt just inches from hitting the ground.
* Falling Hare, with Bugs Bunny trapped in a plane which plummets down for a long time, with some hilarious takes of Bugs panicking and becoming sick to his stomach. It only stops just before hitting the ground because it runs out of gas.
* falling in and out of love with each other, often completely out of sync with the other, so they're never in the same place at the same time. After several failed attempts, they finally get back together for good at the very end of the show.
* Falling in Lamb was an Australian commercial from a few years back, advertising lamb. It was short-lived, though, possibly due to the number of calls to local theatres enquiring about the release date of this new romantic comedy.
* falling in love. May is playing the theme to "Romeo and Juliet" on a keyboard but stops abruptly when Clarkson slips and refers to the car as "him".
* Falling-in-Love Montage: A couple is shown spending time together as they fall in love.
* Falling-in-Love Montage he gets with several girls-of-the-week is him spontaneously buying a single flower for her while they're walking in the streets.
* Falling-in-Love Montage, Ted is seen taking care of Robin who is sick in bed. He leans in to kiss her, but Robin warns him that he'll get sick. Ted kisses her anyway and the scene cuts to Robin taking care of a sick Ted in bed, and Ted says that it's "totally worth it".
* Falling-in-Love Montage. When Simba gets out next to her and grins at her though, she smirks at him in amusement at his joke and ridiculous appearance... before shoving him back in the water as revenge and running off.
* Falling in Reverse. From the same band, the song "Bad Girls Club" gave us the line "Your love is like a drug, but it is not enough!"
* Falling into a gas giant planet as Jupiter, that has no solid surface but instead a global ocean of

* Falling into Jail: The bad guy is defeated by falling directly into prison.
* Falling into the Cockpit doing this to recover the eponymous unit from the Federation.
* Falling into the Cockpit in "Chuck vs. the Helicopter": according to Sarah, the helicopter controls in a video game that Chuck has played were based on the real thing.
* falling into this trope when erastes and eromenos was the social norm.
* Falling Leaves. Jeanne openly wishes that her daughter, Susan, had died instead of her favorite child, Franklin, a brat and a bully who died from bulbar polio contracted after gorging himself on unwashed strawberries. The resulting quarrel leads to Susan's disinheritance.
* falling off a cliff, making the U.S. from Joe's impact. The cartoon also ends with Sloppy Moe tickling Porky instead.
* falling on top of her accidentally to take his hand back. When Mio awakes a couple of minutes later, she is not particularly impressed by this, but admits it was her fault they ended up falling over in the first place.
* falling out of his wheelchair, just so a guy could sit down to eat his Angus Burger..
* falling piano, which came from the same art exhibit as the anvils, after trying to use Taylor as a hostage.
* Falling Sand Game 4.4, the original powder game, allows for its physics files (which are just text files) to be modified easily. A community has sprung up around modding the game.
* Falling Sideways is a hapless nebbish who was not prepared to deal with super-intelligent alien frogs.
* Falling Sideways, the super-intelligent alien frogs can take on human shape at will.
* Falling Skies) and Lourdes are students, and the latter is implied to be having an affair with Pope. Weaver is a crazy homeless person, but may actually be a defense created by Tom himself, as Karen appears as a police officer chasing him off.
* Falling Skies are humans who were forced to flee their homes when the aliens invaded. For most of the first two seasons, the 2nd Mass is accompanied by several hundred refugees whom they must safeguard at all times.
* Falling Skies, Ben falls for his older brother's girlfriend Maggie. It blossoms into a full-fledged love triangle when some of Ben's spikes are transplanted to Maggie in a last-ditch effort to save her life, creating a connection between the two of them.
* Falling Skies, Col. Porter tells Tom Mason that he is quickly becoming one.
* Falling Skies communicate with radio waves, which both they and the children they've Harnessed can detect.
* Falling Skies had Pope treat Sara to his best approximation of a candlelight dinner. Given how hard such things are to arrange during the late stages of an alien invasion, she was naturally charmed by it.
* Falling Skies, Hal reminisces about his old girlfriend "Rita" with Maggie while hiding in a car from patrolling Mechs.
* Falling Skies, has long white hair (except in shared dreams, when it's black). All the Masons besides her have black hair.
* Falling Skies. In the final S4 episode Tom Mason and Lexi face against the Espheni commander on his ship, the commander knocks down Tom and is more focused in burning Lexi, while his back is turned Tom stabs him with a poisoned syringe that can kill him.
* Falling Skies, it's revealed that Earth is the only inhabited planet in the entire Milky Way galaxy. Strangely enough, other galaxies aren't so lifeless.
* Falling Skies just pulled off this trope with a little kid in the role of narrator, recounting what he knows of the alien invasion to date while his crayon drawings are displayed.
* Falling Skies, obviously the larger system has broken down, but once they take the mind-controlling harnesses off the kids backs there doesn't seem to be much

effort to interview them about their experiences nor offer them counseling for what was obviously a very difficult experience. One is pretty much left to wander around the compound freely with a dazed expression.
* Falling Skies one of the things the invaders use to attack the survivors is a mass of spiders that seem to be able to infect someone, multiply inside their body and finally tens of them erupt from the victim's mouth. The victim is awake for much of this.
* Falling Skies, Pope seems to view the alien invasion mainly as a chance to kill things that can fight back without attracting any legal attention.
* Falling Skies saw members of the Second Mass trying to set up a memorial to their lost loved ones, and Tom Mason tries to convince Anne Glass to contribute something to help her deal with her grief over losing her family. She's both uninterested in re-opening that fresh wound and also busy trying to figure out how to torture a Skitter, but he persists, and finally, she snaps and smacks the memorial with her hand, which is covered in Skitter blood, leaving a bloody handprint on the memorial.
* Falling Skies specifically delays telling the father of her child that she's pregnant because she wants to go on a particularly dangerous mission with him.
* Falling Skies, starting with Season 2, the remnants of human civilization are living beneath the city of Charleston, South Carolina in an Apocalypse Bunker.
* Falling Skies starts out World War II gritty and gets worse, so that by the middle of the second season you wonder if anyone on the show can even remember what soap and running water look like. The obligatory "it was all a dream" episode is confusing because everyone is so clean they're largely unrecognisable.
* Falling Skies. The alien ships appeared in this manner, hovering over cities and not doing anything. The world governments refused to strike first, as they weren't sure about the aliens' intentions. Then the aliens made any attacks impossible by using EMP to shut down most complex technology on Earth and wiped out all cities, and a sizable percentage of the population.
* Falling Skies: The bug like alien race are the ones using the most advance tech, along with biological technologies.
* Falling Skies: the world's military has been devastated, and civilians are all that's left of any real resistance.
* Falling Skies, they have ravaged Earth, and enslave captured humans with harnesses. Their commanders love to gloat on how inferior humans are, and how superior the Espheni are. Then they started gathering children and placing them into reeducation camps, and later convert them into Espheni.
* Falling Skies. They not only invade and destroy a lot of Earth and humanity, they put children in harnesses that turn them into monstrous Skitters. And we aren't the first race they did it with. Subverted with the other alien races, who are pretty much in the same situation as humanity and later bring humans into their rebellion against the Overlords.
* Falling Skies Tom Mason is second-in-command to Dan Weaver of the 2nd Massachusetts. This relationship flips as the show develops, although it's quite natural and the two actually become better friends in the process.
* Falling Skies whenever the protagonists come face to face with an Espheni leader, they will gloat about their superiority to humans. However they redirect it to a human translator, as they don't speak English.
* Falling Skies, which then evolves into a battleground for other alien races working for or against humanity.
* Falling Stars. When your party consults a seer in regards to the Big Bad, she starts rattling something off. The BBEG notices her probing and kills her from halfway across the world to keep her from saying too much.
* falling to his death. Tsume reaches out his hand to try and grab him out of midair. But since Hubb has resigned himself to his end and has nothing else to live for, he doesn't even reach out, only smiling as he continues to plunge downward.
* Falling under the "desire to maintain a façade of authority" category is the principal of
* Falling Up that was the beginning of a story arc... then the band broke up. The

band reunited in 2011, but their album doesn't really continue the story line of Fangs.
* Falling Water, Burton has a dream about an overweight man being murdered in a restaurant. The next day, he's called in to deal with the sudden death of a silent partner of one of his big clients. The silent partner is, in fact, the same man he saw in his dream.
* Falling Water, Tess' mother thoroughly documented every supposed neurosis she had growing up, which may go a long way toward explaining how she ended up in a mental hospital for a time.
* Fallin' in Love (featuring the #1 hit of the same name), reached #82.
* fall in with a convincing villain. Later, when he experiences the villain's time machine, Yates comments that it would be nice to spend time in a "golden age".
* Fallion is implied to be the reincarnation of Shadoath's good-guy counterpart: as the Torchbearer, he has the power to undo her breaking of the True World. Given Shadoath's
* Fallocaust However, he lacks the pure muscle of some of his brothers, and several characters manage to incapacitate him by virtue of getting a lucky hit in.
* Fallocaust series can only survive in highly radiated areas. Although they can inhabit a born immortal and use their abilities to irradiate an area, it's also possible for an uninfected born immortal to absorb enough radiation in an area to kill them off.
* Fall of Cthulhu's mythos. Justified as the ones doing the snapping are usually not quite what you would call human.
* Fall of Cthulhu The Harlot is depicted as a rival and opponent of Nyarlathotep.
* Fall of Damnos, both sides think that the other is this, but only one's right.
* Fall of Deadworld, the Dark Judges use a version of their dead fluids to make people go kill crazy. The ones that best respond to the stuff become new recruits.
* Fall of Efrafa and its sequel. They disbanded after they had finished telling the story they wanted to tell.
* Fall of Equestria, usually having the caribou slaughtered wholesale.
* Fall of Liberty: Algonquin quickly becomes this as the plague spreads, with twenty meter high concrete walls being erected on the bridges and around the edges of the island, whilst LCPD and NOOSE units protect all of the bridges and the city interior from undead attack. It doesn't work.
* Fall of Liberty: The undead hordes are so large that anyone who attempts to fight them head on is quickly overrun or infected themselves. The main reason Niko and the gang manage to survive is because, when they face the undead, they are prepared to run rather than fight and die pointlessly.
* Fall of Netheril and the destruction of the cities by a plan meant to save them.
* Fall of Singapore. It had been boasted that Singapore was the best-defended city in the world, the armour-piercing shells of her heavy gun emplacements capable of punching through any ship the Japanese had to offer. However, Singapore was besieged from the landward side, and their anti-battleship defenses were wholly ineffective at targeting infantry. Percival had 100,000 troops on paper, but they were in no shape to continue fighting. Realising that their situation was hopeless, he surrendered. Only to find that the Japanese only numbered some 30,000 and their supply situation had been even worse. It was this event (among others in Southeast Asia) that inspired the acceleration of the decolonisation process - the European colonists were not, and never had been invincible.
* Fall of Starfleet, Rebirth of Friendship, and even then several defeats and countless civilian casualties ensue before they're finally able to get their act together.
* Fall of Starfleet, Rebirth of Friendship but at least he's honest about his evil, unlike Starfleet.
* Fall of Starfleet, Rebirth of Friendship, Dark Conquest decides to spend an hour screwing his now-headless corpse while waiting for Celestia to show up.
* Fall of Starfleet, Rebirth of Friendship. The lower grunts of Starfleet are made to lose, so that Lightning Dawn and his team can look like heroes. This has made it next to impossible to win against Dark Conquest, as well as why so many people lose

their lives in each battle.
* Fall of Starfleet, Rebirth of Friendship. This speech explains everything one needs to know about him:
* Fall of the Crystal Empire of Princess Celestia shows how much Celestia secretly fears Luna.
* Fall of the Crystal Empire the battle against King Sombra by Smashing through a stained glass window.
* fall of the Han dynasty and the rise of the Three Kingdoms because it wasn't accompanied by a catastrophic depopulation.
* Fall of The Hulks, Samson sacrifices himself to help drain the gamma energy from the hulked-out heroes before it kills them.
* Fall of The Hulks, the Intelligencia traps Bruce — and the other seven smartest men in the world — in a Lotus-Eater Machine in order to drain their intellects. Not all that surprisingly, Bruce is married to Betty, has kids, and has killed the Hulk.
* Fall of the R-System. His arrival to destroy the R-System a cult was making distracted and kept Ultear from brainwashing Jellal with a false ghost of Zeref.
* fall of the Soviet Union there was now only one power left on Earth.
* Fall of the Studio System in a desperate gamble to save it. It ultimately worked in Vogel's favor.
* Fall of the Studio System (the minors never had a problem with TV, since they didn't own theaters, and Columbia Pictures in particular jumped in head-first way back in 1951).
* Fall of very powerful and mysterious people. This line is later codified in-universe as a signal of major plot reveals through Qrow repeating Ozpin's question word-for-word when it's finally time to bring the main characters into the loop.
* Falloner becomes F'lon, Falarnon becomes F'lar, and Famanoran becomes F'nor.
* Fall, or Dodge in Hell is all about how brain uploading is developed as a route to life after death. After Dodge goes into a permanent coma, his will stipulates that his vast fortune be used to develop the technology, making him the first person to live in a digital afterlife. But things get complicated when new arrivals start to disagree on what direction that their digital afterlife should take.
* Fall, or Dodge in Hell to become the first inhabitant of Bitworld, a digital space he begins sculpting to his will. New inhabitants start joining and fall in line with his vision, but pretty soon the place gets filled with enough people that divisions and disagreements begin. Things start looking suspiciously Biblical.
* Fallout 1/2 animations were pretty insane. Blowing someone up with a shotgun could put a gigantic hole through them, disintegrating the arm and turning the torso into a crescent-shaped mess. It really has to be seen to be believed.
* Fallout 1 Limited Edition BB gun. It shares most of its stats with the regular BB gun... except for the ability to do 70 points of damage with a critical hit. Take into account that the weapon is silent (the only silent weapons more powerful with a crit are sniper rifles), lightweight, and has no Strength or Guns skill requirements to get maximum, that critical damage is not affected by weapon skill, and sneak attacks always being critical hits, and you've got an amazing weapon for a Courier with high Sneak but low Guns skill.
* Fallout, 200 years later, the Earth is starting to recover, but it's slow-going.
* Fallout 2. Afterward, he concedes that you must be the chosen one and gives you a chunk of himself as a gift. Just don't steal more.
* Fallout 2 allowed the player to bypass several levels of security in the Sierra Army Base if he had a high enough Lockpick skill to get to the personal elevator of the general who would have been in command of the base. A character could also bypass forcefields with the Repair skill.
* Fallout 2 allows players with a shovel to dig up graves. Beyond an odd few sidequest important ones, they give you the "gravedigger" reputation (bad).
* Fallout 2 allows you to become a prize fighter in the town of New Reno. Becoming the champion raises your fame in the town, as well as giving you a slight bonus to damage resistance and unarmed fighting.
* Fallout 2 also plotted to launch a space mission from San Francisco to found one

of these. This (doomed) effort ties into several end-game quests.
* Fallout 2,) and a plasma gun and melee weapon that are the most powerful energy and melee weapons in the game, respectively. Thankfully, the player can turn the Enclave base's turrets on him and gain the help of a nearby Enclave squad to help them out.
* Fallout 2 and confirmed that the remark of New Reno residents was merely a bad joke.
* Fallout 2, and give you the Alien Blaster — a powerful beam weapon. They came with photoshopped screenshots. There is no such location, but the Alien Blaster is available elsewhere. It is possible to talk to Cody and give him food, but he is very easy to scare off, making this rumor hard to disprove.
* Fallout 2, as its negative effects will never leave even though it's dead!
* Fallout 2 a Super Mutant named Francis challenges you to an arm-wrestling contest, and if you lose he drags you back to his house and has his way with you. You wake up the next morning with a ball gag in your inventory, people in San Francisco start mocking you, and if you're playing as a female with the Sexpert perk then all the sex dolls in the game get named after you.
* Fallout 2 by Renesco the Rocketman when you're looking for parts. After giving the password, you're asked for the second password - your only response is to cuss out the foreman for not giving you the second password. Renesco then says to relax, that there was no second password. Humorously, if you leave this quest on the backburner for too long, you can forget the first password too...
* Fallout 2 can be convinced to help the Chosen One defeat Frank Horrigan, in exchange for a ride off the Enclave Oil Rig (which is about to explode). Those that survive the fight with Horrigan escape along with the heroes, while the rest of the Enclave goes up in a mushroom cloud.
* Fallout 2, causing the player to take a hit to their reputation and receive a special negative title.
* Fallout 2, causing you to break the Water Chip and thus cause the events of the series.
* Fallout 2 despite seeming to be about 15, and can create drugs and Stimpaks for the player if given the right ingredients as well as perform Science checks for them.
* Fallout 2 does play with this however: Vault 15 is nothing more than a New Khan hide out full of rust and tetanus with the generator barely functioning after a meager 80 years of being abandoned. The Chryslus Highwayman however works after 164 years of rusting in a nuclear desert after a full repair, living up to its slogan "Nothing can stop a Highwayman" (granted it could use some upgrades).
* Fallout 2) earns not only some cash but also unlocks the option for the Chosen One (regardless of gender) to go on a date with her after beating the game.
* Fallout 2. Everywhere else, theft or assault is punished by random civilians pulling their guns and trying to shoot you.
* Fallout 2, feel free to unleash your fury on Mr. Post Nuclear Drill Sergeant Nasty.
* Fallout 2 for the first time he'll offer them a spiked drink. If your Endurance is too low and you lack the Chem Resistant trait, Myron will have his way with the player, who then wakes up with -1 Perception and says "Mee feel oogy now."
* Fallout 2, from ghosts to super-mutants to intelligent scorpions. But when (s)he investigates giant scorpion monsters that are kidnapping cattle at night, they turn out to just be a pair of cattle rustlers.
* Fallout 2 gave us Frank Horrigan, an enormous, mutated high ranking member of the Enclave, with a voice as deep as the ocean. He also fits the Badass criteria
* Fallout 2 gives us Marcus of Broken Hills, Marion of Redding, and Dumont of the NCR.
* Fallout 2, Goris wears a large brown cloak (claiming to hide a deformity when questioned) to disguise the fact that he is a deathclaw.
* Fallout 2 had the Sierra Army Depot and the Hubologist base. The Brotherhood bunkers in the Den, NCR and San Francisco might also count.
* Fallout 2 had the "Unwashed Villagers fighting a spammer" rare encounter, where

the aforementioned Villagers beat up an annoying spammer, Grim, who keeps whining and making absurd suggestions for the game. ("I want a tank!") Both the Villagers and the spammer are based on real-life forum members from back in the day, and the Unwashed Villagers were known for their positive contributions, while Grim was... not.
* Fallout 2, Harold asks you to bring a hydroelectric magnetosphere regulator for Gecko's nuclear power plant.
* Fallout 2 has a .44 Magnum Revolver that is available at The Den. This revolver can fire faster than the pistols you can find at the beginning of the game, and has more damage than the Desert Eagle as well. You can use it until up to New Reno, where there's the .233 Pistol, which has more damage. However, with the Fast Shot trait, you can shoot faster for one AP less. This means that you can fire the revolver three times with 9 AP. You can also upgrade the revolver to use a Speed Loader, which makes it reload for 1 AP. Cue The Chosen One shooting a revolver three times, then reloading it. All in one turn, if you maxed Agility to gain 10 AP. Now, if you get the perk Bonus Rate of Fire, you can fire it for 2 AP, which means that you can UNLOAD your chamber into a enemy (if you maxed Agility and took two levels of Action Boy/Girl to get 12 AP), then reload it and shoot it five times in the next turn. This makes the gun so powerful you can use it until you find a Gauss Pistol near the end of the game, which has the same rate of fire as the Magnum while doing massive damage and carrying twelve rounds for two turns of uninterrupted death. Revolvers really are Just Better.
* Fallout 2 has a boxing sidequest. The rules for winning a match are a little obscure, but death is definitely a possibility. Especially if you find the plated gloves and maybe pop a couple Buffout.
* Fallout 2 has an entire plot line that revolves around a group of humans that vehemently hates both. In addition, Super Mutants and Ghouls aren't remotely common in the NCR and most of both groups are still outright hostile. Once the exceptions started dying off, it is hardly implausible that the NCR started reverting back to viewing them more negatively as a whole.
* Fallout 2 has a number of these, including the "four slugs from a .44" example below.
* Fallout 2 has Metzger, the leader of the slavers in the Den. The first named human antagonist you come across (assuming you're a good character), but clearly small time compared to the families of New Reno, much less the actual main villains of the game.
* Fallout 2 has one of the deepest voices in video games. Justified, he's a huge super mutant.
* Fallout 2 have had their sanity shattered due to use of their stealth technology, and still wage war on non-mutants for various crazy reasons, even as their non-nightkin brethren are working to cure them of their afflictions.
* Fallout 2 he has these powers is never explained, but some psychics do exist in the other Fallout games.
* Fallout 2 However, they overlooked one G.E.C.K. which you can take to your tribe...
* Fallout 2 If he answers all three correctly, he is allowed to pass. However, if he answers the final question with a question, the bridgekeeper himself will be unable to answer, and thus will die (and drop his robes, which are equal to Combat Armor).
* Fallout 2: If you become Captain in Vault City, Sergeant Stark will ask for "permission to speak freely" and tell you that you don't deserve the job. Notably he'll say this even if you don't give him permission.
* Fallout 2 in around eleven minutes, by swiping a suit of enemy power armor and waltzing into their nigh-impenetrable fortress. This trope is also featured in the original, where you can wear robes and almost everyone in the Cathedral will assume you're one of them.
* Fallout 2 in having this incredibly elaborate temple only used for worthiness-testing next to your dirt-poor village. Then the trial features a scrap against another member of your tribe to prove your worthiness - using your fists. Difficult

if you've specced for guns during setup or worse gone for certain diplomacy traits unless you use an oddball way around it.
* Fallout 2: In the first town you reach after leaving home, you encounter a mentally stunted man who with great difficulty tells you to help safeguard some livestock. If your character has a very low intelligence score, you will be able to converse with him in very erudite grunting (the translation is given in parentheses), conveying fairly complex information.
* Fallout 2 is a direct descendant of the player character in the original game.
* Fallout 2 is a somewhat strange warrior who is guided by the spirits, if the Chosen One is a Good Karma character he can join his party. He gives spiritual advice for each location in the game.
* Fallout 2 is currently being translated to Brazilian Portuguese since 2004, and while there is no release date, it's quite certain that it's in a very advanced state.
* Fallout 2 is set a further 80 years after the first game, making Harold 189 when the Chosen One meets him.
* Fallout 2 is. Some party members even comment, "Hm. I feel that I've reach an arbitrary experience threshold and gained some new abilities," upon leveling up.
* Fallout 2. It also has town guards carrying as standard issue the rare G11 caseless weapons and the never-produced Pancor Jackhammer and H&K CAWS shotguns.
* Fallout 2, it shows that the vault dweller was male. The narrator also explicitly refers to the Vault Dweller with male pronouns in the opening movie.
* Fallout 2; it's possible to beat the game in less than half an hour, but even with the EXP you get from some of the late-game area quests being insane for a low-level character, you will likely finish the game severely underleveled compared to what sanity would dictate.
* Fallout 2 Marcus the Super Mutant. A former solder from the Master Army, who with a Brotherhood Paladin creates a town where humans, mutants and ghouls can live together. He later joins your party, if you're good.
* Fallout 2, one of the enemy groups you fight against is the group of tribals called "The Beastlords", who were mutated by radiation near the caverns where they lived and gained the ability to mind-control most animals near them, except humans and Deathclaws.
* Fallout 2 planned to tie up that dangling plot by including her with an explanatory backstory, but it was never realized due to the project's cancellation. The only way the story can genuinely be given closure is if you download the Restoration Project, which will add a quest where you can find Sulik's sister at a slavers camp and then free her as well as the other slaves.
* Fallout 2 play this trope straight in that they are essentially a large group of marauders, and by far the single most powerful tribe in their territory. That being said, it has been outright stated that the White Legs have no agricultural or hunting skills, and that they only know how to take from others in order to survive. Practically every single one of their endings sees them dying out within a year, either because they lack the skills to survive on their own or because their defeat at Zion sees them being set up on by another tribe. Some notes found in Powder Ganger camps along I-15 lampshade this by indicating that it has been realized by some members that the caravans are coming up the road less and less due to the constant raiding, and that the Gangers cannot sustain themselves this way. A large number of them have left before the Courier comes through, and can be found at Vault 19 later in the game.
* Fallout 2 provides the player with the option to marry either the son or daughter of a farmer, no matter what the main character's gender is (however, if you were "Separated"—i.e. if the spouse died—you could not go back to the town and marry their sibling). Additionally, several NPC characters were gay or bisexual, allowing for same-gender seduction, sometimes to provide an alternative way to complete a quest.
* Fallout 2, putting mirrored shades on actually gave your character + 1 bonus to Charisma.

* Fallout 2 roving bands of Yakuza can be found around New Reno and will attack the player if provoked. However, they don't appear to closely follow Bushido and will occasionally flee from combat and state it's better to be "a live coward than a dead hero".
* Fallout 2, Sergeant Stark will say this if you become Captain of the guard and tell you that he doesn't think you deserve the position. Interestingly he'll say so even if you don't give him permission.
* Fallout 2 series that can't be talked into either backing down or committing suicide. However, if you play your cards right, you can convince Horrigan's bodyguards to turn against him and reprogram the automated turrets in his chamber to attack him.
* Fallout 2 skill at the game is brought in, rather than the character's), but a high Luck lets you draw better cards.
* Fallout 2, some characters, - a fair share of the possible party members and the heads of most towns - have full voice acting and a 3-D pre-rendered face with close-up animation. The game's manual warns not to assume someone is important just because they have a face, or that someone isn't because they don't. That is mostly good advice, as the characters most likely to get a face are just the ones with the distinctive looks. In addition, it's often possible to determine which NPCs have some level of importance, either for a quest or simply the ability to converse with the player, by seeing if their description is different from most other NPCs.
* Fallout 2 specifically and maliciously started a rumor that made its way into several FAQs and countless forum discussions, by having some NPCs claim that you would have gotten 100% completion if you did action X once the game is over.
* Fallout 2" stage in your journey and well beneath Frank's notice, so he just tells you to beat it.
* Fallout 2 suits and toting over half their now depleted armory on your person.
* Fallout 2 tells several stories about himself that end with 'Everybody died'. One of your chat options is 'How did you survive?' He always answers "Didn't! Got killed!"
* Fallout 2, thanks to ridiculously high health, abject cowardice, and the aforementioned traits preventing many attacks directed at it.
* Fallout 2 that is the final area of the game far away from the only coastal city in the game, in a place likely to be the last location you find.
* Fallout 2, the change in tone will mirror your growing familiarity with the game.
* Fallout 2, the Chosen One destroys the Enclave and their Oil Rig base by sabotaging the nuclear reactor powering it, leading to a massive mushroom cloud in the ending cinematic.
* Fallout 2 the Enclave's oil rig explodes as you sail off into the night.
* Fallout 2 the hobo you can lend to early in the game, who will amazingly pay you back with massive interest when you return later).
* Fallout 2: The level 2 storage area of the Enclave oil rig is a maze with a puzzle with an electrified floor.
* Fallout 2, the prewar USA had death camps for Chinese-Americans during the Sino-American War.
* Fallout 2, the shadowy remnants of the pre-War government and its military-industrial complex, based in an off-shore oil rig.
* Fallout 2 this and still bicker amongst themselves like frellin' idiots to this day. Amen.
* Fallout 2, though in the turn based context it doesn't really matter that it's presented as a moving sprite.
* Fallout 2 too big for a Super Mutant and fully automatic plasma rifle.
* Fallout 2 trivia challenge. In the unpatched game, they are called Dumar and Standing Fist.
* Fallout 2 was absolutely brutal, and borderline impossible... unless you hack the turrets in his room and convince a squad of Enclave soldiers to back you with a high Science and Speech skill, respectively. After that, he can still kill you easily if you're not careful, but he'll go down fairly easily.
* Fallout 2 "Well, THIS would have been good to have at the beginning of the

goddamn game". (The game is not designed for it if you do, though. If you hack it in to your inventory, the game won't load properly. On the other hand, if you hack it into, say, being on the ground in front of the Temple of Trials, use it a few times, put it on the ground again, save, and then proceed...)
* Fallout 2 When the player character goes on a monologue about how frustrated they feel, they totally forget about the midget who's still stuck down where the treasure was and eventually wander off without getting him out.
* Fallout 2 where they've been temporarily displaced by NCR gold coins)are backed by fresh water - a very sensible resource to base it on in a planet-wide radioactive desert. Needless to say they're worth quite a bit more than modern dollars.
* Fallout 2 which requires you to retrieve someone's spleen which was surgically removed while they were unconscious; failing to return it results in them dying after an allotted time.
* Fallout 2 with them, you can tell their father about it, which causes him to die of a heart attack. You can also give John Cassidy a heart attack by giving him Jet or Psycho (both of which work by accelerating the body's systems, not a good idea when you have a heart condition).
* Fallout 2 you can actually stumble upon, and unfreeze, a soldier put into hibernation shortly before the nukes fell. He thanks you, tells you his story and melts into a pile of goo. The game tells you he "suffers from post-cryonic syndrome".
* Fallout 2 you can find a number of mysterious memory modules which claim to permanently boost base stats, if you figure out how to use them, they allow you to undergo powerful operations... that take weeks to recover from.
* Fallout 2 you can get a pre-war luxury car. It can fit six human-sized people (there's possibly a ghoul in there, but his size is that of a human) and a Super Mutant (twice as big as a human) in the passenger space, and a huge assortment of junk in the trunk (dozens of rifles, ten Gattling guns, thousands of rounds, a hundred rockets, two rocket launchers, four flamethrower, five dozen flamethrower gas tanks, and various kind of small miscellaneous items. How everything can fit in there is anyone's guess.
* Fallout 2 you meet Father Tully, a Christian priest. He is totally drunk, and your character can ask him how many fingers he sees... Of course he sees 6 fingers.
* Fallout 2: You start out in a tribe founded by the first game's protagonist. They have all the tropes associated with primitive tribes (spears, loincloths, face-paint), but they live in the post-apocalyptic future.
* Fallout 3.” He instructs you to go and make a little boy cry, and his true sadism is revealed in that he is displeased with you for simply punching that kid, but loves it if you break up his parents and make him believe that he’ll be sent away to live in a miserable foster home.
* Fallout 3 added the Krivbeknih (Necronomicon knock-off) into the mix, which you can destroy by pressing it against the obelisk, which absorbs the book and grows in power.
* Fallout 3 add-on "Mothership Zeta", you unfreeze a group of people from various eras because one of them has a space suit and someone needs to go outside the ship. Unfortunately, the astronaut died at some point and so you have to take his spacesuit for yourself.
* Fallout 3 adds the Mysterious Broadcast, which plays jazz and, you guessed it, blues.)
* Fallout 3 after a failed scientific experiment in 2027. Datamining of the game files returned nothing and Bethesda themselves confirmed that the theory was fun, but false.
* Fallout 3 (a gun that fires almost anything that lands under the "Misc" category in your inventory).
* Fallout 3, aka "Behemoth", which plays, as its name suggests, when you’re battling one of the five Super Mutant Behemoths.
* Fallout 3 all have a variation of the classic "Indian head" card that reads "Please Stand By" before loading the title card.

* Fallout 3; along the bog trail, there are fake Bobbleheads called "Schmault-tec Bubbleheads" whose descriptions mock the player's S.P.E.C.I.A.L. abilities.
* Fallout 3 also had this when the player returns to Vault 101, which is basically in a state of civil war. Whether you kill the new dictatorial overseer or resolve the situation peacefully, you still have to leave.
* Fallout 3 also has, depending on your karma, Talon Company mercenaries or Regulator vigilantes, both of whom seek to kill you for doing good or doing bad (though the Talon Company will always be hostile regardless of your Karma if they come across you or you enter their bases, the Regulators will only target you if you have bad Karma.)
* Fallout 3 also has one of these as its climax, when the Brotherhood of Steel finally attacks the Enclave. Especially its newest recruit, and we're not talking about the Lone Wanderer here...
* Fallout 3 also has the "Lucky Shades", a unique pair of sunglasses that gives you a + 1 bonus to your Luck while you wear them.
* Fallout 3 Also heard when you find her skeleton during the Punga hallucination in Point Lookout.
* Fallout 3, and Argyle saves Dashwood by ripping out her heart before she could kill him. Unfortunately, they were unable to stop the slavers from destroying the city, enslaving everyone, and killing Argyle after he and Dashwood were separated.
* Fallout 3 and different apparel and weaponry than the normal Mutants.
* Fallout 3, and in one of the solutions to the quest, you disable the floodlights keeping them out of Uptown, so that they massacre the Slavers.
* Fallout 3, and the natives were friendly enough to take an axe to a downed Air Force pilot stuck in a tree by his parachute. Two hundred years of nuclear runoff just put the icing on the cake.
* Fallout 3, and there may be strings of them on the ruined roads, ready to set each other off. It's a highly entertaining way to kill enemies, just be careful you're a good distance away from the fun.
* Fallout 3 and was widely believed to have been canceled, and ultimately wasn't released until 2008.
* Fallout 3 and will give you random stuff simply by talking to him, lamenting that he cannot give you more.
* Fallout 3, any Rock-It Launched junk aimed to the head could explode it (watch a teddy bear impact with critically explosive fun!). It was more common than with any other Big Gun, as the others would more often result in charred husk, complete dismemberment, or full body splatter.
* Fallout 3. Apparently, mirelurks can only survive and nest in irradiated water and die upon prolonged contact with fresh water.
* Fallout 3 are actually pretty spry, and some are just as lucid as normal humans, so the Lone Wander doesn't even have to act any differently than usual when wearing the Ghoul Mask to fool feral ghouls.
* Fallout 3 are also particularly odd as they were made with the expectation that they would gather a large mod community, meaning that any DLC released has to include a relatively significant amount of content in order to be worthwhile. After all, why buy horse armour DLC when the mod community can do an even better job for free?
* Fallout 3 are arranged in such a way that any normal person could climb over them. The player character cannot, however.
* Fallout 3 arrives are "Brotherhood paladins kill Super Mutants", "Raiders ransack caravans, burn villages and use victim's bodies as home decoration" or "Ghouls spotted and/or eliminated somewhere", seeing some change is noteworthy for everybody.
* Fallout 3 as Evil (further evidenced by the fact that you'll be rewarded for killing them if you have the Lawbringer perk).
* Fallout 3. Ashur's own armor has an identical color scheme, so it's possible he's simply exploiting local superstitions to appear as a "god".
* Fallout 3 avoids the issue entirely by not being set in an area where an ocean is easily reachable, and the only noteworthy body of water is a river that cuts

through the center of the map from northwest to southeast.
* Fallout 3; both games have "Brotherhood holotags" which are dog tags that are holographic.
* Fallout 3 built by the U.S. government during the Battle of Anchorage.
* Fallout 3 built for the Anchorage Reclamation, but kept out of battle due to problems with its power supply.
* Fallout 3 by passing a speech challenge. Once again, you do this by pointing out that his army is dead and his fortress is surrounded by power armor wearing American super soldiers.
* Fallout 3 came in a lunchbox designed like the one in the game (An item that in-game is used to build land mines), and came packaged with 1 limited edition bobblehead, which can be collected in meatspace as well as in the game world.
* Fallout 3 can call in reinforcements after a certain stage in the game and a random encounter shows two wastelanders discussing whether or not its spying on them whilst it hovers inbetween the pair.
* Fallout 3, carry shopping carts on their backs for the same purpose. The thing is the shopping carts the Behemoths carry are much larger than others; this is due to the Behemoth model being sized up to be more intimidating at the cost of not everything being scaled properly.
* Fallout 3 centers around the Troglodyte Degeneration Contagion. Most victims only suffer skin lesions, but the more severely affected lose their minds and become Wildmen, or worse, fully degenerate into Trogs. Nearly all children born in infested area become Trogs within a few weeks of birth, with the exception of Marie Ashur, the daughter of the slavers' leader, who has an immunity to TDC, offering hope for an eventual cure.
* Fallout 3 certainly averts the consequences part. Many areas of the game are hard to navigate without disturbing piles of old cans and other rubbish.
* Fallout 3 colony of ants the size of small dogs. You can help the underdogs win by killing the bus-sized enemy queen and injecting stimulants into the smaller ant's eggs (which helps somehow).
* Fallout 3. Consider how the interior of the caves are often shades of green, but that New Vegas's predominant color is brown....
* Fallout 3 details the incredibly complex and bizarre relationship between Butch Deloria, a leather jacket toting greaser barber, and Harkness, the chief of security in Rivet City who is secretly an android.
* Fallout 3 DLC: after getting captured by slavers and forced to scavenge steel ingots, the second primary quest of the DLC has you using all the equipment you gathered during your scavenge operation in pitfights against other slaves. The fight is to the death and at the beginning, the slavers dump several barrels of highly radioactive sludge into the pit to give you an additional incentive at winning quickly (before you reach 1000 rads and drop dead). There are three fights; winning the third will make the slavers impressed enough that you're freed from slavery and given all your stuff back.
* Fallout 3 DLC did allow for you to send in your allies if you wanted, seemingly in admittance that it was a silly idea.
* Fallout 3 DLC, in which Vera Keyes' dress (which increases barter, speech, and charisma as well as offering slight protection) becomes a tail coat with the same color scheme if work by a male Courier.
* Fallout 3 DLC of that name, you meet a woman named Catherine, who asks you to find here missing daughter Nadine there. Nadine turns out to be doing fine, having her own adventures and helping the Lone Wanderer with theirs a few times. Before you confront the ferryman late in the main story, you find Nadine has beaten you to it.
* Fallout 3 DLC with the wall map in the Citadel marking the locations of the remnant Enclave bases.
* Fallout 3 doesn't let you keep exploring after completing the rather short main quest, it's preferable to tackle as many sidequests as possible first and level up.
* Fallout 3 Dr. Lesko is attacked, he shouts a number of phrases like "science always triumphs!" and "I strike this blow for science!" while fighting.

* Fallout 3: Dukov. The post-apocalyptic ruins of Washington are the site of an epic Stalingrad-esque battle between the Brotherhood of Steel, super mutants and the Talon Company (later during the plot, the Enclave also throws their hat into the ring). And the retired Russian mercenary just sits in what once was a luxurious hotel, drinks to oblivion and boinks whores.
* Fallout 3, Eden, in a rant about the threats to the security of America, specifically singles out The Brotherhood of Steel, and the ghouls. If you know Fallout, but don't know of the Enclave (having not gotten far enough in Fallout 2), this will send up immediate warning bells that he's a villain — The Brotherhood of Steel has almost universally been portrayed as a force for good, and the ghouls are, despite looking like decaying corpses, ultimately no worse than normal humans.
* Fallout 3. Either kill Roy Phillips and lose karma, turn his fellow Feral Ghouls on the tower and lose karma, or arrange for them to live in the tower only to have them back-stab the residents later.
* Fallout 3 expansion are nearly at war with the eponymous town, and seek to tear down the condensers that keep settlements safe from the island's radioactive fog as an affront to Atom. Unlike the cultists on the mainland, you can join this faction and help them succeed.
* Fallout 3 expansion has claimed a pre-war submarine pen as its headquarters and has come into conflict with the other settlements on the island — they view the irradiated Fog that covers the land as a blessing from Atom, and the others' attempts to combat it as blasphemy. One way of dealing with them is to give the cult's leader the launch key to the nuclear sub stuck in the pen, and then convince him to fire its nuke so the Children may experience the glory of Division.
* Fallout 3 expansion "Mothership Zeta" has you team up with several cryogenically-preserved warriors on the alien spaceship: a military doctor from Operation Anchorage, a contemporary slaver, a wild west cowboy, and a samurai. And a little girl from during the Great War. You also would've had an astronaut, but he didn't survive the thawing process.
* Fallout 3 expansion pack, set in a VR simulation of the liberation of Alaska from the Chinese, is a squad-based military action shooter.
* Fallout 3 expansion Point Lookout, there is a quest that requires the player to equip a special pair of glasses in order to see the symbols on four pillars, which, when activated in the proper order, open a secret bunker. Without the glasses, the pillars cannot be interacted with.
* Fallout 3 expansion "The Pitt" is based entirely around starting a slave revolt scenario by getting yourself enslaved and undermining the operation from within.
* Fallout 3: Eyebot robots, have a defence laser but are usually friendly to the player character.
* Fallout 3 fandom, but made exactly the profits you'd expect from a AAA title by Bethesda.
* Fallout 3 features exploding slave collars that can be activated by radio or a device the player is given if they work for the slavers.
* Fallout 3 feature some of these in their respective game spaces. Or, more accurately, the post-apocalyptic remains of their structures.
* Fallout 3. For comparison, crippling an arm hurts accuracy far worse and a crippled leg can make melee enemies too slow to catch up with you backpedaling.
* Fallout 3 games have more reasonable subdued weapon effects unless you're using a powerful weapon, in which case you can do things like cutting people cleanly in half with just a short burst from your chaingun. If you take the aforementioned "bloody mess" perk, you'll be able to vaporize half a person's body with a pistol.
* Fallout 3 gives us Vault 108, which contains nothing but very aggressive clones. Notes left throughout the vault state that the first clone was fine, but copies made after that became more violent the farther they were from the original.
* Fallout 3 gives you the chance to wear at least two different types of dusters, both of which look badass.
* Fallout 3, Gob will give the player a discount if they treat him nicely since everyone else in the town (especially his boss Colin Moriarty) treat him like crap

for being a ghoul.
* Fallout 3 had the "Barking Lasers" hoax, which is a patently obvious joke, but took on a life of its own and spread netwide through fansites and Wikia. The origin is a two-frame animated gif which shows Dogmeat shooting lasers from his mouth, and this encouraged fans to expend hours of time and go to great lengths — up to and including killing Dogmeat — in an attempt to get him to use the Wazer Wifle.
* Fallout 3, Harkness encounters the Lone Wanderer, the protagonist of the game, who goes through in-game quests off-screen while the story takes place.
* Fallout 3, Harold's most distinguishing feature (a tree growing out of his head) has now mostly consumed his body, making him a face growing out of a tree.
* Fallout 3 has a better example, in the form of bobbleheads and books that raise a specific skill when grabbed.
* Fallout 3 has a Catholic church dedicated to St. Monica, a ghoul who is apparently the patron saint of the Wasteland.
* Fallout 3 has a Chinese spy sub that has to be entered to complete a side quest. The sub is still airtight after sinking over a century ago.
* Fallout 3 has a house in Minefield with two skeletons embracing on a bed, indicating they may have been lovemaking when the bombs hit.
* Fallout 3 has a number, including the Reservist's Rifle, Dave's hunting rifle Ol' Painless, the Blackhawk revolver owned by Agatha's late husband, Sydney's 10mm Ultra SMG, Ronald Laren's Kneecapper sawed-off shotgun, and Smilin' Jack's Terrible Shotgun.
* Fallout 3, has been brainwashed to unquestioningly obey whomever holds his employment contract. His doormat behavior doesn't extend to anyone else, though. Employers who antagonize him would be well advised not to fire him.
* Fallout 3 has Dukov's Place, a luxury building in the middle of post-apocalyptic Washington DC where its owner spends his days "eating, drinking, farting and screwing!"
* Fallout 3 has Liberty Prime stride purposefully towards the Jefferson Monument, crushing Enclave power armor troopers underfoot, vaporizing others with eye lasers, and tossing miniature nuclear bombs like footballs, all the while loudly proclaiming that death is better than communism.
* Fallout 3 has one called Our Lady of Hope Hospital located in Downtown DC. The place is swarming with Super Mutants, Centaurs and skeletons. Plenty of other hospitals, both permanent and temporary, abandoned and manned, can be found throughout the series. Many hold records/offer glimpses of the horrors of the period just before and immediately after the war.
* Fallout 3 has overcomplicated doors everywhere, a standard secure door folds up sideways and then the middle part sinks into the floor. Then there's the Vault doors, which light up and having a warning klaxon and spin when the open button is pressed.
* Fallout 3 has "Strange Meat", which turns out to be human flesh. Despite the squick factor, it has essentially the same effects as any other kind of meat: some health recovery, and your radiation points go up slightly. (The Cannibal perk allows you to eat the corpses of defeated humanoid enemies, but doing so lowers your Karma; eating Strange Meat has no Karmic effect.)
* Fallout 3 has Super Mutant Behemoths, and on the player's side, Liberty Prime.
* Fallout 3 has the Anchorage Memorial, a tribute to all the soldiers who pushed Communist Chinese forces out of Anchorage Alaska. One part of the Wasteland Survival Guide quest line requires you to visit the memorial to study the Mirelurk population living inside it.
* Fallout 3 has the AntAgonizer, a woman with a comic supervillain-themed costume and personality who can controls giant ants to "terrorize" the nearby town (although it's actually more of a series of show fights against her nemesis, the Mechanist).
* Fallout 3 has the Auto Axe (a modified concrete saw) from The Pitt, the standard Axe from Point Lookout, and the unique Dismemberer.
* Fallout 3 has the Enclave's Mobile Base Crawler, which is based on a space

shuttle transport crawler.
* Fallout 3 has the main character's Father, a scientist who wants you to stay in the Vault, while he goes out and about in the Capital Wasteland. It backfires horribly.
* Fallout 3 has the setting of the final mission (without the Broken Steel DLC installed) just kinda sitting there, looking inconspicuous. It's possible you'll wander in there, kill all the enemies, loot anything useful, then leave without realizing that you just made a later mission easier by doing so.
* Fallout 3 has the Talon Company Mercs, who pop up occasionally in the Capital Wasteland, usually fighting other factions such as super mutants or scavenging in pre-war tech buildings. If you play a good karma aligned character and finish the "Power of the Atom" quest in favor of Megaton, Mr. Burke will send them after you as well.
* Fallout 3 has the town of Arefu, located on top of an overpass and whose name comes from a traffic sign hanging over head reading "Careful" with the first and last letters worn out; Andale, an apparent reference to the real life town of Annandale and "The Pitt", located in the remains of Pittsburgh.
* Fallout 3 has the Tunnel Snakes, a bunch of thugs who pick you when you turn ten and the main character's best friend at age 16. It's fair to say there's more in the intervening years, but the game glosses over that.
* Fallout 3 has this most prominently with the Enclave Tesla and Hellfire armors.
* Fallout 3 has Vault 106, where the lone wanderer has hallucinations throughout the vault.
* Fallout 3 have an infamous glitch that sometimes causes them to flash-spaz, during which most shots pass through them without causing damage.
* Fallout 3 have a tendency to shout "Attack pattern (insert greek letter here)" when attacking the player. They then proceed to do exactly what they were doing before the order was given.
* Fallout 3 have the opportunity to lecture on him on proper experimental procedure.
* Fallout 3, heavily-armed hit squads will be sent after you if you gain a bad reputation. (Or a too good reputation). If you fast-travel to one of their spawning locations, they will appear in a scripted encounter and immediately open fire on you. If you're at a low experience level, your chances of survival are slim.
* Fallout 3, he'll leave with plans to start a new republic. Presumably one that's better and without people who get more votes than him.
* Fallout 3, Herbert "Daring" Dashwood ends up leading the slavers he escape from to Rockopolis.
* Fallout 3. He starts out as the voice supporting the Brotherhood of Steel, but later on he becomes the voice of the Resistance once the Enclave moves in.
* Fallout 3.) He's the protagonist's father, so badassery may be genetic.
* Fallout 3, however, is much more guilty of this. Washington D.C. is no longer completely obliterated, the Enclave was not completely destroyed when their West Coast base was nuked.
* Fallout 3 if he's let in, along with not giving a shit about anyone that's not him, he still has Good Karma as he's a "poor victim" of cruel racists who won't let a ghoul live in their hotel according to Three Dog. Since he has Good karma, the game penalizes you if you kill him after he's let in, if you're not sneaking with a Stealth Boy on that is.
* Fallout 3, if you arrange for the Ghouls to live in Tenpenny Tower, they slaughter the residents after two weeks.
* Fallout 3: If you explore Vault 106, an underground shelter full of insane dwellers who will attack you on sight, your vision will occasionally turn blue and you'll start to see visions of people you knew while living in Vault 101, including your father and best friend Amata. In one area, you'll fight a survivor cloaking himself with a stealth boy, while having visions of the Tunnel Snakes, a small gang of bullies from 101 that will come to his aid in the fight. After exploring the Vault for a bit, you'll learn that this is caused by psychoactive drugs that were released into the Vault's air filtration system 10 days after the main door was

sealed, which is also what drove the Vault's inhabitants insane.
* Fallout 3, if you followed through with the President's orders, there will be people in the clinics dying from the virus, and you yourself die if you consume too much of the FEV-laced water.
* Fallout 3. If you keep it, it is easily in the top-tier of melee weapons in terms of damage, only falling behind for lack of perks boosting its power.
* Fallout 3, if you purge Vault 101's water chip during "Trouble on the Homefront" and lie to the Overseer that the rebels did it, he stays behind in the vault to die.
* Fallout 3, if your head gets "crippled" from taking too many hits, (described on the Pip-Boy as a concussion) your vision will go slightly blurry, and there'll be an annoying ringing noise. It will also make it ever so slightly impossible to walk in a straight line (you'll drift left and right just a little bit). Luckily, it's easy to cure.
* Fallout 3 in all of gaming: The game teaches you how to walk because you are a baby, and as you grow from a newborn to an infant to a preteen to an older teen to a young adult, you learn to interact with things, talk to other people, use items, and (yes) use weapons.
* Fallout 3 infestation. You will find him dead in his house. Upon receiving the news, Bryan will say that he kind of already knew and is frankly too tired to cry.
* Fallout 3 in the Tranquility Lane simulation results in death via a pulse blast.
* Fallout 3 into battle that cover their faces, but off duty, many of them have no helmets or wear Recon Armor helmets that expose their faces.
* Fallout 3 introduces the "Chinese Assault Rifle", which is an AK-47 clone chambered for 5.56mm. This may be justified as Chinese infiltrators invading the continental United States during the war (it's confirmed that they were pushing into Alaska, and the L.O.B. Enterprises building where you find a unique version of the "Chinese Pistol" has terminals confirming they were working for the Chinese military).
* Fallout 3, in Underworld, there's the "Ninth Circle". It is run by Ahzrukhal, a charming, yet actually very evil, ghoul. He holds contract for Charon, a servant who you can own by either paying 2000/1000 caps or doing a little "favor" for Ahzrukhal...
* Fallout 3, in which the best description the Lone Wanderer can come up with for his/her own father is "middle-aged." Also, when the player has a bounty placed on them, it gives only their name, sex and race.
* Fallout 3 is an abductee recording, who's convinced that the aliens are going to eat him and screaming that he hopes they choke (unless they're the kind of aliens who just want to put him in some weird alien zoo. That might be okay.)
* Fallout 3, is a real base built for much the same purpose as Cheyenne Mountain.
* Fallout 3 is especially good for this because you can outright skip much of the main storyline if you know where to go, and it is possible to only fight one battle in the game.
* Fallout 3 is installed and a certain perk is taken, gains this form of immortality. Every time he is killed, he is reincarnated in a new body as Dogmeat's Puppy.
* Fallout 3 is installed, since without the purifier, the events of the epilogue can't take place, and the main characters are probably killed in the explosion anyways.
* Fallout 3 is often seen as one. After all, your player character goes from a teenager in a fallout shelter to being the hardened survivor of the wasteland.
* Fallout 3 is running around the ruins of D.C. two hundred years after a nuclear war and seeing what's still around and what's been reduced to ruin. Interestingly, the Lincoln Memorial is one of the least damaged structures in the Capital Wasteland although Lincoln's head is missing. You can get a quest to help restore it, though. The Washington Monument has steel rebar support inside of it, which is something the real world monument does not have: in the Fallout 'verse buildings were given reinforcement in expectation of a war with China. Though a big chunk is out of its iconic rotunda, the US Capitol, the meeting place of both houses of

Congress, is mostly intact. You can even enter the congressional chambers and walk inside the rotunda (which is now a battleground between Talon mercs and Super Mutants).
* Fallout 3 is so detailed: the developers know the area. Gamers who live in the DC metro area noticed and praised Bethesda for it. Of course, the player can also explore a (fictionalized) version of the Bethesda Studios offices in the game.
* Fallout 3 is spectacular even by the setting's standard, to the point where it's not even realistic. There is virtually no living plant life, to the point where all the topsoil is gone. There is very little surface water, and the Potomac is abnormally low and choke-full of mud.
* Fallout 3 is this, since it's aged more than 200 years. No horrible consequences, however, because it was hyper-processed crap made of artificial preservatives, sterilized by intense radiation. Unless you count consuming trace amounts of radioactive isotopes to be horrible consequences.
* Fallout 3. It creates a real-time tactical overlay that scans the threat, assesses various weak points and comes up with the statistical probability of whether the operator will successfully land any hits.
* Fallout 3. It is quite possible to be at full health but not full limb health as some methods heal regular health but not limb health (e.g drinking water). Other things heal limb health but not overall health. Healing a limb with a stimpak restores some overall health, but mostly limb health.
* Fallout 3, it made sense to save time where they could by reusing appropriate props.
* Fallout 3. Its Death Ray can be fired towards Earth and cause a massive mushroom cloud. Not to mention that the Lone Wanderer used it to blow away the other alien ship.
* Fallout 3. It's explicitly lampshaded, when her former owner notes that she 'loves whoever is holding her leash.'
* Fallout 3. It's hard to incite a slave rebellion if your fellow slaves think that nobody has ever successfully abolished slavery.
* Fallout 3. It's incredibly visceral getting headshots on Enclave soldiers in power armor. Then there's the official expansion, which adds a revolver that's even better than the Blackhawk, and another that somehow uses .44 ammo but fires pellets like a shotgun.
* Fallout 3 It would later be released as 15+ after a worldwide edit to remove the image.
* Fallout 3jet. Put simply, Ultrajet has serious and potentially permanent consequences on a human.
* Fallout 3 karma penalty), it's slightly easier to become "Good" than it is to become "Evil", and staying neutral is hardest of all, since it involves a kind of a balancing act of randomly being an a-hole just enough to keep you from accidentally becoming "too good".
* Fallout 3. (Knowing this also explains the psychopathic experiments of the Vaults - Vault-Tec was run by members of the Enclave, and was intended as a proof of concept that humans could survive under various, often torturous conditions (including isolation, radiation, artificially created caste systems, and so on) to later be used for space flight. Without this knowledge, however, most Vaults and their experiments will seem more like mad science run rampant than for an actual, if not completely justified, cause.) However, this backfires, as it's never really explained how the Enclave could exist in D.C. if they'd all been evacuated to an oil rig off the coast of California soon before the bombs fell.
* Fallout 3, leading them to undertake "holy" events that cause them to kill people in the name of "helping them". In Fallout 3, they start stealing bottles of the pure water the Lone Wanderer helped create and contaminating them with radioactive pollutants before giving them out to ignorant, innocent travelers, who proceed to die from radiation poisoning. In Fallout 4, one band who has settled on the island of Far Harbor is determined to destroy the devices that ward off the lethally radioactive mists from settled zones.
* Fallout 3, leading to situations where uttering the Z-word around normal Ghouls

is about as smart as removing the safety pin on a hand grenade and not throwing. In fact, calling a Ghoul a zombie is on par with using the N-word around black people. "Three Dog", the DJ of one of the Game's Radio stations called "Galaxy News Radio", uses a "Public Service Announcement" to point out that the intelligent ghouls aren't zombies and explains that they are human, but also goes on to say that the feral ghouls that live in the sewers and other dark places "are just mindless zombies, so kill as many as you damn well please".
* Fallout 3 look and act like a clan of blooddrinkers. They're a cannibal support group who drink blood to keep under control their urge to kill and eat people. If offered a cooperative alternative to raiding for blood, they will accept peacefully.
* Fallout 3: Many of the ghouls you can encounter in Underworld lived through the war and can tell what they can remember (frequently little) of the time before. Carol, the ghoul who runs the bar and eatery there, was born in 2051, twenty-six years prior to the Great War.
* Fallout 3 — people are no longer likely to be very concerned with paperwork. Hell, as long as you can shoot something reliably, most places will take you no questions asked.
* Fallout 3, meanwhile, has a whole questline about a party of mercenaries that was tracked down and slaughtered by an angry Deathclaw after they stole its eggs. Should the player choose to return the last surviving egg to the Deathclaw nest, another Deathclaw will jump in out of nowhere, cover up the egg, and then watch warily, letting the player character walk away unharmed.
* Fallout 3 Might be played straight with the more experienced Knights and Paladins depending on the difficulty level, and what kind of enemies they're fighting.
* Fallout 3: Moira Brown, Megaton's shopkeeper and tinkerer in science. She sticks out for being perpetually cheery and upbeat in a blasted post-apocalyptic wasteland.
* Fallout 3, Moira wants you to find a publisher, too. She cheerfully replies that won't be necessary. Guess what you had to do in one prerelease version of the questline.
* Fallout 3 Moira will eventually give you a chemical that was supposed to drive off molerats. Instead, their heads explode.
* Fallout 3, monsters of different species will fight each other, up to and including Albino Radscorpions killing Super Mutant Behemoths if they spawn near each other. On the other hand, the number of predators seems proportional to the player character's level— Giant Mole Rats seem to die out around level 15. This would also happen in random encounters in the previous titles- it was possible to run into a group of wolves fighting with some radscorpions, for example. It just didn't happen as often because the games didn't feature an open sandbox world and the various predatory critters tended to have specific parts of the map that they'd be encountered in- you wouldn't run into both mole rats and Deathclaws in the same area, for example.
* Fallout 3. Most indoor areas in both games function as either towns to restock supplies and sleep or as "dungeons" where the player fights enemies of a specific faction and finds loot. Each game also has a variety of skills that determine how good the player character is at nearly everything there is to do in the game, from talking to NPCs to using specific types of weapons.
* Fallout 3. Most of the vaults have logs and computers which tell you you're going through the same thing the occupants experienced, as well as the Dunwich Building, which has logs scattered throughout chronicling one man's descent into madness as he encounters exactly what you encounter.
* Fallout 3: Mothership Zeta has plenty of those, an original Samurai, a cowboy, 20th century army medic & more — all frozen, and some don't defrost that well. RIP, Mr. Astronaut...
* Fallout 3: Mr. Burke. While nearly everyone else in Megaton is a dirty, ragged-looking peasant, Burke is rather snazzy in his white suit, fedora, and tortoise-shell glasses. This ends up being because he’s not from Megaton, he’s actually from Tenpenny Tower, a skyscraper where the inhabitants live in luxury.

* Fallout 3 of Washington landmarks. The more recognizable monuments actually get less plot-critical appearances, and the climactic battle takes place in and around the less familiar Jefferson Memorial.
* Fallout 3, one can find audio logs detailing the experiments in Vault 92 aimed at using subliminal messages and infrasound to create obedient super soldiers incapable of feeling pain. The experiments were partially successful, with the test subjects requiring upwards of 20 bullets to put down, but also becoming violently unstable and eviscerating each other with their bare hands.
* Fallout 3, one of the amenities in the player's house in Megaton or Tenpenny Tower is a robot butler. In addition to various functions useful to the player, he tells jokes when requested.
* Fallout 3, one of the first quests is to decide if you want to set off or defuse an atomic bomb in the middle of a town. If you tell the town's sheriff about the individual who offers to pay you to set it off he will go to confront him and be shot in the back for his trouble (unless you save him, but this doesn't affect the game much).
* Fallout 3, one of the quests involves a rogue android who becomes self aware, and decides to escape from his masters. "Self determination is NOT a malfunction!"
* Fallout 3: One possible random encounter consists of the player stumbling into a raider gang performing a "beatdown" version of the ritual on an unarmored candidate, while they jeer and yell that "pain is your only friend". It continues until they notice the player, which causes them to attack as usual.
* Fallout 3, one quest features an escaped android who can be rebooted with a trigger phrase.
* Fallout 3; on the way to see the President in Raven Rock, it's very possible to mug an isolated Enclave soldier for issue weapon and armor. They don't react any differently, and your impersonation isn't lampshaded or handwaved.
* Fallout 3, otherwise it is quite easy to intimidate Mel into running away. If engaged in combat, Mel is a totally unarmed pushover.
* Fallout 3 pre-War Chinese infiltrators lurking in the ruins of Washington D.C.
* Fallout 3; Professor Calvert or at least his brain. It's pretty much the only way he can communicate to people.
* Fallout 3 requires that you maintain your weapon and armor conditions so that you can equip and use them effectively. A similar effect can be inflicted on enemies, as shooting their weapon enough time will cause it to have a 0% CND rating, making it unusable to them.
* Fallout 3. Sadly, neither model is particularly effective due to the game's handling of damage resistance.
* Fallout 3" scenario, and pleads to be put out of his misery. So whether you kill him but destroy the forest, or convince him his life is for the greater good of everyone else is all up to you and is one of many moral dilemmas the game puts you in.
* Fallout 3 seem more likely to get enslaved than males for obvious reasons.
* Fallout 3, she works with the Brotherhood of Steel to finish Project Purity. However, in the 10 years between games, she makes her way to the Commonwealth and eventually joins the Institute, which is where the Sole Survivor finds her. The Brotherhood's motivations for wanting her back hinges on the player's knowledge of this - otherwise, it seems like they threw a dart at a board of Institute scientists and chose her.
* Fallout 3 show that the water level has gone down significantly in the last 200 years.
* Fallout 3 side quest in both the Point Lookout expansion and the original game, respectively.
* Fallout 3's Keychain mod, which changed miscellaneous items being all in one place to grouping all the keys together.
* Fallout 3 smarter — the opposite is implied to be the case) with age. Super Mutant Brutes are younger and weaker than Masters, who are weaker than Overlords, who are weaker than Behemoths, who are the oldest. Not that this particular trait is not (explicitly) shared with their west coast counterparts.

* Fallout 3's merchants can somehow get their hands on more ammo, guns, Prewar boxed and canned food (that's still edible if slightly irradiated after 200 years) and in the case of Flack and Shrapnel more nuclear weapons. Some can even get their hands on Power armor.
* Fallout 3, so records were not replaced with tapes, CDs, and MP3s, but with holo-based cassette tapes the size of 45s.
* Fallout 3's The Pitt has the Hole, an irradiated Thunderdome-style arena in which the player must fight several slave opponents to regain his/her freedom and equipment.
* Fallout 3 stumbles through the Sacred Bog, seeing hallucinations of corpses of people he's met, fake bobbleheads, and a skeleton labelled "Mom." This culminates with a bobblehead proclaiming "Dead mother, life in a post-nuclear Wasteland and not a friend in it. Yeah, you aren’t exactly blessed" before a hallucinated Megaton bomb explodes.
* Fallout 3 (superheroes, to the embarrassment of the people of Canterbury Commons)
* Fallout 3. Surprisingly, they're quite civilized for raiders, and won't attack or backstab you unless you threaten them; they make good soylent pie and you're invited to stay for dinner every evening. You can end up befriending them if you're a cannibal or have a high enough speech stat, or just kill everyone except the two children and a crazy old man.
* Fallout 3's Vault 101 is an odd case. The vault was in originally in place to shelter people from the nuclear war raging overhead, but as generations passed, the motto became "Born in the vault, die in the vault." Eventually this led the people inside to believe that the outside world is completely uninhabitable. Your character quickly finds out that this isn't completely true.
* Fallout 3 takes place in the Commonwealth, features the Institute as major villains (unless you join them), has the Railroad as a major joinable faction, and prominently features synths in the plot.
* Fallout 3 takes this on a different course. It provides a few primary stats: body part condition (small health bars scattered over the target), chance to hit a specific part (percentages above those bars), and potential effect on enemy health (parts of the enemy's general health on the bottom will blink to indicate a full non-critical hit from your attack, it's up to the player to adjust accordingly for current conditions).
* Fallout 3 that needs taking down before it takes down the protagonists. The missions themselves are fairly middle-of-the-road— not as good as the best of the game's DLC packs, not as bad as the worst— but the ability to continue exploring the wasteland post-ending is a worthwhile addition.
* Fallout 3 that there is a tree growing somewhere in the Capital Wasteland. Following up on this, the Vault Dweller discovers a hidden grove of lush vegetation inhabited by a group of druids who worship a sentient tree, the result of an FEV accident. The player's actions affect whether the glade is left in peace, destroyed, or allowed to spread across the Wasteland as a New Eden.
* Fallout 3 that they're the actually guilty party, the player could be forgiven for assuming that it was actually a frame-up.
* Fallout 3, the Bloody Mess perk makes most enemies like this, especially with a head shot. Sometimes a body shot will do the same thing, but with even more exploding than normal (normally all limbs just fall off). Although this effect on its own might be enough to take the perk, the additional 5% damage with all weapons doesn't hurt.
* Fallout 3 the Brotherhood of Steel becomes one if you destroy the Citadel. The Regulators will hunt down the player if s/he has Evil Karma.
* Fallout 3. The developers said no reference was intended, but left the door open that such a reference could have been made subconsciously.
* Fallout 3, the featured ship has an area called 'steamworks' which is mostly filled with steam releasing pipes (there's also several "cryo chamber" areas with leaking coolant and evaporation).
* Fallout 3, the in-game radio show "The Adventures of Herbert "Daring" Dashwood and his Stalwart Ghoul Manservant, Argyle" ends on a literal cliffhanger, with

Dashwood dangling from a cliff edge, the citizens of Rockopolis trying to kill them, and the cave about to be overrun by slavers. Later on you meet Dashwood himself, but you don't find out what happens to Argyle unless you come upon a fairly hidden area that's not marked on the map. Turns out he never made it out of Rockopolis, he got killed in a cave-in.
* Fallout 3, their model is tweaked to be more reminiscent of mutated fish, including fins along their backs and arms and gills on their necks.
* Fallout 3, the Lone Wanderer can find bundles of pre-war currency(a hundred $100-bills). They go for about ten caps each, depending on Barter skill.
* Fallout 3, the majority of your enemies are some of the most despicable scum there is, which makes killing them very satisfying; but by far the most satisfying feeling is utterly annihilating Fiend or Legion encampments.
* Fallout 3, the Mister Gutsy model robots sound like soldiers who've been trained by R. Lee Ermey. In an obvious nod to him, a unique joinable one is named RL-3, or "R Lee" leetspeak.
* Fallout 3, the Mister Gutsy variants of the Mister Handy droids will quote directly from the "If I should die in the combat zone" cadence when they die.
* Fallout 3, the Mister Handy Bot is designed for domestic tasks but does have a large saw, which has countless misfortunes laid at its feet, like your ruined birthday cake. There was actually a military version made, "Mr Gutsy", who has a flamethrower and spouts phrases that sound disturbingly like parodies of classic "Soldier Hero" talk.
* Fallout 3, the number 2 scrawled on the walls of nearly every building with a heavy Raider presence.
* Fallout 3, the power armored soldier in Operation Anchorage who runs into the pulse field and dies is labeled a Red Shirt in the GECK.
* Fallout 3, the Q-35 Matter Modulator, as a unique weapon), as opposed to the classic Fallout "P-series" (like the Winchester P-94), which are now called "Plasma Casters".
* Fallout 3, the radio DJ Three Dog often broadcasts the latest news, which often feature the protagonist and his/her exploits. Every second time you do something outstanding (or horrible), Three Dog talks to you on the radio and says congrats or what the hell respectively.
* Fallout 3. There are many depressing apartment buildings that the player cannot access, and there aren't any raiders or mutants anywhere to be found, just dirt and crumbling buildings. This is very prominent in the DLC where the Player goes to Pittsburgh.
* Fallout 3 There are other locations around the game that seem to suggest a similar location, and "strange meat" can be found throughout the game.
* Fallout 3, there is a group that broke away from the Brotherhood of Steel because they believe that the leader has gone native. They call themselves the Brotherhood Outcasts. This came from the fact that the Brotherhood of Steel inside Fallout 3 is actually a part of the entire Brotherhood of Steel - their original mission was about advanced technology and preserving it, though the leader of the group became more heroic in his intentions and went out helping others, against the rather haughty technological-obsessions of the rest of the group. The Brotherhood Outcasts stayed loyal to their original mission.
* Fallout 3, there's a Chinese Propaganda radio station that broadcasts in Arlington Cemetery out of an old cannery that echoes this trope.
* Fallout 3), the Rock-It-Launcher, which is built from a vacuum cleaner (amongst other things) and can fire pretty much anything you find lying around, a rifle that shoots railroad spikes, a landmine (made out of a lunchbox, a cherry bomb, a sensor, and a few bottle caps) that's about five time stronger than ordinary landmines and has roughly the same firepower of a mini nuke as well as, of course, the Nuka-Cola Grenade that's made with turpentine, Abraxo cleaner and the radioactive variant of Nuka-Cola in a tin can. When thrown, it explodes in a giant blue fireball, with lingering radioactive damage afterward. There's also the series-wide pipe gun weapons, which are cobbled together out of various scavenged piping, lumber, bolts and springs.

* Fallout 3, the Sentry Bots can be reprogrammed via terminal to fight on your side, although if you hit any of them with friendly fire, they will all turn hostile once again.
* Fallout 3, the slaver town of Paradise Falls has a converted personal fallout shelter appropriately called The Box.
* Fallout 3, the Statesman Hotel. It is filled to the brim with Super Mutants, Centaurs, and mines. You can come here for an optional sidequest to save the Riley's Rangers.
* Fallout 3, the terminals in the LOB building reveal that the company is carrying out illicit weapons research for the Chinese, and the management fears the place inevitably being stormed by the government. A final email reading "MAN THE DOORS! THE FEDS ARE HERE!" is met with a snippy response about the company policy against using all-caps in emails.
* Fallout 3, they truly consider themselves and themselves alone to be the absolute master race, and who intended to kill off the entire population of America, who they perceive as "mutants." So their Putting On The Reich act becomes fitting. They also use overt imagery and rhetoric.
* Fallout 3, this is the basis of the Church of Atom, a cult that worships the "creative" power of nuclear bombs—they believe that every atom is an entire universe and the splitting of atoms equals the birth of whole new universes and, well, just don't let them near your nukes.
* Fallout 3: This was a particularly big deal for the PS3 version, as the DLC was released there later than the 360 and PC versions.
* Fallout 3 though, as the game doesn't account for the betrayal in the character's karma attribute.
* Fallout 3), though he insists that he's not a hairdresser, but a barber.
* Fallout 3. Though they all have a higher damage rating, they either have a high spread or low rate of fire.
* Fallout 3, though this is largely incidental to her role as a merchant; she doesn't quite build her sales pitch around it.
* Fallout 3 to dozens of enemies, no wonder fans love him. Meet Liberty Prime.
* Fallout 3 to start up Project Purity, got out. The backlash was more or less mitigated by later DLC, though due to not altering dialog the game still mocks the player as a coward for sending in a radiation-immune character to complete the task.
* Fallout 3 turns them into one of the many hostile factions in the game, spreading their faith with radiation guns.
* Fallout 3. Upon entering, painted arrows on the floor lead you to a pressure plate to deliberately set off so you can watch it go off (it includes a domino effect using a row of boxes of detergent and several small explosions) and get several goodies when it's finished.
* Fallout 3 ups the antes where Bloody Mess will sometimes cause surreal ludicrous gibs.
* Fallout 3 uses a row of boxes set up like dominoes to start a chain reaction. Battering ram hits domino boxes, last domino triggers pitching machine which knocks fire extinguisher into bear trap, setting off grenades and gas explosions that will kill the player if they're in the wrong place.
* Fallout 3-verse only seemed to arrive sometime after nuclear Armageddon.
* Fallout 3 was a decrepit old man prior to becoming the Overseer of Vault 112, and though life support systems in his Tranquility Lounger have kept him alive for over two hundred years, he's now terminally dependent on it. It's for this reason that Braun prefers to remain in the virtual reality scenario linking each of the Loungers together, where he can be as young and as powerful as possible - and torture as many people as he likes.
* Fallout 3 was banned in Australia due to a drug being named Morphine rather than the violence.
* Fallout 3 wears a pair of these. Which you can later steal from his house, provided you are crazy good with lockpicks (or have discovered cheat codes). Or you can just loot them off his corpse (which is probably the best option for anyone not

playing as a evil character).
* Fallout 3 (well, Autumn doesn't die but just walks away) in the main quest by pointing out that they've either already lost or that they can't even keep order in their own organization and have no chance at taking over the wastes.
* Fallout 3 when enemies detect you, and again when the area is cleared. Sometimes in the latter, scary stings are randomly heard out in the wasteland for no particular reason.
* Fallout 3 when injured American soldiers come out of the hospital, in underwear, in an Alaskan winter, and attack you with grenades. However, to balance things out, when you storm General Jingwei's camp, you see him executing American prisoners with his lightning sword.
* Fallout 3: When the game time-jumps from your 10th to your 16th birthday, you can hear your father telling you in a voiceover: "Boys and Girls have different... parts."
* Fallout 3. When working with Moira, you can give her "evil" answers when she asks how your exploits went. Popular answers include heavy radiation poisoning actually feels quite good, and is healthy for you, and that disarming a mine is surprisingly easy if you just step on it. Needless to say, the resulting survival guide ends up being a how-to guide for killing yourself.
* Fallout 3, when your character leaves his underground vault for the first time.
* Fallout 3 where a professor asks you to find an android. After asking around for the android, you are confronted by a group of people who specifically help androids to escape from slavery.
* Fallout 3. Which are filled with Feral Ghouls (read: slavering zombies that run really fast), mole rats (scarier than they sound) and psychotic, sadistic Raiders.
* Fallout 3, which will also attack the player if they stick around too long.
* Fallout 3, while not exactly soldiers the children who live in Little Lamplight are all well armed little nutjobs. You can even sell them guns, ammo, and drugs. And thermonuclear devices.
* Fallout 3 while suffering radiation poisoning to being able to heal yourself via cannibalism. The last such feat that can be taken causes the PC to VIOLENTLY EXPLODE when s/he hits critical health, without actually hurting herself.
* Fallout 3", while the latter considers it too great a deviation from Black Isle's original Fallout games.
* Fallout 3, who is native to the Capitol Wasteland, will tell the player that he lost his wife when the sought shelter in the old subway tunnels.
* Fallout 3 who launched the nukes that started the Great War and ravaged the Earth, for no other reason than to see what would happen.
* Fallout 3, who made the tragic mistake of not realizing that when several heavy, explosion-like sounds go off right next to you, you should probably move. Periphary text within the game notes that her funeral got canceled. Harsh.
* Fallout 3) who took up residence in a museum exhibit about the afterlife, hence the name and the giant stone skull over the gate. Many of the people and places in there have names relating to death and mythological interpretations of the afterlife.
* Fallout 3 who you can usually only get as a companion with high evil karma. Unless you use console commands, allowing you to be a moral exemplar with a sadistic female teammate.
* Fallout 3 will likely come across a stack of metro tickets on someone's desk, with a couple of pool balls on top - and considering that the Lone Wanderer is probably the first person to enter the building since the Great War, that means this stack has stood for a good 200 years. But pick up any of the other items on the desk and the venerable structure will surely crumble.
* Fallout 3 will react positively to the death of President Eden should the player kill him.
* Fallout 3, with the latter using the slow-mo kill cam for enemies as well as the player.
* Fallout 3 with the quest "You Gotta Shoot 'Em in the Head". A ghoul hires you to kill a bunch of humans who considers ghouls to be just like mindless zombies, and

specifically requests that you shoot them in the head or else you're paid less.
* Fallout 3, yet inexplicably has never done this to anyone else before.
* Fallout 3. You can actually recover your bottled Lump of Brain, though looking at the item fills you with "a terrible sense of loss."
* Fallout 3, you can discover the logs of a search party that went to look for a child named Cheryl, who they never found, and you only find one of the party members' corpses. Similarly, of the Brandice family that lived in Grayditch, you can only find the father's body.
* Fallout 3, you can find an emergency broadcast in an area stating that a child is sick, and the family is holed up waiting for supplies, having escaped some kind of disaster. When you find this little bunker, you realize it's a radio with an emergency message that's been playing on loop for an unknown amount of time. Judging by the skeletons in the room they may have been there since the war, two hundred years ago. You never really learn who the family was or how they got there either, and you never learn if they got the help they needed (although it's likely they didn't given they stayed in the bunker).
* Fallout 3 you can get a perk called "Solar Powered" which gives you massive stat bonuses in the daylight.
* Fallout 3, you can help the population of Big Town defend themselves from Super Mutants with guns, robots, mines, or even just hiding inside depending on what skills you have. However, you may find it more amusing to leave them to die.
* Fallout 3, you may buy the services of Nova, Megaton's good time girl, and those of Clover, a slave with a rather ironic fetish, regardless of your gender. This isn't even hand waved and there are no male counterparts. With the Black Widow perk you may also suggest a threesome with Ronald Laren with Sierra to get him to do what you want; this gets him killed.
* Fallout 3. You still get called out for it, though, due to the ending dialogue not changing.
* Fallout 3. You, yourself, qualify as well if you're the female version of the Lone Wanderer and spend up on Repair skill points.
* Fallout 4, a civilian who does nothing but bitch at you about how terrible everything is no matter how hard you've worked turning Sanctuary into the best settlement in the entire Commonwealth.
* Fallout 4 added Glowing Deathclaws, which glow green and deal radiation damage, Albino Deathclaws with very high health, and Chameleon Deathclaws which can change color.
* Fallout 4 add-on includes mutant seafood recipes such as Fried Fog Crawler, Poached Angler, and Gulper Slurry. Crafting one of these earns you the "Just Add Salt Water" achievement.
* Fallout 4 adds the T-60 Power Armor, a step above the T-51 armor that was previously used. It was only beginning to be deployed experimentally (one of the Vault's military guards is wearing a suit of this armor in the pre-War sequence) when the Great War happened.
* Fallout 4 a few centuries later, you might encounter him again, now ghoul-ified, and can even invite him to come live in one of your settlements. There's also the Cabot family, who live in a suspiciously nice house; through their questline you find out that they've discovered an anti-aging serum and are much older than even the Sole Survivor and the ghouls from the Great War period.
* Fallout 4. A few months after release, Bethesda released a patch that places an icon on the screen, telling you their job. This cut down on the really annoying tendency to assign settlers tasks when they already had one to do.
* Fallout 4; after a (staged) bar fight, date, and (genuine) rescue mission, he becomes much more confident and smooth on-air.
* Fallout 4 age, but at such a slow rate compared to ordinary people that it's ultimately negligible.
* Fallout 4, all clothing items have unisex designs, allowing cross-dressing of the player character.
* Fallout 4 allows the player to view "hidden Cappys" in order to decode a secret message.

* Fallout 4 allows you to become immune to both drug and alcohol addiction, letting you shoot up/drink every recreational chemical in the wasteland without consequence. Survival mode, does however add the potential problem of getting a disease from all the drug use.
* Fallout 4 allows you to build arenas and pit teams of NPCs against each other yourself once you have the Wasteland Workshop DLC installed.
* Fallout 4 allows you to build these with the Far Harbor DLC. They're not terribly powerful, but when scattered around a settlement they can prove occasionally hilarious if Raiders or other enemies attack.
* Fallout 4, all your companions will have reactions to you cannibalizing a corpse in their presence, and they're all hilarious.
* Fallout 4, alongside mole rats, in his canned meat. If the encounter with the settler who puts the Cannery on your map is any indication, it's enough to make anyone who eats it quite violently ill.
* Fallout 4 also has a "Pip-Boy Edition" much like the Survival edition above, with an updated Pip-Boy. This new model features a space for the player to put their cell phone, as there was a Pip-Boy Companion App that you can use with the game.
* Fallout 4 Also, the canon default names for the player in 4 are Nate and Nora for the husband and wife, and it's just easier to refer them as a collective "Sole Survivor".
* Fallout 4 and Curie, the (at least originally) robotic and ever-studious medical scientist in your company, can comment on all the varied statistics of the game.
* Fallout 4 and, if you removed his jumpsuit, he'll have this heartwarming and serious conversation in nothing but his boxers.
* Fallout 4 and itself. The Fog is often very thick and therefore shrouds the monsters that live in it such anglers (mutant anglerfish), gulpers (very big and very hungry mutant salamanders), fog crawlers (gigantic amphibious shrimp), and hermit crabs (who are so big they use tankers for shells). The Fog itself has a detrimental effect on the mind, driving them insane and turning normal people into the cannibalistic Trappers if they live that long, as well as being chock full of radiation from the Atlantic ocean (which made the monsters in the first place). The Fog is a natural occurrence though as of late is has been growing larger and thicker, blanketing the entire island in it. The People of Far Harbor (post-War Bar Harbor, Maine) believe that the Children of Atom (a cult that worships the atom as a god) has made it worse while the Children see it as a blessing for their faith. Regardless, people are forced to live in rings of fog condensers to save themselves.
* Fallout 4 and New Vegas has now become extremely useful material. However, your companions will still grumble about your insistence on picking up every "worthless" item you find, even after they've seen you using it to make high-tech weapons or turn a small shack into a heavily armed fortress. The sole exception to this is Piper, who instead complements you for your ability to figure out a use for all of it.
* Fallout 4 and regain their HP for a second wind. To compensate for the trouble of having to bring down their health twice, they will always drop a Legendary weapon or armor item.
* Fallout 4 and will be the player character if the player chooses to be male.
* Fallout 4, an excited fan sent Bethesda a box of real-life bottle caps weighing over 11 pounds with a tongue-in-cheek letter asking Bethesda if this would be an acceptable substitute for payment (for those who don’t know, bottle caps are currency in the Fallout universe). To his surprise, Bethesda then sent him an email accepting the "payment", and agreeing to send him a copy with the understanding that it'll only work the one time.
* Fallout 4: An unskippable moment shows you a closeup view of the Headquarters of the Brotherhood of Steel. It's quite small. It holds unlimited people and helicopters, depending on how you play the game.
* Fallout 4 are a loosely-connected faction of independent organized crime syndicates that all style themselves after Prohibition-era gangsters, wearing suits or suspenders and fedoras while using tommy guns almost exclusively in combat.

* Fallout 4 are an entire society of this, leaning towards the macabre, depending on the Player's interpretation and actions.
* Fallout 4 are the greediest of the three raider gangs. They dress rather smartly for a gang of spoiled misfits, their primary goal is simply to make as much caps as possible. Any material reward satisfies them, whether it's stolen or earned.
* Fallout 4 (as opposed to being betrayed and destroyed by the Lone Wanderer), as they have expanded into the Commonwealth. On another note, Megaton is mentioned to be expanding into its own city state, making it clear that the Lone Wanderer canonically didn't blow it up.
* Fallout 4 as slave labor and people snatchers, and waste time trying to crack experiments (the Forced Evolutionary Virus, intelligent machines, the use of teleportation) that previous game characters and factions already did better.
* Fallout 4. A stark contrast to everything else in the franchise, as their energy weapons and armor are sleek and clean-looking (and also less powerful than the bulkier, dirty Pre-War equipment they're derived from), while the Institute itself is very futuristic looking with clean white walls, decorative fountains, sleek doorways, and transparent walkways.
* Fallout 4, as the game is set in Boston on the East Coast, so the ocean is on the right side of the map.
* Fallout 4, as the Sole Survivor can found new towns across the Commonwealth, as well as shack up at Diamond City, the Castle, the Institute, the Prydwen, etc etc. Wandering, however, is always an option.
* Fallout 4. As you come to know her, she’ll tell you that her parents abused her until she was old enough to be sold into slavery. She would pickpocket the raiders that owned her when they were asleep until she had enough to buy her freedom, then she tracked down her parents and murdered them.
* Fallout 4, being exactly the same as one of the doors in both those series' famous door sequences.
* Fallout 4, being the descendants of US soldiers with a knightly theme, use the following system:
* Fallout 4, but mostly because he just wanted to see what happened. When you finally meet him, he's quite impressed.
* Fallout 4 by the main character. On a greater scale, there's also Kellogg, the man who killed your spouse and took your son; he lasts the whole first act. Like Benny, tracking him down is the first act of the game. After you deal with him, the Brotherhood of Steel arrive and the game really begins to escalate.
* Fallout 4 by the time you arrive. If you side with them, you can bring them back to their former glory.
* Fallout 4 can become General of the Minutemen barely 20 minutes into the game, though how much weight that title carries depends on how much asskicking you do on Minutemen behalf. Doubly so for the male player, who served in the US Army during the reclamation of Alaska in the pre-war world.
* Fallout 4 can cause enemies or even the player to survive decapitation.
* Fallout 4' change appearance, like Kremvh's tooth, a machete of eldritch nature with a misshapen blade that can be removed and added to another machete, even a legendary one, and Lorenzo's Artifact, a gamma gun with a unique muzzle piece. Then there are some legendary weapons that have a unique appearance, like Atom's Judgement, a super-sledge with several bottles of radioactive material rigged to the head. And then there are weapons like the silver machine gun, which is just a tommy gun with a one of a kind silver-finish.
* Fallout 4 Codsworth and Curie appear to be Mr. Handy/Ms. Nanny robots with higher-end robot brains, as many other such robots of the same model series are less intelligent than them.
* Fallout 4: Codsworth, when you first find him after leaving the vault, acts as if nothing at all is wrong. After talking to him some you can ask if everything is alright with him, at which point he breaks down telling you how he's tried to keep up the house despite all of the large problems.
* Fallout 4 companion, who has a voice that sounds like cinderblocks dragging across asphalt.

* Fallout 4 - completely indistinguishable from your standard organically-grown person unless you cut them open.
* Fallout 4 continues the tradition. In some cases, the Raiders go so far as to set up elaborate death mazes full of booby traps.
* Fallout 4 continues this trend by having a man impersonating Preston Garvey trying to con people out of their caps. When you encounter him, he can be told off by saying that you personally know Preston or that you are the General of the Minutemen.
* Fallout 4 continues this with the three faction-specific variants of The Nuclear Option (destroying The Institute for either the Commonwealth Minutemen, the Brotherhood of Steel, or the Underground Railroad) and the Institute's opposing version, Airship Down.
* Fallout 4 Darwinism and natural selection than most other self-proclaimed "Social Darwinist" villains in fiction.
* Fallout 4 decentralized, and some troops dont even listen to you or Preston. By the end of the game, they border on being a Libertarian style system of government.
* Fallout 4: depending on which Sole Survivor the player chooses - either Nate or Nora - the other is killed early on in the prologue. Most players don't let this affect their game much for a number of reasons (chief among them being the fact that most companions are romanceable, a feature missing from earlier games).
* Fallout 4 DLC, by building robots to work in your settlements but also outfitting them with advanced armor and powerful weaponry, in case those settlements get raided. You can even build a Sentry Bot, outfit it with laser gatling cannons and shoulder-mounted cluster bomb launchers, and then assign it to establish a supply line between your settlements. Cue distant explosions and screams as your "provisioner" pulverizes any threat in its path as it rolls across the wasteland, escorting a pack brahmin.
* Fallout 4 DLC, going from pre-war United States Army to post-apocalyptic raider gang leader.
* Fallout 4 DLC, he can be modded out with bigger guns and tougher armor, making him much more dangerous.
* Fallout 4 DLC is based on the real-world Bar Harbor, and was formerly called that in-universe, but part of the "B" on the sign" got erased, causing it to be mistaken for an "F".
* Fallout 4 DLC provides a single new questline which can be run through in an hour or two, and maybe an hour more to unlock all the crafting schematics. You'll probably make up that time toying with your new customisable robot companions, though.
* Fallout 4 DLC, you can capture raiders to your settlements and pit them with your pet Deathclaws.
* Fallout 4 does not help. Contrast to the other possible robotic companions below.
* Fallout 4 either likes or dislikes certain actions, which adjusts their hidden affinity value. At certain milestones of positive approval, the companion will speak to you, usually revealing more of their past. Once you reach 1,000 approval, the companion idolizes you, tells you how positive your influence has been on them, and you receive the companion's unique perk. Some companions have personal quests that you have to complete before their approval will plateau, and one can't advance beyond a certain limit until you complete enough quests for his faction. On the other hand, doing actions which the companion dislikes will cause them to scold you and, at low levels, they will threaten to leave, only reconsidering if you pass a difficult speech check (but only once: if you continue to do things they disapprove of, they'll leave and never return).
* Fallout 4 essentially expands on the Institute and the Brotherhood, with the potential to recreate the early United States with the help of the Commonwealth Minutemen (centered around Boston). Other than that, the largest settlements are Diamond City, Goodneighbor, and Bunker Hill.
* Fallout 4, Feral Ghouls are now able to play dead. This will probably take you by surprise when a cymbal monkey toy goes off and they all suddenly rise to attack.
* Fallout 4 for good and for bad. The faction most likely to use and abuse Radiant

Quests are the Minutemen where Preston tells you to go defend a Settlement/clear out a Settlement spot/deal with (feral ghouls/super mutants/raiders)/save somebody kidnapped/etc. While these quests are always there to help you level up they get really old really fast and some places are locked out from you until you reach a high enough level (such as having a lock/computer too difficult to unlock).
* Fallout 4 for immortality. He is responsible for all the prolific cutesy kitten/puppy paintings you see throughout the game... and he hates them and made them under an alias, despite them making him filthy rich.
* Fallout 4 For more mundane weaponry, the Pipe Revolver Gun uses .45 rounds, and can be modded into either a pistol or rifle, and acts as a powerful early-game weapon, before .45 rounds become widely available.
* Fallout 4 gives the Sole Survivor the opportunity to assist with the rebuilding of Liberty Prime.
* Fallout 4, Glory. Since several factions want the Railroad destroyed, it's possible for Glory to die in the course of the player completing the game's main storyline, and the group's leader Desdemona has dialogue sadly reminiscing about her. But if the player defeated the Institute with the Minutemen while staying on good terms with the Railroad, you can visit Desdemona afterward and hear her congratulate you on your victory, then mourn the "fallen," potentially while Glory is standing right behind her.
* Fallout 4 go down. If you have enough money to pay their price, they'll do anything, from raiding old pharmaceutical companies for experimental drugs to stealing eggs from a Deathclaw nest. One potential companion, MacCready, is a former Gunner who joined for the money, but grew so disgusted with their kill-happy ways he leaves them to strike out on his own. They are not happy with his choice.
* Fallout 4 goes ahead and just gives you a classical music radio station so you can make just about any situation in the game run on this trope.
* Fallout 4 grants access to howitzer-style artillery pieces you can build at your settlements. Once built and crewed, you can throw smoke grenades to paint areas for bombardment by any guns in range.
* Fallout 4 has an amusing twist: if one of your settlements is attacked, the settlers can't be killed by the raiders. They're just winded for a minute and then get back up and rejoin the fight. A stray shot from your own gun, however, is still quite lethal.
* Fallout 4 has a slightly rarer variant of this in Mr. Zwicky and Edna, Diamond City's schoolteachers. Zwicky is an old man, while Edna is a decidedly non-humanoid Miss Nanny robot who is obviously carrying a torch for her coworker. If you talk to her about it and advise her that "love conquers all," the next time you visit the city, you can watch Zwicky and Edna getting married in front of the non-denominational chapel.
* Fallout 4 has Cito, who was raised by "Ghoulrillas" (mutated version of gorillas) residing in the park's animal preserve.
* Fallout 4 has Grognak's Axe, which is a replica of the one used by the comic book character Grognak the Barbarian. In addition, it's possibly to modify tire irons to create Bladed Tire Irons, which resemble rusty hatchets.
* Fallout 4 has Gulpers mutant salamanders that get bigger and hungrier as it gets older, the largest of which can swallow a person whole.
* Fallout 4 has muzak on some elevators, such as the one to the Diamond City mayor's office.
* Fallout 4 has Nick Valentine, the private detective of Diamond City, who is noticeably an older model Synth in a society where Synths are feared; it's a testament to how good he is that most of the residents of the town actually think well of him. He also has the memories of a real pre-war detective named Nick Valentine, which later leads to a personal quest for him finding out what happened to one of the original Valentine's old rivals.
* Fallout 4 has seven "What Makes You S.P.E.C.I.A.L.?" videos aimed to explain the game's skill system to new players. In-universe, they're propaganda cartoons produced by Vault-Tec to help the population prepare for a nuclear apocalypse (although the writers at Vault-Tec would have had to be pretty prescient to know

that people and animals would mutate from radiation exposure, and that caps would become the main form of currency - among other things).
* Fallout 4 has the Anglers, mutated angler fish that hide in bodies of water to bait prey with their glowing lures, which resemble the glowing stems of local mutated plants. Their most notable mutation, besides their size, is their gain of humanoid arms and legs, although they walk with a more apelike than strictly humanoid stance. Being mutant animals, they're not too bright when compared to others on this page.
* Fallout 4 has the entire Cabot House questline fired off by one of their couriers being killed and his package stolen. You are sent to retrieve that package and deliver it to the Cabots.
* Fallout 4 has the fan theory that the Sole Survivor is a synth, meaning that at least some parts of the game, particularly the entire pre-war intro, must be false memories implanted in their programming.
* Fallout 4 has the legendary robots, randomly spawned variants that as well as being stronger will also detonate after being destroyed in a really dangerous blast. The timing of the explosion can be random and unpredictable, taking a long time to go off in very rare circumstances, causing a player waiting for the bomb to wonder where the kaboom went. The same thing happens with cars primed to explode.
* Fallout 4 has the Refreshing Beverage. It heals a huge amount of damage over a short period of time, Fully removes radiation, and cures addiction to boot. One dose can bring you from near death to full power in an instant.
* Fallout 4 has this as the main story's premise. Though whether or not the protagonist is public about his/her former life is up to the player.
* Fallout 4, has this happen to a raider Pip Boy shoots with a sub-machine gun. The raider laughs off his apparent lack of injuries, only for the bottle of Nuka-Cola he starts drinking to pour out of the holes in his body.
* Fallout 4 has two console commands to make it impossible for the player character to die. One of them (god mode) works by preventing the PC from taking damage; the other (immortal mode) doesn't prevent damage, but does keep the player's health from dropping to zero. However, a PC in immortal mode still
* Fallout 4 has various finishing moves for melee attacks. However, as the game has a much heavier emphasis on ranged combat, they're much less commonly seen. Many animals also have special animations where they'll execute a critically injured human to deal the finishing blow in a dramatic way, as do some robots.
* Fallout 4 has you run into a group of five people: Preston Garvey, Sturges, Mama Murphy, Jun Long, and Marcy Long. The four appear to have been running for a long time, and had a much larger group than the ragtag group of five left at the end. After helping them escape Concord, Preston can tell you about the minutemen, a huge plot regarding betrayal, the collapse of the minutemen, and so forth. Should you check the southern end of Quincy, you can also come across three gunners known as Tessa, Clint, and Baker. Killing them and reading the various terminals explains even more of the tragic events that led up to the five holing up in the museum you saved them from.
* Fallout 4 have a "Suicider" type. When they detect an enemy, they arm their mini nukes and charge, hoping to tank gunfire until they can blow up. If you kill one before it blows up, you can loot the mini nuke; if not, you loot nuclear material. If it kills you, you get an achievement the first time it happens.
* Fallout 4 having a voiced protagonist, taking Psycho turns your character from a vault dweller to a fucking war machine.
* Fallout 4. He lampshades this if you rescue him as a female player character:
* Fallout 4. However, after her creator and the entire Caravan were slaughtered by the Mechanists robots Ada is overcome with guilt and misery at the loss, at one point during the story admitted to the sole survivor how she's contemplated disabling her personality matrix, reducing her back to factory settings and in effect committing suicide as she doesn't know how to handle her emotions. The player has the option of either encouraging to do so or (through a speech check) arguing that as painful as it feels is she has every right to her life and can not give up all she is.

* Fallout 4. Human enemies simply close and lock sturdy doors to create barriers against raiders and assassins, however if the player's leveled up in lockpicking, then these locked doors mean nothing. This is even acknowledged and lampshaded in magazines the player can find, where the author wonders if hairpins are more effective than proper lockpicks.
* Fallout 4: if the Sole Survivor happens to be in Diamond City on December 25th, then there will be a Christmas tree and Christmas lights set up. It's about as close to a Christmas Episode you can get in an open-world RPG.
* Fallout4. If you don't like the rusty, unpainted look or the drab Brotherhood of Steel paintjob, you can use a Hot Rodder magazine to give it a hot pink paint job or get flames decals from the Atomic Cats.
* Fallout 4 if you have sided with the Institute or Railroad, or made enemies with the BOS while allied with the Minutemen with all hands on board. Including children.
* Fallout 4, if you refuse to work with Father in the Institute, kill him, work with the Railroad to liberate Institute synths, or work with the Brotherhood to exterminate Institute synths, you will be chased out and forbidden entry back into the Institute. The only way to re-enter at this point is by invading them in the end-game story missions.
* Fallout 4 includes a defictionalized Pip-Boy. If you install the Pip-Boy app on your phone, sync it to your game, and slot your phone into the Pip-Boy, you can actually access your in-game Pip-Boy from outside the game!
* Fallout 4 in favor of placing more emphasis on combat and exploration.
* Fallout 4 in the Wasteland Workshop DLC) is the only thing in the game that can kill settlers.
* Fallout 4 is a mutant who has heard about the "Milk of Human Kindness" and believes it to be an actual beverage.
* Fallout 4 is a veteran of the Sino-American war, who is married to a lawyer with a year-old son named Shaun. Then the bombs start falling.
* Fallout 4 is shown in deleted material (which can be brought back by mods) to have a streak of this, getting ready to defend a client that she knows is innocent of what he's being accused of.
* Fallout 4 is something of a mixed bag. While he is comparatively heroic for a Super Mutant and approves of acts of benevolence and selflessness, he's also the most brutish and savage of the companions and loves acts of violence and killing.
* Fallout 4 is to convince their leader to initiate "Division", AKA mass ritual suicide via a nuke in their base.
* Fallout 4 is under the impression that the game was a violent and deadly competition before the Great War
* Fallout 4 it misses your hitbox and passes harmlessly through your arm.
* Fallout 4 known as the "Great War" happened in late October, because just about every shell of a house still standing in the Commonwealth has Halloween decorations out.
* Fallout 4 leaves you a water gun that will short out his armor, thus temporarily disabling his invincibility.
* Fallout 4 (like saying that the audience would get attacked as well, hence the term “spectator sport”). Either way he decides he liked his version better.
* Fallout 4 lines, one of which houses an unfinished Vault that's been occupied by gangsters. There's also the Mass Pike Tunnel, which is part of the abandoned roadway network, but has the same hazards. Averted with the Third Rail, a nightclub established in the former subway station below the Old State House in Goodneighbor.
* Fallout 4. Make sure your settlement is well defended and fortified in case of emergency.
* Fallout 4, maxing out a companion's Affinity and completing their personal quest will grant you a unique Perk that persists even if that companion is not in your party. If you choose to romance that companion, resting on a bed while they are nearby will grant you a "Lover's Embrace" perk, which increases the value of experience gains for a limited time.

* Fallout 4 — and they are every free synth's worst nightmare, charged with hunting them down and taking them back to be "retained" by the Institute.
* Fallout 4 moment and realize she's better off going back home to her family.
* Fallout 4 must drink from an allegedly sacred spring. Upon doing so you are given a MASSIVE dose of rads and then things take a turn for the odd: Shadowy versions of the native wildlife begin appearing in your vision and a ghostly woman leads you across the island to your goal.
* Fallout 4, name brand junk has more/better components, so you'll get more springs and gears from a Carlisle typewriter than a generic one, more nuclear material and circuitry from Wakemaster alarm clocks than regular ones, etc...
* Fallout 4 never actually says "Another settlement needs our help." He gives the Minutemen radiant quests with various lines: "I got word of a settlement that needs our help," "I've heard of another settlement that's in trouble," and "Another settlement has sent word that they need our help."
* Fallout 4 of them smoking, and if you have a bar set up in any of your settlements, any settler has a chance of lighting up a cigarette in front of it.
* Fallout 4. One is a real, supposedly haunted swamp just outside of Boston that is basically uninhabited. The other is ground zero for the nuclear warhead that struck the area. Both are filled with very high level enemies and few, if any, places to rest. The Swamp itself is usually filled with dense foliage and a thick fog that makes it hard to see enemies. The nearby towns are mostly destroyed and overrun with synths, Gunners, and ghouls. The Glowing Sea has no friendly settlements (besides the Children of Atom by the Crater) and is basically a sparse, blasted hell in which an eternal storm grips the sky, massive hordes of ghouls move about, deathclaws nest, and in which even taking off your hazard suit for a few minutes can easily kill you. Plus, if you play on survival mode, the Glowing Sea becomes exceptionally tough, as now there is a good chance of starving or dehydrating, and there are basically no beds to sleep in.
* Fallout 4, one would suspect nuclear destruction of the world and the passage of 200 years would be enough to kill an insignificant character like the Vault Tech representative from the opening scene, but he turns up later alive and well as a ghoul.
* Fallout 4, on October 31, Diamond City will be decorated with Halloween decorations, and guards will complain about having to work on Halloween. Also, given that the nuclear apocalypse occured a few days before Halloween (October 23), many locations around the Commonwealth will have Halloween decorations up, especially if they have been untouched since the bombs fell (a detail curiously ignored in the previous games).
* Fallout 4, or nearly killed you during that skirmish with raiders, maybe they deserve to be in there.
* Fallout 4: Piper Wright, the writer of "Publick Occurrences", who goes out and finds stories, like:
* Fallout 4, plastic is one of the crafting materials the player can salvage. It's mostly used to build and upgrade energy weapons and other advanced technology.
* Fallout 4: Possible to achieve, if the player romances all romanceable characters, then sends them back to their normal base of operations or permanently settles them at different towns across the Commonwealth.
* Fallout 4 posts "railsigns" showing the locations of allies, dead drops, and other important things.
* Fallout 4, Preston Garvey appoints you as the General of the Minutemen citizens militia early in the game, should you follow normal progression and rescue him and his party at Concord. Towards the end, the Director of the Institute reveals he is terminally ill and makes you his apparent successor. Or if you go along the Brotherhood path, you get appointed Sentinel and commander of all forces in the Commonwealth.
* Fallout 4 Preston right there when you confront him... but Preston has no available dialogue for this.
* Fallout 4 prominently features Boston monuments such as the USS Constitution, Fenway Park, the Bunker Hill Monument, the Paul Revere Memorial, Faneuil Hall, the

Old North Church, and even Walden Pond. Somewhat justified in that only one nuke was aimed at Boston, and it missed and landed somewhere Southwest of the city, in a heavily destroyed and still-irradiated area now called the Glowing Sea.
* Fallout 4 promotional materials have included another Ink Spots song, "It's All Over But the Crying", and one action demo reel featured "Atomic Bomb Baby" by The Five Stars.
* Fallout 4 quest to be significantly more shocking than intended, since a named allied NPC that runs a store (storekeepers are also mostly flagged) can die during a combat sequence with no buildup or fanfare.
* Fallout 4 radscorpions have no small variants, and the weakest of them is at LEAST the size of a bear, and armored to boot. They can also now burrow and pop up right in melee range. And then you get a horrifying close-up of their high-def character models as they sting you in the face for a huge amount of poison damage.
* Fallout 4" Random raiders will occasionally complain about the song being stuck in their head.
* Fallout 4 rather than a suit of armor that you would equip from your inventory, so Ingram is always seen in a power armor frame to allow her to get around.
* Fallout 4" remarks, it's deceptively powerful as it can be charged multiple times to produce a single very powerful shot.
* Fallout 4, rocks these. It's the only thing that's consistent among his numerous disguises.
* Fallout 4's Contraptions Workshop DLC allows you to build your own Rube Goldberg devices.
* Fallout 4 series to feature actual mannequins hanging around the ruins of Boston. And if you get both 2nd Gen Synths and mannequins in the same area...
* Fallout 4's exploits to his leaders. Since the Railroad relies heavily on secrecy for its survival, his ability to lie like a champion is actually invaluable.
* Fallout 4's Final Judgement, a suped-up Gatling Laser wielded by Elder Maxson, is only obtainable once you initiate the penultimate main quest when siding with the Institute or Railroad, and just before you destroy the BOS airship. By the time of the subsequent final battle and/or epilogue, your stats and skills are probably high enough that you'll have little use for it.
* Fallout 4. Should you choose to activate it, it immediately becomes apparent why it was junked: it overheats rapidly, making it far less dangerous than the standard Sentrybots you can find throughout the Commonwealth and (should you choose to hack it) useful only for soaking enemy bullets in combat.
* Fallout 4, should you join the raiders of Nuka-World in taking over settlements in the rest of the Commonwealth.
* Fallout 4. Should you progress along the Minutemen quest line, Ronnie Shaw becomes this for all Minutemen.
* Fallout 4 shows that all of the Institute's androids, or synths, have a trigger phrase to reboot them. If the player gives Mama Murphy drugs, she tells them the code to deactivate a synth they have to kill as part of the main story. In addition, if the player sides with the Institute in the Battle of Bunker Hill, they are given the trigger phrases for a group of escaped synths in order to recapture them.
* Fallout 4's Mordor region, the Glowing Sea, which you must walk to and through to find Virgil in the main storyline, is in the far southwest corner of the map, has many craggy slopes to hike over, and is large enough that parts of it are outside the normal map boundaries.
* Fallout 4's Nuka World DLC adds bloodworms, meter long barbed worms that burst out of the ground and leap for your face.
* Fallout 4's ''Nuka World's DLC are a villainess example; They're roughly made out of 90% female raiders and also the most ruthless group in all of Nuka World.
* Fallout 4, so all their interactions with the rest of the Commonwealth involve either attacking or infiltrating them with Synths, without any wider plan or endgame.
* Fallout 4, so whether the troops ever actually reach the ground is debatable.
* Fallout 4 Special Rap, with each letter matching the letter of the associated

S.P.E.C.I.A.L. stat (Strength uses S, Perception uses P, and so on).
* Fallout 4 starts going up, she'll sometimes say this when you talk with her:
* Fallout 4's "The Silver Shroud" questline, you get to dress up like the titular vigilante hero from pre-War radio dramas and gun down some of the worst lowlifes in post-apocalyptic Boston, then leave patented Silver Shroud calling cards on their corpses.
* Fallout 4 subverts the trope. There are still copious amounts of "Junk" items present in the game world which, on their own, do little more than flesh out the game world. However, the new Settlement and Crafting systems allow for Junk items to be repurposed for their raw materials.
* Fallout 4 such as Mirelurk Killclaws, Albino Mirelurk Hunters, Mirelurk Deep Kings, a Mirelurk Queen, and a Super Mutant Behemoth.
* Fallout 4's Wasteland Workshop DLC allows the player to build their own arenas and pit their settlers and companions against animals, mutants, imprisoned Raiders, or even other settlers.
* Fallout 4's Wasteland Workshop DLC, you have the option arranging cage matches between captured enemies from the Commonwealth Wasteland. If you manage to tame them through the use of the Beat Wave Emitter, you'll find that most captured enemies grant a bonus to your settlement's defense rating. Yao guai and deathclaws grant the highest bonuses at 7 and 10, respectively. However, it's not unheard of players pitting yao guai and deathclaws against one another, only to have the yao smack the heads of the deathclaws so hard they turn to bloody chunks.
* Fallout 4 thanks to the character editor allowing you to change your body's appearance between skinny, muscular, and fat. You can create a very muscular woman who'll receive a lot of positive attention from any of the available romantic interests.
* Fallout 4 that this would only kill them, though there may be a few players out there that did so anyway.
* Fallout 4, the All Faiths chapel in Diamond City attends to its residents' spiritual needs regardless of their own religious beliefs.
* Fallout 4'', the Awareness perk allows you to view the damages resistances of any enemy you focus on in VATS, in addition to their health and status (which you can see by default).
* Fallout 4: The Ballistic Weave upgrades unlocked by doing sidequests for the Railroad make this a practical option, turning clothing such as suits or dresses into actual functional armor.
* Fallout 4, the Cambridge Polymer Labs sidequest locks you in the lab until either you find the correct components and synthesize the Piezonucleic Power Armor, or hack a Master-locked terminal. The lab's pre-war scientists suffered a similar fate when Director Jon Elwood-Wollum ordered a lockdown of the lab while the bombs were falling, and due to Willfred Bergman blocking access to the isotope components, were unable to complete the project and either starved to death or became feral ghouls.
* Fallout 4. The Commonwealth has two well-defended major cities (Diamond City and Goodneighbor), and in addition to the large amount of player-made settlements that can house up to 20 settlers, agriculture and trade are much more widespread compared to the Capital Wasteland. However, the amount of Raiders and Gunners (who are basically Raiders with better gear) still seems disproportionate at times: they inhabit every single ruined building in post-war Massachusetts that isn't already occupied by hostile mutants.
* Fallout 4, the current generation of synths are so human-like that there is no known test that can distinguish between them and humans (none that can be performed on a living subject, anyway). The player may encounter an organization that's trying to develop such a test based on psychological profiling.
* Fallout 4 The DLC also introduces a Raider group known as the Rust Devils, which create robots of their own to terrorize the Commonwealth.
* Fallout 4 the Enclave Advanced Power Armor Mk. 1 as being the finished production model of the pre-War X-01 prototype, as a way to have Enclave APA Mk. 1s without having to involve the Enclave.

* Fallout 4, the fate or whereabouts of the Lone Wanderer and of other characters, and the current state of affairs in the Capital Wasteland.
* Fallout 4 the fusion core (difficult without the Penetrator perk, which lets you shoot through obstacles) and cause it to go critical and explode, and replace it with a new one when you finish off the armor's former user. But in either case, the power armor will be considered stolen rather than looted, so you'll lose approval points with "nice" companions if you use it in their presence.
* Fallout 4: The Institute (basically MIT in post-apocalyptia) generally focuses on creating merciless cyborgs, making breakthroughs in science and technology with no sense of control for the social ramifications, and crushing anyone who could interfere with their work. They're considered the bad guys because even though they mean well and can be highly rational, they've cut themselves off from the Commonwealth and treat its people like toys. This includes testing the FEV on them and loosing any "failures" upon the Commonwealth as the Super Mutants. The head of the project sabotaged the lab because nothing was getting done, yet the CEO kept ordering him to continue with the project and turn the "failures" loose, without so much as even an observational capacity. They don't treat the synths they create any better than they do the people of the Commonwealth either.
* Fallout 4: the Institute fills this niche in the main game, with the Nucleus in Far Harbor, the Fizztop Grille in Nuka-World, and the Mechanist's Lair in Automatron.
* Fallout 4, the Minutemen and the Railroad both suffered this in their backstory. The former had it happen twice, first being chased out of The Castle by Mirelurks, then massacred in Quincy by the Gunners, while the latter were rooted out of the Switchboard by the Institute and forced to relocate to the crypts of the Old North Church.
* Fallout 4, the Minutemen you find in FO4 are reduced to a small group. Joining the Minutemen during the main quest allows you to retake the Commonwealth for the people, reestablish trade routes and stop the rest of the larger factions from messing with the people.
* Fallout 4: The Mission. And the battle can get even more complicated if an outside force like Raiders, Super Mutants, or a hungry Deathclaw get attracted by all the fighting.
* Fallout 4. Then, after completing Act 1's boss battle, the Sole Survivor emerges from Fort Hagen to see a giant airship and several Vertibirds flying around, announcing the Brotherhood of Steel's presence to the Commonwealth. While most companions are at least familiar with the Brotherhood (Danse and MacCready the most), Codsworth, the Sole Survivor, and any new player will be thoroughly confused.
* Fallout 4. The only downside to living in Diamond City is the constant threat of the Institute and their synths, but even then, the so-called "War for the Commonwealth" barely touches its largest settlement.
* Fallout 4. The original plan was to see how the upper-class of society would fare with being forced into a bare-bones life under someone unsuited to leadership. Some interview tapes found in the Overseer's office reveal that, after a long string of overeager and overqualified candidates, they settled on a surly hobo known as "Soup Can Harry", who ate Abraxo cleaner and believed the government likes to waste taxpayer dollars on "Illuminati Freemason sex parties".
* Fallout 4, the player character was assigned to Vault 111 on the day the bombs fell, only to be stuffed along with the rest of the sheltering citizens into "depressurization pods" that cryonically froze them as part of the vault's secret project to study the long-term effects of such technology. Two hundred years later all the other pods have failed, leaving this Sole Survivor to wander the post-nuclear wasteland.
* Fallout 4, the player witnesses this situation first hand. Jack Cabot is trying to talk to Edward Deegan over the radio, while the latter is engaged in a running gun-fight with a bunch of raiders. Edward even drops the trope name at one point before being forced off the air by the fighting.
* Fallout 4, the Prydwen airship serves this function for the Brotherhood of

Steel's Vertibirds.
* Fallout 4: The raiders occupying the massive boat graveyard Libertalia are actually former Minutemen who set up shop there after the organization collapsed. Originally they had intended to carry on their mission, but pretty quickly degenerated into raiding and extortion to survive.
* Fallout 4 the Railroad adopts this persona, especially the agent known only as “Deacon”. They use dead drops, safe houses, secret signs to provide information about areas, store weapon and supply caches for operatives all over, like to speak covertly and even use a sign and countersign to identify one another, even have their own equivalent of Q to make weapon and clothing mods and generally know a lot about the goings on in the Commonwealth. Ultimately subverted, as they aren’t an intelligence agency, they are actually a people smuggling operation looking to liberate all enslaved synths. Their adversary, the Institute actually has an even better intelligence gathering apparatus due to a long list of paid informants and synth doppelgänger double agents.
* Fallout 4, there exists a noodle shop run by a robot named Takahashi. He only speaks Japanese, and a software bug results in him only able to say one phrase ("Nan-ni shimasho-ka?") regardless of what anyone else says to him. Roughly, it means "What would you like (to eat)?" In addition, your companions all have unique reactions to Takahashi, although Curie, a multilingual Miss Nanny robot, will attempt to speak Japanese to him and say "Watashi wa Curie desu" ("My name is Curie").
* Fallout 4, there's a ruined town that you can find remnants of a Raider encampment in. They were wiped out when Super Mutants moved in. By the time you get there, the town is full of dead Super Mutants and live Deathclaws.
* Fallout 4. These storms will dye the sky in an ominous yellow haze, severely reduce your visibility, and radioactive lightning strikes will start poppin all over the place. Thankfully the radiation levels aren't high enough to be dangerous, but it's still not particularly healthy to be wandering around without protection; best course of action is to duck indoors until the storm passes. The Glowing Sea, meanwhile, is perpetually bathed in these storms.
* Fallout 4, the shoulders are now bulkier than ever. Especially the T-60.
* Fallout 4, the skill system was effectively gutted and merged (more properly replaced wholesale) with the perk system — meaning that this number was now bolstered by perks that were less "neat tricks your character can do" and more "things you have to pick up to ensure your character is competent." The intended message is "just imagine what kind of amazing tricks you can pull with so many perks at your disposal!"; in practice, between the small number of genuinely unique perks and the need for them to pull double duty, you won't be doing much you couldn't do in earlier games.
* Fallout 4, the USS Constitution can be found beached on top of two buildings, resulting from a failed attempt to fly it with rocket engines. There's also the FMS Northern Star, a stranded freighter populated by Norwegian-speaking ghouls.
* Fallout 4, the yao guai look every bit like the giant pissed-off mutant bears they are. Don't get near them without Power Armor, grenades, a good build, or all three.
* Fallout 4, this is how you destroy the Institute, which is hidden deep beneath M.I.T in the ruins of Boston, by putting a remote-controlled explosive in the sophisticated nuclear reactor their facility uses.
* Fallout 4 to the Castle after it's been retaken by the Minutemen, and he has this to say:
* Fallout 4, Travis of Diamond City Radio generally tries to report the news as is while remaining impartial (though he's generally supportive of the Minutemen overall) as well as usually dancing around the player's involvement in the events, but he's also hindered by the fact that he's a nervous wreck of a man. By completing his sidequest however, he becomes a better DJ and reporter and will report the news with more detail and confidence while still remaining mostly impartial.
* Fallout 4 we meet the Cabot family, still living comfortably in their pristine

mansion 200 years after a nuclear apocalypse. There are also the Croup family who have all been turned into feral postnecrotic humans. The Codmans living in the upper stands of Diamond City also count - with the snooty attitude to match.
* Fallout 4 when discussing his past; when he first arrived in the Commonwealth, people regarded him with caution, since synths were an unknown entity back then and people didn't fear them as the boogieman. People didn't really trust him until a young boy named Jim approached him.
* Fallout 4 when the bombs dropped. One of the rooms is a circular chamber with a spinning floor and about ten different doors, some of which lead to blank walls, others to staged "scenes" (like skeletons watching TV), and of course one leads to the next part of the area.
* Fallout 4, when you finally reach the ground your character will perform a superhero landing.
* Fallout 4 when you're describing the man who kidnapped your child and murdered your spouse to Nick Valentine. The only worthwhile descriptions you're able to give him is that he's a bald guy with a scar, which while seemingly a somewhat common description automatically leads him to him figuring out that you must be talking about Conrad Kellogg.
* Fallout 4, where most of the settlements in the Commonwealth have a comparatively modern and progressive culture, albeit still stuck in a state of scavenging to survive against the monsters and lawless band of raiders roaming the land. The various communities of the Commonwealth would actually have formed a secure and strong alliance and secured the region were it not for the interference of the Institute, a much more technologically-advanced organization that sabotaged attempts to rebuild civilization to avoid the rise of a rival power in the Commonwealth.
* Fallout 4, where The Institute is revealed as a post-apocalypse beacon of genuine scientific progress, but because of the plain LACK of diplomats, engineers, and psychologists (low charisma and luck stats), all that science is dedicated solely to the suffering of Boston - and the Institute personnel don't realize it.
* Fallout 4, where the meanest of monsters, mutants, and gangs reside.
* Fallout 4 which is not a Fedora like most examples of the trope but a Newsboy cap.
* Fallout 4, which is why said drug is has caused the Gunners to go berserk and kill each other.
* Fallout 4, while the player character is not particularly small, they'll still have this relationship with the permanently power armor-clad Paladin Danse.
* Fallout 4 while the rest of the park is filled with ghouls, mutant crocodiles, mutant ants and other radioactive/mechanical post-apocalyptic monstrocities.
* Fallout 4, who has also taken up the identity of a comic book character, will acknowledge the Sole Survivor as the Silver Shroud, allowing the two to engage in gloriously hammy exchanges.
* Fallout 4, who not only lacks empathy but disdains altruism. And one quest target is a runaway Synth who had his memories wiped, but when it came to starting his new life, he ended up joining and leading a Raider gang.
* Fallout 4, whose wife was torn apart by feral ghouls right in front of him and his son. He expresses regret he couldn't save her, and even wonders if it would have been better if the whole family had died together.
* Fallout 4 with them, though not enough to jeopardize an existing relationship in itself. And if you've dismissed her to flirt behind her back, Piper Wright uniquely has a scene where you can find her talking with detective Nick Valentine about investigating your infidelity, though this has no effect on your relationship with her. Interestingly, if you're in a relationship with both Piper and Cait, swapping one out for the other results in unique, flirtatious dialog that suggests that the two of them might also hook up. No other romanceable companions act this way.
* Fallout 4 with the Perfectly Preserved Pie, a random drop you can get from the Food-O-Matic machines. Unlike other pre-war food which is either sealed up in containers or reduced to mold dust, the Pie has been sitting in pristine condition exposed to the elements for 200 years. Understandably, several followers tell you

to avoid it.
* Fallout 4, with the player able to catch glimpses of her as they explore the house, read terminal logs from Zachariah about a disembodied female laugh he assumes is coming from one of his robots, and culminating in the player following her into the attic, where she'll giggle and run around a corner - but if the player investigates, they'll find a door with a brick wall behind it.
* Fallout 4 world, like the war with China. Then the robotic butler calls you back to the living room where the anchor reports that a global nuclear exchange has begun, right before a "Please Stand By" message chillingly appears. This is a good time to RUN!.
* Fallout 4 would be the Cannons; Railroad Heavies are often equipped with Gauss Rifles and Railway Rifles which can punch through a Brotherhood Knight's armour with ease, but aren't very well-armoured themselves, and they're few in number and don't really have the staying power to openly contend with the other factions.
* Fallout 4, you are given his rank of Paladin, apparently bypassing a whole lot of Knight ranks. And if you finish the game with the Brotherhood, you once again bypass a lot of Paladin ranks to be appointed Sentinel and thereby second only to Elder Maxson himself in the Brotjerhood’s command structure.
* Fallout 4, you can build your own Sentry Bots at a Robot Workbrench.
* Fallout 4 you can capture and tame Mutant Hounds to fight in a bloodsport.
* Fallout 4 you have to decide between annihilating a neo-militaristic crusader faction, wiping out a faction with misplaced priorities, or nuking a twisted yet enlightened faction. In three of the endings, your actions result in hundreds of idealists dead and Boston controlled by radical extremists of some kind. The only way to avoid this is to side exclusively with the Minutemen. Even if you side with them, they eventually realize the Commonwealth will only be safe if the neo-militaristic crusaders are gone for good, leading to a mission where you blow up their airship, presumably killing (among others) the dozens of children onboard.
* Fallout 4, you may have superhuman strength or be packing enough explosive firepower to personally re-enact the Great War, but you aren't getting through an intact chain link fence. Nor will maxed out Strength and Agility enable you to climb it. Boarded-up doors are equally unpassable. Notably, one house in Natick Banks has an attic level with a loot crate, but unless you have a jetpack, you can't reach it because of an Impassable Head High Beam blocking the stairs.
* Fallout 4. Your companions all have unique comments if you bring them to visit.
* Fallout 4, you take too long to get to the Vault and escape the nuclear explosion.
* Fallout 4, you will find a synth named Eve who refers to herself as a "personal synth", and can be flirted with. Considering the Institute operates under the assumption that synths aren't actually conscious beings (despite behaving as such) it's a pretty obvious application of the technology.
* Fallout 76 catapulted John Denver's "Take Me Home, Country Roads" to meme status overnight.
* Fallout 76, cheaters were banned from their account, and would only be given their account back if they wrote a 500 word essay on "Why the use of third-party cheat software is detrimental to an online game community".
* Fallout 76, despite the game being set not long after the war and two thousand miles east of the Brotherhood's founding base of Lost Hills. This is explained by the existence of a satellite that the Brotherhood managed to access, allowing them to establish bases as far as Appalachia. This doesn't explain the following:
* Fallout 76 features wendigo in the more dangerous areas of the map. One of the storylines of the main quest reveals that the wendigos of the Fallout universe are the cannibal variety.
* Fallout 76 has a handful of nuclear launch sites scattered around the Appalachian region. Resourceful and determined players can seek them out, along with the launch codes necessary to use the nukes, to bomb any part of the region into Kingdom Come.
* Fallout 76 has the Scorched, victims of a dangerous plague that eventually leaves its those infected as little more than irradiated ultracite statues. Until then, however, the Scorched are essentially akin to semi-feral ghouls, mindlessly

attacking any non-Scorched while possessing enough intelligence to use weapons.
* Fallout 76, in which the player can earn access to the Kovac-Muldoon orbital platform. Unlike in previous games, there's no limit to where you can aim the K-C or how many times you can use it, so craft some orbital strike beacons and go wild!
* Fallout 76: Meteorite iron swords can be acquired as a reward from an event, but aren't really much different than normal swords, being a Chinese Officer's Sword colored black with some useful but fairly minor special effects.
* Fallout 76 on its forum caused dissatisfied customers to hijack any part of the internet they could to decry the game.
* Fallout 76's compensation of 500 Atoms ($5 of in-game currency), Bethesda promised to ship out canvas bags.
* Fallout 76, that are gained from being overexposed to radiation. Like radiation poisoning, they can be removed with Radaway.
* Fallout76 that turns people and creatures infected with it into their monstrous servants. In combat they mainly attacks using echolocation systems that have evolved to fire damaging blasts of sound.
* Fallout 76 was heavily advertised with the statement "Every character you talk to is a real person!" This is a very polite way of saying "this game has absolutely no human NPCs in it." Sure enough, by far the most common criticism of the game was that twelve-year-olds in voicechat shouting racial slurs didn't offer much in the way of interesting character work.
* Fallout accessorize to look feminine: Lily wears a gardening hat and shawl, while Tabitha sports a pair of heart-shaped pink eyeglasses and a blonde wig.
* Fallout accidentally, screwing up quest triggers, and dying inexplicably. Dogmeat was especially bad, as it was a challenge to get his limited AI to avoid being fried by door lasers - to the point that the second game reveals he canonically died to one.
* Fallout aesthetics, bottlecap currency, Nuka-Cola, and mutants. (Funnily, Nuka-Cola isn't given any noteworthy spotlight in either of the first two games; it's pretty easy to go a whole playthrough without seeing anyone mention it.)
* Fallout, a group calling themselves the Minutemen are working to unify the numerous settlements around the Boston area.
* Fallout. All they achieved was creating the savage, dangerously uncontrollable Super Mutants, and a myriad of other horrors.
* Fallout. Almost every game has featured its unique power armor design on the box art.
* Fallout already, the Brotherhood fears something similar happening down the road.
* Fallout also shows an ad for a car advertised as being fully analog, with no computers, and costing "just" $199,999.99.
* Fallout and a handful of his followers, Professor Calvert of Point Lookout, and Mama Murphy.
* Fallout, and even a few people who bring justice to the wasteland by dressing up as ancient superheroes.
* Fallout and finds it best not to trust anyone until she is absolutely certain they're on the right side. Eventually it's proven to her that Ethan and his team are indeed trustworthy.
* Fallout), and he's come to serve as a mascot for the game series, as well.
* Fallout and laser weaponry that the Paladins use, or are warriors that serve under a Paladin.
* Fallout and partly because they've declined in power and want to keep from losing their stake in the world. Since Old World technology was what caused almost the entire planet to become a radioactive hellhole, who's to say how right they are to keep what they've found under lock and key.
* Fallout and the two-headed cattle and deer — are explicitly descended from normal animals mutated by nuclear fallout and lingering radiation, many others are eventually descended from experiments in biotech.
* Fallout approach and subtly plan genocide by detonating live atomic bombs and unleashing mass-killing viruses in the water will comfortably put you on the evil side of the scale without having to shoot a single guard doing it. The good side of

the scale tends to be a little more flexible, however, allowing you to both be a trigger-happy nutjob and an agent of various good organizations around while doing it.
* Fallout, armour was very popular both before and after the war, amongst individuals, companies, armies and police forces alike. Its effectiveness greatly depends on how improvised it is—you may not even feel a difference shooting the fellow in the boiled leather and shooting his unarmored buddy, but a good suit of power armor (which only the best equipped factions have access to) can make one near immune or at least highly resistant to most every day wasteland threats, including radiation. Non-powered combat armor also tends to be on the larger side, consisting of rigid plates and pads resembling sports gear.
* Fallout, atomic cars and domestic robots. All computers have monochromatic monitors and run on vacuum tubes instead of transistors.
* Fallout at the end of the game can be entirely avoided with a sufficiently high Science/Engineering skill, your selected Perks or background give you unique dialogue options, and so on.
* Fallout before disagreements with Steven Jackson caused Black Isle to terminate their license and create their own SPECIAL system.
* Fallout, being set in a future southern California and future northern California and southern Oregon, respectively, have maps justified like this.
* Fallout, being some sort of badass is about the only way to enjoy most of your natural lifespan.
* Fallout Bibles would recognize "good catch" as his standard response to a coincidence or minor detail pointed out by a fan that he actually likes the implications of.
* Fall Out Boy, about two people who have broken up but continue to sleep together to sate their physical and mental desires.
* Fall Out Boy album with a DVD featuring all of their videos, with commentary. The general consensus places it in the mid-to-low quality range.
* Fall Out Boy (and features HTF versions of the band members as well).
* Fall Out Boy are this. They were still close during the band's hiatus and Pete Wentz was the best man at Patrick Stump's wedding.
* Fall Out Boy decides to climb halfway out of the car she's driving to sing her verse with the wind dramatically blowing her hair. Meanwhile, we see Patrick desperately trying to control the car from the passenger seat.
* Fall Out Boy ends with the band being tied up in the back of a van and about to be set on fire.
* Fall Out Boy fans for putting their comeback single "My Songs Know What You Did In the Dark (Light 'Em Up)" in his "Worst Songs of 2013" video (it didn't help that he also called the band members "assholes"). He even referenced this in a few later videos.
* Fall Out Boy features Pete Wentz in some freak facepaint that makes him look like he has a large smiling black mouth full of teeth.
* Fall Out Boy find a very dead Pete Wentz on the beach. They contemplate calling 911 (and Jason Tate) and then decide to go to an amusement park with his corpse, take photos and then steal his jacket, wallet, and phone. Just watch it for yourself.
* Fall Out Boy Gabe Saporta made a Youtube video where he showed off a fake tattoo of a cat and said he got it because he was "also into cats."
* Fall Out Boy has a history of having incredibly long song titles on their albums. When their record label asked them to write songs with shorter titles, they instead refused & simply disemvowelled the title of one, producing "Thnks fr th Mmrs" from this experiment.
* Fall Out Boy has always had this effect on people to the point where even Pete Wentz has joked about it.
* Fall Out Boy has a really awesome long note in the middle of it, and it is glorious.
* Fall Out Boy. "I don't know where you're going, but do you have room for one more troubled soul..."

* Fall Out Boy is more remembered as a pop rock band than the sidekick of Radioactive Man from
* Fall Out Boy jeans". The song also includes references to "watching [a couple making love] from the closet" and "sleeping for the wrong team."
* Fall Out Boy. Many fans think that the quality of the albums are negatively proportional to how popular they are, which would mean essentially that they haven't done anything good since "Take This To Your Grave"...or "From Under The Cork Tree", if they're feeling charitable.
* Fall Out Boy. Scene cuts to teenage girls waiting for the picture to load slowly downward, before cutting away to said girls becoming outraged at his exposure.
* Fall Out Boy side-project. Five years after they formed, they became one of the biggest rock bands in America. Most of the members' original groups - Arma Angelus, Xgrinding processX and Project Rocket - are now only remembered, if at all, for being the bands that Fall Out Boy formed out of, while Racetraitor retained a devoted underground following that eventually helped spur a proper reunion in the 2010s, but was never a big name outside of hardcore and powerviolence.
* Fall Out Boy song "The Music or the Misery" references this trope in its first verse: "I got your love letters, corrected their grammar and sent them back."
* Fall Out Boy's video for "It's Gonna Be Me". The concept of the video not only allowed them to commentate on their status as "accepted underdogs" in the mid-2010s pop scene and give a respectful shoutout to one of the biggest boy bands ever, but also let them goof off with long time friend Demi Lovato and two-fifths of N*SYNC.
* Fall Out Boy, the bassist Pete Wentz is a vampire while the rest of the band are humans who all hunt vampires.
* Fall Out Boy the singer sings "I'm just a notch in your bedpost but you're just a line in a song", lamenting that he means so little to his former partner as to be nothing more than a tally in a list of their numerous sexual partners.
* Fall Out Boy. They also have a song entitled "Our Lawyer Made Us Change the Name of This Song So We Wouldn't Get Sued". (actual title: "My Name is David Ruffin... and These are The Temptations").
* Fall Out Boy were obviously the main influence on all of these bands, considering such gems as "Reinventing the Wheel to Run Myself Over", "'Tell That Mick He Just Made My List of Things to Do Today'" (an inexplicable quote from
* Fall Out Boy, where the singer spitefully tells his ex what she should do for Christmas and new Year's, and "Tell That Mick He Just Made My List Of Things To Do Today," where he basically tells her he hates her for breaking up with him for another guy and tells her to "stop burning bridges / and drive off of them / so I can forget about you"
* Fall Out Boy with their song "Sophomore Slump Or Comeback Of The Year".
* Fallout: Broken Steel is based on Joint Base Andrews (formerly Andrews Air Force Base).
* Fallout by Mister House. His technology managed to stop several of the bombs from falling on the area, but it wasn't working at a hundred percent; had the bombs fell one day later, the problems would've been fixed and he would've ended up in an even better position post-apocalypse. Should the player not ally with House, his work will be for nothing, at least from his point of view.
* Fallout called the Forced Evolutionary Virus that the US Government cooked up before the war — precisely how much each element is to blame is unclear, as there was a conflict between the creators over the matter.
* Fallout can also sell human blood and... ahem... strange meat to some of the above groups, although not usually producing it himself or herself.
* Fallout can be accessed with patient skirting of a waist-high fence, not that it really breaks the game at all.
* Fallout canon. However, all the remaining old material is still called Van Buren.
* Fallout canon — as shown in later games, the Brotherhood ends up somewhere in-between the good and evil endings.
* Fallout civil and political strife, as the Commonwealths viciously competed against one another and the federal government to promote their own interests above the others. The energy crisis, wars, New Plague, and political oppression only made

things worse. In the aftermath of the Great War, social and political organization would rarely exceed the community level.
* Fallout: clean water, the most valuable substance in the wasteland. They were also incapable of being replicated, thus no forgery and their mineral composition gave them a modicum of worth. Same case with bottle caps in the Capital Wasteland.
* Fallout-crisis by the 2050's that escalated into World War III. Society itself also never progressed much beyond the post-War period, with fashion, art, architecture and social mores frozen in the Red Scare-era.
* Fallout deems it non-canon), and at the end of the day no one really cared.
* Fallout DLC, the Courier destroyed the Divide by delivering an Old World package unknowingly containing detonation codes, causing the dormant missiles to explode in their silos.
* Fallout DLC you get captured and sent to one, which you eventually capture just as another tries to bring you down.
* Fallout, Eddie Winters, a Pre-War crime lord, underwent an experimental radiation regime months before the Great War. He's still kicking 220 years later. Other people got ghoulified the hard way — gamma radiation from nuclear bombs.
* Fallout encompasses California and some areas beyond) have far more resources to produce new supplies than they realistically should, and there are still a lot more usable items just lying around than there should be.
* Fallout. Energy weapons are highly accurate but are either weaker than conventional fire arms (laser), or strong but slow moving (plasma) and always a pain to find until mid-late game. Small guns are diverse but can break, jam or just plain miss a lot more and ammo is always scarce for big guns (which have the same issue as small guns, though pack a larger punch). Melee weapons are durable and can be strong (sometimes augmented with technology), always silent and with the correct armor you can close the distance with ease, and can be found on pretty much any raider, giving you a constant supply of spare parts, and while using unarmed is challenging at first it has some of the best perks for combat and several gloves with devastating effects. As such using any of them is viable and has its own strengths and weaknesses.
* Fallout: Equestria, after having a fight with Calamity, Velvet Remedy flirted with Littlepip to get back at him. However, Littlepip was wise to her plan and put a stop to it.
* Fallout: Equestria, and a sniper rifle that also sees alot of usage throughout the story. This is ignoring the grenades that she sometimes carries, or the Balefire Eggs she carried around for a while- the only reason she doesn't carry a launcher is because she broke the only one she ever found. And all of this is in spite of the fact that she is exceptionally small-framed. Not even halfway through the entire story, one of her companions even points it out-
* Fallout: Equestria and its derived works, there are constant references to the "megaspells" which destroyed the cities and ravaged the landscape. Some were missiles, some were bombs. As it turns out, the megaspells were not actually inherently destructive. They were merely frameworks to boost any normal spell to epic levels; Fluttershy originally filled the megaspells with healing and protection spells, then gave the designs to the enemy as a gesture of peace. Unfortunately, everyone else immediately realized there was nothing stopping them from using the megaspells to boost destructive spells to epic levels. Most of the world-ending megaspells were balefire bombs, a clear analogue to nuclear weapons, but some of the worst (like the one that hit Canterlot) were more subtle horrors.
* Fallout: Equestria, and Steelhooves brings down the roof so that they can escape the situation entirely.
* Fallout: Equestria) ascends to the throne. This produces the same effect as William the Conquerer being placed in control of Cold War era Britain: complete and utter ruin.
* Fallout: Equestria as Littlepip repeatedly encounters buildings, including a factory, a mad science lab, and a powerplant, with one major feature in common:
* Fallout: Equestria, at least 5 ponies have taken the title DJ-Pon3, in addition to the original.

* Fallout: Equestria at the end. After being repeatedly shot, stabbed, blown up, irradiated, and mutated she was just too broken both physically and emotionally.
* Fallout: Equestria, DJ Pon-3 acts as this as a reference to Three-Dog in Fallout 3.
* Fallout: Equestria doesn't want to see such a memory. Applejack ends up leaving for a meeting without settling the matter. Later, Steelhooves gives Littlepip another memory orb, and she asks him first if it's a memory of him having sex with Applejack.
* Fallout: Equestria - Empty Quiver, and a Type 2 Ka-Mi, an amphibious tank.
* Fallout: Equestria - Empty Quiver closely resembling the Avro Vulcan.
* Fallout: Equestria - Empty Quiver features even more, as while the EQUAD War Room is mentioned in an early chapter, it's later revealed that there's also a smaller War Room at the Vanhoover Air Base, as well as at Fort Maple. In both of the latter cases, people have to be reminded they can't fight in there.
* Fallout: Equestria - Empty Quiver features this as the destruction of a robotic dragon, courtesy of a 40mm grenade with the explosive yield of a mini-nuke. Your Head A Splode indeed.
* Fallout: Equestria - Empty Quiver, we have the XB/A-1 Valkyrie, an experimental delta-wing supersonic attack bomber capable of effectively flying indefinitely, vertical takeoff and landing, and carrying 5 tons of bombs meanwhile, with no less than four turreted tesla cannons for defense and two 40mm autocannons for offense. It was still in the process of being tested when the bombs fell, preventing its use and ultimately its mass production, making it the only one of it's kind.
* Fallout: Equestria - Empty Quiver, with the daughter and son of the leading couples. Don't think too hard about how two pairs of stallions had foals.
* Fallout: Equestria. Even computers seem to run on magic in these stories.
* Fallout: Equestria expect to be paid after, but griffons are normally infamous for never doing anything without negotiating a contract first, so the fact that they have faith that Littlepip will compensate them fairly is a huge sign of trust.
* Fallout: Equestria has Deadshot Calamity be the victim of this. Not only was it how he got his name, but his father hated him because of it.
* Fallout: Equestria has Killing Joke, a plant which specializes in this. Either it kills its victims directly in some ironic way, such as a zebra who said at one point she felt like her stripes were great wounds in her skin having her stripes becomes massive open wounds when touched by a vine, or it simply sets things up for a third party to cause it, such as turning a Hellhound who was about to kill some ponies into a pony. Said ponified Hellhound was then killed by the other Hellhounds who thought he was simply one of the ponies they were hunting.
* Fallout: Equestria has the Pegasi Enclave, which rules Cloudsdale with an iron hoof and which emerges from seclusion to conquer the Equestrian Wasteland as well.
* Fallout: Equestria has the war between the zebra and Equestria, which ended much like in the original Fallout (again, it's almost confirmed that the zebra fired first). We actually hear a great deal about what happened in the background of the war, but still almost never see a battle fought.
* Fallout: Equestria intended to save everypony. While each of them was host to a social experiment, they were not needlessly cruel, and the Overmares were given strict orders to shut the experiment down if there was a serious threat to the inhabitants. Unfortunately, that wasn't enough, and by the time the story starts nearly every Stable is a tomb. Some fell to simple accidents, some to side effects of the experiments. Stable 29, in particular, was controlled by an emotionless computer, and when the water talisman was damaged started killing off inhabitants to keep the Stable at a sustainable population level. At first they just looked like accidents, and by the time anyone realized the truth, the pony with the knowledge to override the computer was dead.
* Fallout: Equestria. It lives up to its name, and if its propertier, the ghoul Derpy Hooves, finds anything it doesn't sell, she will endeavor to correct that.
* Fallout: Equestria: Littlepip finds some journals from the war where an outside observer witnessed Steelhooves patrolling Zebratown, the only zebra settlement in an increasingly racist Equestria. Steelhooves saves a zebra from being raped by a

guard, then refuses her thanks because he hates zebras. He states multiple times that he doesn't care how much he hates zebras, it's still his job to protect them, so that's what he's going to do. He's better by the time of the story, but not by that much.
* Fallout: Equestria: Littlepip gets addicted to Mint-als, especially of the Party Time variety. By chapter 20, she gets over her addiction (unlike Pinkie Pie, who was also addicted to these), flushing down her remaining Party Time Mint-als (which were a lot, mind you) down the toilet.
* Fallout: Equestria. Littlepip notes the jokes would be stupid if they weren't so horrifying.
* Fallout: Equestria, next time they're ready for it. Stealth is the preferred method of dealing with them, but it's not always an option since they're often the ones ambushing her.
* Fallout: Equestria - Occupational Hazards) abundantly clear, within reason.
* Fallout: Equestria - Occupational Hazards. As one of the authors has an obvious fascination with Dr. Strangelove, this should come as no surprise.
* Fallout: Equestria - Occupational Hazards features the main characters stumbling across and subsequently taking a ten-meter long 81-ton land battleship from the basement of a vehicle testing facility. Mounting a turreted Equestrian Royal Ordinance 76.2mm gun firing 17-pound shells and traveling at the speed of slow, it's not really sugarcoated that they'd found a TOG II, albeit with some upgrades - least of all being a compact nuclear reactor in place of the diesel engine and 20mm autocannons for coaxial and hull secondary armament.
* Fallout: Equestria - Occupational Hazards features use of the CONELRAD broadcasting system repurposed as a general radio station, while leaving the automated emergency warning systems intact. These systems are triggered three times over the course of the story.
* Fallout: Equestria of overuse to cause it. More than pulling a muscle, it's like punching so hard you break your whole arm. Of course, it happens to Littlepip multiple times throughout the story. Between a propensity for danger and the fact that her only spell is basic telekinesis (meaning when she runs out of guns her only option is "throw something heavy at the enemy"), she tends to lose access to her magic at the worst of times.
* Fallout: Equestria once took nearly 2 days to authorize an assassination of the main character, which gave her the advantage in choosing familiar terrain. In one instance, a rescue mission for a downed Raptor was only carried out in time to rescue anyone because the crew mutinied instead of following protocol.
* Fallout: Equestria - Project Horizons: After Blackjack finally confessed to the barely sane ghoul Silver Spoon that she isn't Diamond Tiara, instead of mind-breaking feral-inducing trauma as Nurse Graves feared, she instead opts for this. She still sometimes calls BJ Tiara at times though.
* Fallout: Equestria - Project Horizons and with her weapons in easy reach. She isn't attacked, but she mentions she's ready for it.
* Fallout: Equestria - Project Horizons at one point there is an attack spell that appears to be this. It appears as some sort of distortion, and shatters bone without damaging flesh. Light would be distorted if the space it moved through was. Flesh is stretchy and can survive the fact that the angles on a triangle no longer add up to 180 degrees. Bone, not so much.
* Fallout: Equestria - Project Horizons, causing the Stable to become infected and break down into several competing tribes of hungry cannibals.
* Fallout: Equestria - Project Horizons, serving as a physical dumping ground for any and all unwanted emotions and thoughts.
* Fallout: Equestria - Project Horizons. She just heals the wounds and regenerates any missing parts, although disintegration causes her to regenerate as a small filly, and she has to eat a lot to grow back to normal size.
* Fallout: Equestria - Project Horizons. The required password appears on her computer screen: Thisisgonnahurt.
* Fallout: Equestria - Project Horizons with gusto, but when she's augumented, it really takes off. Bonus points go to when she's hit with an assassination attempt

and, instead, eats the knife.
* Fallout: Equestria, she is able to predict everything he might say and record responses in accordance; rather than seeing just one future dialogue, she is aware of every possible choice. She even coerces him into Pinkie-promising to never use addictive substances ever again, and responds appropriately when he accidentally sticks his hoof into his eye.
* Fallout: Equestria: Snowfall, the crystal ponies call noncrystal ponies "fleshies". The ghouls also call nonghouls "smoothskins". Nobody seems to get particularly offended though.
* Fallout: Equestria) so that her head could be brought back. We never find out whether she lived or died, though after she left, every pegasus that leaves the Enclave is branded with her cutie mark and given the label "Dashite", though many take it as a badge of pride because they're not as selfish and arrogant as the Enclave.
* Fallout Equestria: Starlight, after Radiant Star sees Pinkie's skeleton she feels obliged to give her a funeral.
* Fallout: Equestria: Starlight with saying how one can best help others.
* Fallout: Equestria: Steelhooves/Applesnack is on the wrong end of a Hellhound attack very early on in Chapter 39. This comes as a bit of a shock due to his status as a Canterlot ghoul, hence able to revive from most forms of damage. Turns out decapitation isn't something he can revive from.
* Fallout: Equestria, that's a glaring flaw; the enemy could just wait until the ponies brought some rain clouds in and attack then. By the time of the story, the Pegasus Enclave keeps the Wasteland constantly covered in clouds, meaning it's never an option at all.
* Fallout: Equestria, the Pegasus Enclave encourage homosexual relationships in order to keep population numbers down.
* Fallout: Equestria, the plan for defeating the Goddess. Notable in that this trope applies in-story as well; after coming up with the plan, Littlepip tells each member of the party their part in the plan and ONLY their part, and then has her own memories removed. The reason is that the Goddess is telepathic, and Littlepip herself will be facing the Goddess directly. Letting your opponent read your mind and figure out your plan would kind of put a damper on it.
* Fallout: Equestria. These were all developed over a few decades. Even hundreds of years after the apocalypse, with most of the technology lost, the scavengers in the Wasteland still have a higher tech level than the ponies before the war.
* Fallout: Equestria to have embarrassing food-based names such as Cottage Cheese and Butterbean.
* Fallout: Equestria. Ultimately, Littlepip's final argument against him is that he treats every single person in the Wasteland as a child who needs to be led around by the nose. People will never improve if he doesn't give them a chance to improve.
* Fallout: Equestria. Within a few days, she had slaughtered a raider camp, rescued some prisoners, basically saved an entire town, became friends with some of the most dangerous people in the Wasteland, and killed an insane pseudo-goddess. Her achievements only became more impressive from there. In fact, her achievements were so impressive that the Steel Rangers couldn't believe she was really an innocent Stable-dweller and thought she was a highly-trained commando from some hidden Ministry of Awesome black site.
* Fallout: Equestria: Xenith the zebra uses little to no contractions in her speech and usually talks in a more sophisticated manner than her comrades.
* Fallout expansion, are creole tongues descended from English. After several generations however, there's just enough English left to notice their origins but they're otherwise barely comprehensible. This is in stark contrast to their town-dwelling counterparts in the wasteland as well as more civilized factions like the New California Republic and Brotherhood of Steel, all of whom speak more or less the same English as Pre-War America.
* Fallout featured such lines as "Rabbit is reduced to a thin red paste" and "Thug explodes like a blood sausage".
* Fallout features the aptly named 'Deathclaws', genetically engineered killing

machines with claws the size of knifes. In each game they are one of the toughest commonly occurring enemies, and their claws can even be Macgyvered into one of the more deadly unarmed weapons in the game.
* Fallout features the Punga fruit, which the local tribals cultivate, worship, and trade.
* Fallout. For example, the United States forcibly annexed Canada to access better pathways to Alaska and engaged in a bloody war with every other country to secure the last oil field in the Pacific. The world itself was embroiled in the Resource Wars, a series of conflicts over shrinking oil fields that left Europe and the Middle East in ruin as the oil fields dried up and left the U.S. and China as the remaining powers.
* Fallout, for instance, allowing your tiny outpost to fleece an Elven caravan out of everything they own in exchange for one earring.
* Fallout, frequently breaking the fourth wall and referencing popular culture.
* Fallout game has guns in his chair, though it's not mobile. The guns are a common feature in many vaults (The Master employs his if you resort to hostility) as a last line of defense.
* Fallout games allow players to be male or female, any race they choose, and a bunch of other customization features as rudimentary as nose size. How could boxart get all of this represented at once? It doesn't; instead opting for pictures of an undefined character in power armor.
* Fallout games are usually aversions similar to the above Elder Scrolls example, as shops only have limited stock and money as well, meaning that if you're selling items to them, you could only sell them so much before they were out of money. They eventually do replenish both stock (unique items excepted) and funds over time, and later games allow you to invest in shops to permanently increase their buying power.
* Fallout games do partially avert this trope, although in a very subtle way involving the recoil: Although you can physically see them recoil back when shot, the energy weapons skill is based on your perception score, implying the recoil is so negligible that you only need to see your target to hit them. Contrast this with the small weapons skill using agility (your natural reflexes allowing you to better deal with the recoil) or heavy weapons using endurance (the recoil being so massive, you have to worry more about passing out from the shock).
* Fallout games had the Gifted trait, which essentially amounted to this trope. Gifted characters had the best SPECIAL stats in the game, and due to the importance of the stat, usually a very high intelligence value as well. The tradeoff was the ease of which everything came to the character turning him into a slacker — namely, fewer skill points per level (though from a gameplay standpoint, it was universally considered the best trait).
* Fallout-games have had have featured an anti-radiation drug called Rad-X. Much later, when a real anti-radiation drug was invented by Onconova Therapeutics, they dubbed it Ex-Rad.
* Fallout games have several settlements whose names are apparently derived from corrupted names and degraded signage:
* Fallout games, it's possible to take an at-creation trait called Skilled, that makes your character into one of these. You gain perks (miscellaneous, but potent benefits) less often but get a bonus to all your skills (medicine, gun skills, etc). It's generally considered inferior to its counterpart trait since skills are easy to raise and specialize in, but perks come only with level gains.
* Fallout games rewarded the player with extra gruesome death animations that would play some of the time if the player inflicted a large amount of damage in a single attack. If one gave the player character the special trait "Bloody Mess" during creation, the most spectacular death animations would always play when an enemy died. The full list of splattery animations is:
* Fallout games, the hero will have altered the face of whatever wasteland he/she happens to inhabit, for better or for worse.
* Fallout games, there exists Vaults 68 and 69. The social experiment of Vault 68 is 1 woman living among 999 men, whereas Vault 69 is 1 man living among 999 women.

* Fallout games, there is a perk (Living Anatomy) which gives you a bonus to medical skills, but also, due to your mastery of anatomy, raises your base damage against living opponents.
* Fallout games to depict the average human being as kindling in waiting. Flamethrowers in the first and second games give a kill animation fondly referred to among fans as the Burning Bitch Dance, while the later installments by Bethesda have given the various desert-wandering protagonists plenty of ways to demonstrate how flammable people are.
* Fallout games, where people tend to have casual danger dialog while getting hurt: You could imagine that "You popped a goddamn lung" was in fact said in a very serious way, but there's no way anyone could go "Crap, my eye's dangling by the optic nerve here" without it being a perfect example of this trope.
* Fallout games, where you gain extra XP and other rewards for succeeding at speech challenges. There are also perks that open extra dialog options with various characters.
* Fallout: Garl, the leader of the Khans raider group. His band has kidnapped the daughter of the leader of Shady Sands, the first town the player character encounters after leaving the Vault, bringing him into conflict with a good character almost immediately.
* Fallout getting nuked into oblivion from a (hopefully) safe distance.
* Fallout: Gigantic, radiation-mutated scorpions are a mainstay of the games.
* Fallout goo. Despite this, the goo or dust can still be looted for perfectly intact items (even armor).
* Fallout had the Glow, the Mariposa Military Base and the Brotherhood's Lost Hills HQ.
* Fallout had the Slag AKA Pale Folk underground community, with the inhabitants a group whose ancestors mutated to have pale skin, very sensitive eyes, etc.
* Fallout: Harold, a ghoul-esque mutant you can meet in The Hub, was 5 years old when the Great War began, and emerged from Vault 29 in 2090. The Vault Dweller encounters him in Oldtown in 2162. He'll tell you a little about his life in Vault 29 and what he remembers of the beginning of the war if you ask.
* Fallout has an example of this; to befriend some Raiders, you must execute two girls they have taken as prisoners.
* Fallout has "Plan C" which adds up to killing everything in the vicinity.
* Fallout has T-51b Power Armor, the uniform of the Brotherhood of Steel. Powered by a nuclear battery, it is said to be the most advanced military hardware ever fielded before the war.
* Fallout has the Great War, a two-hour war during which every nuclear-capable country in the world launched. No one knows who launched first, and given the state of the world afterwards it doesn't really matter anymore.
* Fallout has this gem if the player character stumbles upon the Thieves' Circle, makes it through a small gauntlet of traps and locked doors and engages in conversation with their leader Loxley.
* Fallout have a surprisingly high number of Ghouls in their gang, probably about 25% of the gang itself.
* Fallout have the pigrat as well. Also, the deathclaw is a mixture of Jackson's chameleon and various 'other species'.
* Fallout have various tools attached to the ends of their metallic tentacles, including buzzsaws and blowtorches, which can be quite lethal in combat. The military version, Mister Gutsy, has machine guns and plasma throwers mounted on its tentacles instead.
* Fallout. He gives the player a quest to steal a necklace from the head of the Water Merchants as initiation into the Guild, and if completed he rewards them with 3000 caps and an electronic lockpick.
* Fallout. However, Bethesda declined to continue working with Obsidian Entertainment in favor of in-house development.
* Fallout, including enemies, allies, and random passers by. Certain types of armor can also deflect bullets, injuring or killing unintended targets even when your aim is true. Stray shots can also provoke hostility from parties formerly uninvolved in

the conflict.
* Fallout, including two-foot-long Radroaches, Radscorpions that grow upwards of six feet long, Giant Ants, some of which breathe fire and others of which fly, Bloodbugs, who are giant mosquitoes that suck your blood and spit it back at you, and Stingwings, scorpionflies the size of birds of prey.
* Fallout increased damage) and Med-X (damage resistance). They have aftereffects and are addictive, of course.
* Fallout in later games with Nuka-Cola Quantum, a soda with experimental isotopes that glows a bright blue.
* Fallout In the third game, they're nicknamed "devil suits" in-universe, as the Enclave armor resembles, er, devils with pointed horns.
* Fallout) is a slide show of this for the major factions and a few main characters. While not every major character is covered, endings like that of Broken Hills (in where even the good ending has the town's uranium mine running out, causing the town to be abandoned) fit this trope to a T. Oddly enough, the player character is excluded from the montage.
* Fallout is between the Brotherhood of Steel and the Enclave, both of whom rely on superior technology and firepower to claim dominion over the Capital Wasteland.
* Fallout Is Dragons, and Doctor Tibbs, who uses his medical knowledge to heal, make drugs, and break ponies whenever he feels like it.
* Fallout Is Dragons as his modus operandi, but he'll just as easily dispose of them. So it's more of a rotating duumvirate than an actual duumvirate.
* Fallout Is Dragons certainly qualify, blundering their way through situations that would daunt most skilled adventurers.
* Fallout Is Dragons gives us Faceball, which is played with a decapitated head, two teams of three, has unexplained rules for scoring based on how the head lands, and the losers are only executed in professional leagues.
* Fallout Is Dragons has an interesting case of mutual Cool Big Sis with Aurelia, the magically aged up dragon, and Flotsam, the bomb-toting pegasus filly.
* Fallout Is Dragons has Craggy the baby Cragodile, who mostly chews on things.
* Fallout Is Dragons has yet to do this onscreen, he's never been seen with the same partner twice....
* Fallout Is Dragons is a common recipient of these. He has noted it's interesting to observe when he's not a recipient.
* Fallout Is Dragons is a flying music playing novel reading disco ball that occasionally explodes, created explicitly for this purpose.
* Fallout Is Dragons is a mix of all four types, though mostly type 4. Their leader, named Death, is a lich, and most of their members are living necromancers who use zombies in their raids; however, while they are raiders they don't seem to attack without need and Death has actually become something of a mentor figure to Xencarn, one of the player characters.
* Fallout Is Dragons is very happy with her adopted family. Aurelia is also an example, although she does grow weary of her adopted family's antics on occasion.
* Fallout Is Dragons: No matter the universe, this is Xencarn's default reaction whenever he encounters some variation of cat.
* Fallout Is Dragons. She serves as the team's moral core... and has no qualms about throwing grenades at her enemies, bowling for undead with explosives, or mining an entire dune to wipe out a raider encampment. Her best friend is a necromancer and together they pioneered the concept of Bombies, zombies loaded with explosives and sent after their foes.
* Fallout Is Dragons spent some time in Skyfall when his player wasn't available.
* Fallout Is Dragons will always, always, always try to talk others into doing the right thing. Even a pissed off dragon who is currently preparing its breath weapon.
* Fallout Is Dragons with non-magical cybernetic replacements after they were ripped apart in an explosion that also had an impact on his memory.
* Fallout is exiled from Vault 13 at the end of the game, since the Overseer believes he/she has been changed too much by the outside world.
* Fallout is home to a huge cast of characters. Some you interact with alive, others you find dead on arrival, and others you run into just as their own personal

story ends. It's not uncommon to come across the corpse of a person and wonder if they were just unlucky and got killed, or were in the process of their own journey.
* Fallout is the sledgehammer (and the super sledge, a pneumatic version.)
* Fallout kill them on sight and many humans treat them with fear and disgust. Others, such as Three Dog and the citizens of Megaton understand that the difference between them and humans is largely cosmetic.
* Fallout: Lanius, which got approval and support from both Obsidian Entertainment and Bethesda.
* Fallout leaves Colonel Autumn's fate unresolved if you let him walk out of the purifier. Was he killed or captured, or did he leave the Wasteland entirely?
* Fallout, live in a post-apocalyptic world where laws do not exist; hence, they are automatically legitimate gun factory/shop owners. They are notable in that they are the only (mentioned) source of factory fresh weapons available to buyers in the universe; the rest of the weapons you can buy is supposed to be salvaged from pre-war depots or tinkered together from rusty parts. The Enclave and the Brotherhood also manufacture weapons, but they aren't commercial organisations and keep their factory output to themselves.
* Fallout Lore: The Storyteller: "But that is a story for another day..."
* Fallout Lore: The Storyteller due to his genetic code being damaged by radiation when he went through the glowing sea.
* Fallout Lore: The Storyteller who appears in the Season 1 finale and a mini-story arc spanning two episodes in Season 2, is blown up with a Nuka-Grenade, which is a weapon powered by the very same special edition Nuka-Cola Quantum that he was threatening the Storyteller's life for.
* Fallout makes you this (somewhat). The first rank of it makes it so animal enemies won't attack you. The second makes animals attack enemies (except other animals, which they already do anyway making the 2nd rank practically useless).
* Fallout manages to sneak into the Thieves' Guild hideout, he's greeted by their well-spoken leader, Loxley. After some pleasant introductions...
* Fallout, many of the sidequests are helping people with their mundane problems, like picking up some paint for a handyman, helping an alcoholic become clean, help an insecure boy become more confident. Given that it is still a game, the problems get a fantastic twist but are ultimately still very mundane.
* Fallout miniatures game in 2019 and a separate pen & paper RPG using the 2d20 system for 2020.
* Fallout. Most of the jars were broken, even in the parts of the facility that escaped the bombing...
* Fallout), most prominently those based around the worship of the creation god Atum.
* Fallout narrating about the war. Even though the war is technically over, its lasting impact colors the setting throughout.
* Fallout, Natalia Dubrovhsky, has one, and it is on the female character by default since there's only one model for male and female player characters each.
* Fallout. Naturally, you get to shoot them, fitting this trope to a T.
* Fallout: New Vegas A Courier with a high enough Speech skill can talk down Ulysses from this destructive course of action. Ulysses then regards the Courier as someone with the "shadow of a nation, the hope of the people."
* Fallout: New Vegas add-on ''Honest Hearts." The entire reason the plot is in motion is because the White Legs tribe were given automatic weapons by Ulysses, as well as a huge store of ammunition and the knowledge of how to clean them. The White Legs never developed past a Stone Age level of civilization because they have no knowledge of agriculture, animal husbandry, or the other necessities of civilization. If something they stole or scavenged breaks, they just throw it out. Joining Caesar's Legion is the only way they have forward to survive.
* Fallout: New Vegas add-on Old World Blues has large posters on the walls to teach the alphabet, including "C is for Commie" and "D is for Dirty Commie".
* Fallout: New Vegas adds a radio station hosted by "Alan Morgan," a racist, pro-gun, right-wing Enclave supporter.
* Fallout: New Vegas, a Deathclaw can be seen running in a cave. When you follow it

you see its corpse and what follows is probably the first encounter with the Tunnelers, reptilian humanoids that hit as hard as Deathclaws, attack in packs, travel underground, and breed like rabbits.
* Fallout: New Vegas, a female protagonist is able to seduce Benny and bypass the security. From there she can either sleep with him and kill him, or just kill him as soon as they enter the room.
* Fallout: New Vegas: After Dr. Mobius delivers his terrifying broadcast from the Forbidden Dome, he caps it off with a cheerful "That is all. Bye bye."
* Fallout: New Vegas after she joins your party but at least she isn't depressed.
* Fallout: New Vegas A funnily multi-layered example in that he purposely uses "craziness" in his sales pitch yet is oblivious to the ways he's genuinely crazy.
* Fallout: New Vegas against Mr House, who doesn't know and wouldn't care anyway), and he can't do anything about it. He's very miserable about it.
* Fallout: New Vegas) against the NCR until the remainder decided the current plan was suicide and retreated against his orders.
* Fallout: New Vegas along with a host of new weapons. Notable entries include:
* Fallout: New Vegas, a low-Intelligence character has the option to "CHOP CHOP CHOP" a patient, which saves them through "dumb luck".
* Fallout: New Vegas also allows players to do this if they have a shovel in their inventory. No significant consequences are attached but what loot there is to be found is usually pretty mild (a few meds, some ammo, or maybe a damaged weapon)
* Fallout: New Vegas also featured music from the 50's and early but sticks with the theme by using a mix of old western songs and those by Vegas performers like Dean Martin.
* Fallout: New Vegas, although the latter case is fade to black), both are plot important place. However, the digital versions aren't banned.
* Fallout: New Vegas and are some of the nicest NCR soldiers if you are in good terms with the NCR. If you count destroyed units, the old American Army Riot Troopers had even spookier armor, with extra padding, glowing eye lenses, thicker armor, and black leather dusters that were hybrids of LAPD riot gear and US Army Mechanized Infantry uniforms.
* Fallout: New Vegas and a variety of noises can be heard that just raise further questions. Then again, its name is "Fisto".
* Fallout: New Vegas and how he'll learn about F.I.S.T.O. via trial and error. For the customers of course!
* Fallout: New Vegas and leaves the kitchen (as well as his recipes) to you so he can run off and cry.
* Fallout: New Vegas and none of them use profanity in a game where it is plentiful.
* Fallout: New Vegas and the devs subsequently patching those methods out.
* Fallout: New Vegas and the player is given the chance to either convince him that he truly loved Gabe or to simply see him as a test subject.
* Fallout: New Vegas, and think the NCR will be defeated by them soon.
* Fallout: New Vegas, and wants Vegas to be their Rome thus making them a true Empire.
* Fallout: New Vegas anything less than five dollar bills). Due to the NCR-Brotherhood of Steel war destroying the former's gold reserves, NCR has switched to water-backed paper money, explaining the change and lack of purchasing power.
* Fallout: New Vegas are reskins of the aforementioned mirelurk kings, and possess the same stereotypically finned, ichthyoid appearance. They also retain the mirelurk kings' powerful attacks and tendency to cluster in areas near water.
* Fallout: New Vegas are the New California Republic, a democratic faction whose lofty ideals are tempered by an aggressive expansionist policy and more red tape than you can shake ten sticks at. While natural for such a large organization, the inefficiency is one of the reasons the NCR has come to a stall in the game and gives plenty of work for the player character.
* Fallout: New Vegas are trapped in their hazmat suits, since the buckles rusted due to the toxic cloud.
* Fallout: New Vegas around it that hits harder than some of the toughest enemies

in the games.
* Fallout: New Vegas as a compromise by the makers between the serious post-apocalypse of Fallout 1 and the joking around of Fallout 2.
* Fallout: New Vegas as an example for the price of failure among his ranks.
* Fallout: New Vegas, as Boone mentions that it's "The only resort in New Vegas that no one wants to get sent to."
* Fallout: New Vegas, a semi-immortal robot who is loyal only to you (because only you can get into the building where he lives) and he commands an army of highly advanced kill bots with Wolverine-like healing factors.
* Fallout: New Vegas As long as you don't side with Caesar's Legion (which wants to oppress or kill everyone in the wasteland), whether or not you get the Golden Ending depends more on how you handled faction quests and sidequests than it does on whether you side with the New California Republic, Mr. House, or an independent Vegas.
* Fallout: New Vegas: As long as you're not too badly regarded by the NCR, you can easily sneak into Hoover Dam's facilities, including the turbine chambers, the armory, the offices, and the barracks without anyone even asking who you are or making you relinquish your weapons. If you so wanted, you could probably plant a few bombs and cripple the region (although there's no quest to do so).
* Fallout: New Vegas As the narrator says, getting to the casino is not the hard part.
* Fallout: New Vegas as well). Also, according to Ranger Andy in Novac, he suffered his leg injury by being caught off guard by a child (a Legion's slave) who was ordered to dropped a granade at his feet.
* Fallout: New Vegas, as well as the scorpions that caused it in the first place - all without being able to see properly.
* Fallout: New Vegas as well, but the process is perfected on them so they stay sane. You can even opt to leave your brain, heart, and spine behind and use cybernetic implants instead.
* Fallout: New Vegas, as you are fighting off the tribals that wiped out your caravan party, Follows-Chalk suddenly jumps into the fray. Unwary players with sniper rifles may accidentally shoot him, causing failure of the main quest.
* Fallout: New Vegas at first, and occasionally snarks when the Courier asks what he thinks is a dumb question, but he treats them with exactly as much respect as he is shown in turn. He is open and honest about his plans, trusts the Courier to make their own tactical decisions, and provides them with full access to a refurbished luxury hotel suite and cocktail lounge.
* Fallout: New Vegas at Hoover Dam (but then, the friendly NCR forces are just as tough, so it's not that big of a deal).
* Fallout: New Vegas. Averted pathetically with General Lee "Wait-and-See" Oliver.
* Fallout: New Vegas be associated with any particular group, but that doesn't mean that people won't recognize the Courier's badass status. Develop a high enough reputation with a particular group (especially the NCR), and rather than offering your services for hire, they'll beg you to help them out with their problems.
* Fallout: New Vegas became this after the Legion came to town. The former had its residents beheaded, crucified, or enslaved, while the latter was irradiated, turning the NCR troops stationed there into feral ghouls.
* Fallout: New Vegas because their poor attempts to imitate him ended up looking like insane gibberish.
* Fallout: New Vegas because they're constantly baked out of their skulls. But Cook-Cook, the Flamer-wielding rapist (and yes, those two do go hand-in-hand with him), is the only Fiend everyone in the Mojave hates by name and often will pay you for having killed. Caesar's Legion is also said to rape women, but this is mostly said in passing and takes a back seat to the slaving and mass murder.
* Fallout: New Vegas becomes another flickering ghost to haunt the ruins.
* Fallout: New Vegas being as big as their Capital counterparts — and unlike their cousins in the Capital Wasteland, they are still hostile to you even if you have the Animal Friend perk.
* Fallout: New Vegas brings back the Katana in the "Gun Runner's Arsenal" DLC and

it is still regarded as the king of one-handed melee weapons as it have a double critical rate, limb damage bonus, and has a special VATS attack that does 250% damage
* Fallout: New Vegas brings back the same model from Fallout 3 and introduces the new "Authority Glasses", a pair of aviator shades that seem to be a favorite of NCR Rangers.
* Fallout: New Vegas brings us the El Rey Motel. Every bit as ramshackle as the Statesman, but populated with angry drug addicts instead of Super Mutants.
* Fallout: New Vegas, but with a little smarts you can get the centurion to sing without even touching him, netting a better reward.
* Fallout: New Vegas by them for slaughtering their attack on Goodsprings.
* Fallout: New Vegas, Caesar's Legion is an army of mass murdering, raping marauders that's heavily implied to consist in large part of teenagers. If you go to the Legion fort, you can find boys training to be full-on legionaries, with the implication that they're going to be entering combat soon (which, considering even the industrialized NCR lets people sign up for active-duty at 16, isn't implausible at all). If you talk to the NCR general Chief Hanlon, he says that any legionary who survives 10 years is considered an exceptional veteran, as most die long before then ("life expectancy isn't long in the Legion; you live ten years in Caesar's army, you're a force to be reckoned with").
* Fallout: New Vegas, Camp Golf is set up in the ruins of an actual golf resort.
* Fallout: New Vegas cannot be permanently killed — they go unconscious and wake up when the fight is over. (Some extremely powerful enemies may avert this — for instance, the enemies at the Deathclaw Promontory can tear ED-E into scrap and make him vanish, although the game still thinks he's in your party.)
* Fallout: New Vegas), carbide teeth to add +15 to damage (chainsaws ignore armor so this makes a good thing better), and an alloy frame to decrease weight (from a rather hefty 20 to 12).
* Fallout: New Vegas character-specific Challenges (not required), hence exceeding requirements imposed by the game platform.
* Fallout: New Vegas come down on you like the fist of an angry god after ganking one of their butter knives. The only upshot this time is that they don't all assume you're going to steal whatever passes under your crosshair and constantly remind you that they can see you eyeing their stuff.
* Fallout: New Vegas confirms that they can "recognize your face and voice with advanced facial and auditory recognition technology."
* Fallout: New Vegas content and gameplay fixes to the Capitol Wasteland.
* Fallout: New Vegas, convincing him to withdraw the NCR (which should be simple enough if you're already capable of talking down Lanius).
* Fallout: New Vegas could count as one of these, as well as any of the raider groups.
* Fallout: New Vegas decide to push west. Pointdexter of the Misfits specifically joined the military with the goal of obtaining with a cushy desk job while performing as little as possible.
* Fallout: New Vegas delusional. Which considering the game opens with them miraculously surviving a double-head-shot, wouldn't really be that surprising.
* Fallout: New Vegas developers, but can also be played in real life since it uses a standard deck of 52 playing cards.
* Fallout: New Vegas/disintegrates them) or else the Major in charge of the bounties can't verify them and cannot pay you full price.
* Fallout: New Vegas DLC. After saving Christine from the immediate danger at the Big Empty and getting what he came for, Ulysses leaves.
* Fallout: New Vegas DLC. Before the bombs fell, the Sierra Madre was set up to broadcast a distress signal on its external radio antennas if something catastrophic happened. Unfortunately, since all the radios were set to broadcast music for the Grand Opening until after it was finished (three guesses as to what happened before the Grand Opening), the 'emergency' broadcast is still a broadcast inviting people to the Grand Opening Gala Event at the casino proper. Since the broadcast was designed to repeat until help arrived, this has led hundreds of

unwary explorers to their deaths over the years...
* Fallout: New Vegas DLC called the X-66 Hexcrete Archipelago, consisting of massive hexagonal structures made of concrete. Appropriately, they do nothing in the game other than look cool.
* Fallout: New Vegas DLC is centered around a scientific research facility named "Big Mountain", commonly abbreviated as "Big MT". The corruption of the name, coupled with its secluded location and the fact that people who tried exploring the crater tended to not come back led to it being known as "The Big Empty" in the Mojave Wasteland.
* Fallout: New Vegas DLC really exacerbates the issue. The DLC adds in a bunch of new weapons, many of which are unique, and ammo types to the game, none of which can just be found lying around and must be purchased. Often the player only has the wealth to use these weapons regularly when their weapons skills are so high that that extra damage you're buying is almost always overkill by that point, so even carting around some powerful guns is wasteful in the added weight alone.
* Fallout: New Vegas DLC that do things like making you move faster while sneaking.
* Fallout: New Vegas dlc, the Courier's brain along with their heart and spine are removed and replaced with advanced technology.Near the end of the story the player can choose to keep the implanted technology or have the organs returned with the help of a Auto-Doc Machine.
* Fallout: New Vegas DLC, who's prone to this due to having been programmed to obsess over washing mugs... for scientists who have long abandoned any activities that require mugs.
* Fallout: New Vegas DLC, you can find 'vending machines' which are actually matter conversion devices. These can be used to convert casino chips into food, medicine, tools or ammo.
* Fallout: New Vegas does he love to constantly reiterate what his name is during combat.
* Fallout: New Vegas doesn't bother to hide his condescension for... well, anybody and has a clear disdain for the other factions out to rule New Vegas. He is, however, a genius of several stripes, who not only earned his fortune before he was thirty but was also responsible for preserving what remains of Vegas through the nuclear apocalypse.
* Fallout: New Vegas, due to House's machinations the Mojave was spared the worst of the Great War, allowing for a lot of advanced technology to survive the collapse of civilisation. Later he would "civilise" three tribes into governing his casinos, while he himself maintained New Vegas' independence from NCR annexation by using his Securitron army to prevent any attempt to take over the Strip.
* Fallout: New Vegas, during the battle between the Brotherhood of Steel and the NCR at Helios One, the Brotherhood Elder Elijah deserted in the midst of the battle. As such, the Head Paladin Nolan McNamara was forced to take the position of Elder.
* Fallout: New Vegas), easily collect 2000 caps on the way for the entry check, and spend the rest of the game gambling at slots, roulette, or blackjack, sleeping in the casinos and buying marked up food from casino bars, until you run out of money. Just like real life Vegas.
* Fallout: New Vegas elements, but you can make you character stronger from absorbing radiation (though you still get sick from it).
* Fallout: New Vegas(especially disturbing when heard in the Divide), as well as reusing many from the first two games.
* Fallout: New Vegas-esque, ball-busting, credentials in the form of four campaigns against the Brotherhood of Steel during the NCR's war with them.
* Fallout: New Vegas. Even having your entire central nervous system removed and replaced with a Tesla coil has no effect on you, and having it put back in is optional.
* Fallout: New Vegas even lampshades this, referring to Oliver's "tactics" as Tunnel Vision. This is because his only move is to fortify the Hoover Dam with troops to prepare for an impending Legion attack and nothing else. He is apathetic to the situation everywhere else in the Mojave, even when the Legion establishes

itself in the Mojave and engage in regular attacks on the NCR to crippling effects (i.e. Searchlight, Nipton, Nelson, Forlorn Hope, etc.). To that and to the regular Fiend raids, Oliver maintains his orders to hold position and not pursue, even when it's clear how these are all affecting their supply lines and morale. Upon closer inspection, the NCR is so bogged down by this and everything else that they are unable to take notice of or respond to further sabotage attempts (into McCarran itself), the involvement of the Great Khans, the breakout of the NCR Correctional's inmates and the total unpreparedness of their troops that it becomes clear that the NCR would've been slaughtered were it not for the Courier's intervention.
* Fallout: New Vegas even less so, then again only the Legion hates Ghouls.
* Fallout: New Vegas, even though it was Hanlon's strategy that won the First Battle for Hoover Dam. On top of that, Oliver is so intent on a second, climactic battle at the dam itself that he seems blind to Legion raids taking place anywhere else.
* Fallout: New Vegas eventually clarified that the upgrade is meant to make it so that he'll only take orders from you, and not literally anyone who gives him one.
* Fallout: New Vegas every night. You don't get to do any of these, but you at least get its attention.
* Fallout: New Vegas expansion, Dr. Borous has set up the X-8 Research Center to look like his old high school, and rants over the intercom about his traumatic teen years.
* Fallout: New Vegas expansion. Everyone has an obsession that drives them to the Sierra Madre, and only in letting go do they find relief.
* Fallout: New Vegas expansion, he's clearly learned nothing from the experience.
* Fallout: New Vegas. Expansions to the game, can have you geting BAR automatic rifles, old police magnums, Tommy guns and .45 pistols.
* Fallout: New Vegas features a major battle over Hoover Dam, one of the last remaining sources of electricity in the wasteland.
* Fallout: New Vegas features an energy weapon based perk that causes any enemy killed with energy weapons to emit a small radius of high damage (capable of starting chain reactions if it kills another enemy, since it is also an energy attack). Capable of turning a group of weak enemies into a rather large explosion.
* Fallout: New Vegas features Borscht Belt style comedian Billy Knight, complete with an inexplicable New York accent.
* Fallout: New Vegas features Caesar's two lieutenants. Vulpes Inculta is the leader of the Frumentarii, who are scouts, infiltrators and saboteurs; he is responsible for most of the trouble the Legion is causing in the Mojave. Legate Lanius is the leader of Caesar's armies. It's heavily implied that after Caesar's death the two of them will fight for leadership, leading to the eventual collapse of the Legion as neither have what the other does.
* Fallout: New Vegas, female members of the Fiends gang dress like pole dancers. Your companions Veronica and Cass dress like they might have to work outdoors in a harsh climate.
* Fallout: New Vegas' final DLC adds an upgraded version of the Ranger Helmet which gives you night vision while crouching. The basic versions sadly only give you a bit of armor.
* Fallout: New Vegas for a model of eyebot that never was produced, specifically because it may be surveiling him.
* Fallout: New Vegas). From the same game, the generic "Anti-materiel rifle" is the Hécate II, a rifle designed and built only in France.
* Fallout: New Vegas get caught in the explosion, but a few broken limbs is worth the LOLs.
* Fallout: New Vegas gives us the Freeside Thugs; they seemingly do not understand the stupidity of luring someone in Power Armor and carrying a Machine Gun/Rocket Launcher/Orbital Death Ray into a "trap" they set, when all they have are pool cues and meat cleavers.
* Fallout: New Vegas had his tongue cut out by NCR soldiers, which explains his generally unintelligible dialogue.
* Fallout: New Vegas has a optional hardcore mode where you need to eat, drink and

sleep to stay healthy.
* Fallout: New Vegas has a tiny, barely-noticeable moustache that nevertheless manages the badass feat of being the only facial hair to ever exist on a ghoul's face.
* Fallout: New Vegas has Davison and his long-dead bull's skull called "Antler".
* Fallout: New Vegas has far less urbanized warfare going on, as the only heavily built-up areas are around New Vegas itself, and that area is well-secured by Mr. House's Securitrons and the New California Republic. Nonetheless, the ruined urban area west of Camp McCarren is overrun by the drugged-out Fiend raiders, and provides some fairly vicious urban combat if you go after their leaders and the Vault housing them.
* Fallout: New Vegas has log entries which pretty much give this exact excuse; the designers were programmers, not artists).
* Fallout: New Vegas has Michael Angelo, an agoraphobe responsible for the neon signs for New Vegas. Since he is incapable of leaving his workshop, he asks the player to take pictures of landmarks around the Mojave for inspiration.
* Fallout: New Vegas has Nightstalkers, the result of an experiment in splicing coyote and rattlesnake DNA.
* Fallout: New Vegas has one companion perk which causes certain items to glow when the player aims. Useful in some of the darker caves and buildings.
* Fallout: New Vegas has one guy near Goodsprings who begs you to save his girlfriend from mutant Geckos. Turns out there was no girlfriend and that the geckos were keeping him from looting a camp at the top of a hill. His mistake was assuming that he could get rid of someone who's just cleared out a hillful of Geckos.
* Fallout: New Vegas has Securitrons patrolling the Strip in New Vegas, and if one specific path is taken in a quest NCR soldiers will take up guard duty in Primm.
* Fallout: New Vegas has the background-only characters Sprtel and Wood, inventors of the Sprtel-Wood 9700 Gatling Laser. They were named after Scott Sprtel and Brian Wood, two victims of traffic accidents.
* Fallout: New Vegas has the Boomers at Nellis AFB. If you bring ED-E onto the base, one of the lines you may get while Boomers pass by you is them telling you they can "take care of that robot problem for you. Just sayin'". You can even get this line from the Mister Gutsy robots they have patrolling the base.
* Fallout: New Vegas has the Lone Wolf Radio trailer. A trailer full of radio equipment which holds little to no interest (the location designer confirmed it was added only as a nod to a personal anecdote) but unproved rumors about either a unique NPC wearing wolf pelts appearing there or the radio equipment diffusing children's screams, starting a quest to track and stop a serial killer, exist. Likewise, a rumor about a ghost at Nellis AFB (allegedly inspired by the story of a servicewoman who commited suicide while on duty there) or spooky noises and whispers in the Goodsprings Cemetery are not unheard of.
* Fallout: New Vegas has the town of Novac. The name comes from the motel that serves as the town's main building, where "NO VAC" are the only remaining letters on the "NO VACANCY" sign outside.
* Fallout: New Vegas has this capability. Killing his Securitron body just causes him to upload to another one. While theoretically you could kill him by tracking down and destroying every Securitron in New Vegas, they all constantly respawn so there's no practical end to them. Yes Man just comes right back, and cheerful and friendly as ever.
* Fallout: New Vegas has Vulpes Inculta, a spy who manages to beat the Courier to Nipton, The Strip, and The Fort, no matter how fast the Courier travels. He is involved in many covert operations, and it's implied that when you don't see him, he's wreaking havoc in NCR territory somewhere.
* Fallout: New Vegas has you encounter a NCR Ranger in disguise as he runs a sting on a crooked quartermaster. He reveals himself after you run afoul of him, forcing you to either turn in the crooked quartermaster, fast-talk the ranger, or just blast him.
* Fallout: New Vegas have stagnate pool of watery fallout that are signaled by

their noxious fumes; while the fumes don't do anything but the radiation will poison you.
* Fallout: New Vegas. He hopes to some day earn the call-sign Ace of Spades, but the Lieutenant in charge of his unit insists he's too green and needs to score more kills before he can call himself that, hence his current call-sign.
* Fallout: New Vegas, he joined the NCR military with the hopes of eventually landing a cushy desk job far from the action and otherwise has no real interest in being an actual soldier. In the quest to improve the Misfits, he suggests altering their records to make their squad look better but if properly trained or given a good pep-talk he's shown to be fully capable of being a competent soldier.
* Fallout: New Vegas helped put the town of Goodsprings on the map. The locals in return have a copy of the New Vegas box art framed in the walls of the Pioneer Saloon (the real-life counterpart to the Prospector Saloon).
* Fallout: New Vegas/helping them cheat on their test... Not so much).
* Fallout: New Vegas, if you manage to talk down Ulysses in the finale, he'll tell you that the Marked Men of the Divide will be coming in as part of his original plan to kill you. He'll then offer to team up with you to make a final stand against all of them.
* Fallout: New Vegas includes cryptic references to The Burned Man. He was lit on fire and thrown to the bottom of the Grand Canyon, but is rumored to have survived as a barely-human horror.
* Fallout: New Vegas. Including the DLCs and some more popular modules.
* Fallout: New Vegas indicates that it wasn't coming together quite fast enough.
* Fallout: New Vegas in general is a better example of this as your proficiency in a particular skill isn't just useful for its basic uses (e.g. science is primarily for hacking computers), but can be used to interact with the world at large (e.g. teaching people to synthesize drugs). This even even extends to perks. For example, having the Strong Back perk allows you to convince the Happy Trails caravan merchant that you can handle carrying larger load.
* Fallout: New Vegas in no way has a shortage of gay characters, but there is an example with Tabitha the Nightkin (human mutated into huge, hulking, blue monster that is also violently insane) and Rhonda the Mr. Handy robot (who has the same male voice as every other Mr. Handy).
* Fallout: New Vegas: In order to become a member of the Great Khans gang, you have to survive getting beaten to within an inch of your life. If you ask them to stop at any point, you fail. You are allowed to try as many times as it takes though. One NPC laments that he thinks he's just not fit to make it, as he has tried numerous times already, to which you can help him by letting him join the pacifist Followers of the Apocalypse.
* Fallout: New Vegas. In particularly buggy areas such as the area around Nelson, the player character can end up several dozen feet off the ground by skimming a cell edge. Some of the indoor areas, e.g. Vault 34's main floor, are also divided into sub-areas.
* Fallout: New Vegas instead. There are also golden versions found in the Lucky 38, which are improved versions of the regular thing.
* Fallout: New Vegas: In the Dead Money DLC, you and the other team members wear explosive collars rigged to go off if any of the others die. If you explain this to dissuade God (a hulking Nightkin) from killing you, he says he could just tear off your limbs and leave you on the ground, since he could probably get out of range before you bleed to death. Even after he joins you, he'll casually mention tearing off your arm and wear it around his neck.
* Fallout: New Vegas in the events of just about every DLC, the Courier never learns who he is until directly speaking to him in the final DLC.
* Fallout: New Vegas introduced different ammo types to the various ammunition-using weapons, among them anti-armor rounds. The rounds ignore the target's Armor Points when hitting, damaging foes directly, with a tradeoff for less damage overall.
* Fallout: New Vegas introduces the Confirmed Bachelor and Cherchez la Femme perks, gay counterparts to Lady Killer and Black Widow, as well as gay (Arcade Gannon) and

lesbian (Veronica Santangelo) companion characters. In fact, gay men have the most sexually implicit or explicit interactions in the game, as in addition to their own perk-locked content, just about every character that a "heterosexually active" (Black Widow perk-equipped) female PC can get is also available to a gay male PC.
* Fallout: New Vegas inverts this in a manner of speaking, as the "ocean" in question is actually just another river cutting off the southeastern-most portion of the game's world. While you can cross it, the only noteworthy location on the eastern bank is Fortification Hill.
* Fallout: New Vegas involves collecting the ears of Legion soldiers as trophies.
* Fallout: New Vegas involves traveling to Zion National Park with a caravan company. Your party gets slaughtered by raiders immediately after entering the canyon.
* Fallout: New Vegas is a member of the Circle of Steel, a hardline faction within the Brotherhood of Steel who task themselves with assassinating those who betray the Brotherhood or stray too far from its core tenets.
* Fallout: New Vegas is an underground arena with various mutant creatures that offers both creature vs. creature and creature vs. human fights. You can bet on fights, take part in one or search for creature eggs to restock the arena menagerie.
* Fallout: New Vegas) is a real-world device that some liken to a lightsaber. It essentially burns iron rods to create an intense stream of heat out one end, like a gigantic blow torch but much hotter. Granted they are much bigger than a lightsaber hilt and would require two hands to wield, but the stream to project has all the cutting power: they are normally used to cut through solid concrete and steel girders.
* Fallout: New Vegas is doing this on the picture displayed on his monitor. Since said picture is static, that means he's constantly making this expression.
* Fallout: New Vegas is done by the project director and lead designer, Joshua Sawyer.
* Fallout: New Vegas is explicitly named the insult comic. As a ghoul, he developed this talent dealing with the inevitable hecklers who'd rather make rude comments about his appearance than listen to his act.
* Fallout: New Vegas) is forced to help the insane Father Elijah loot the Sierra Madre casino with the help of three other NPCs, one of which has been trying to rob said casino for two centuries.
* Fallout: New Vegas is greed and what it costs those who can't overcome it. All of the main characters in it are consumed by one form of greed or another. Emphasized by the primary reward for beating the expansion pack: A shit-ton of extremely valuable gold...which weighs far more than you can easily carry. It is possible to get out with all of it, but extremely difficult, and if you don't get out in time it's game over.
* Fallout: New Vegas is infected by a parasitic fungus that mutates exposed humans into Spore Carriers, which spread the fungus further; some of the fungus has escaped as far as Zion Canyon.
* Fallout: New Vegas) is never explained, though it is all but stated that all the Think Tank have no idea what they're doing anymore and haven't for over a century and a half. The whole point of the DLC is to get your brain back which was misplaced by the Think Tank, though you can opt to keep your artificial brain if you want to, you just get different bonuses than if you get your brain reinstalled.
* Fallout: New Vegas is routed, you then have to deal with General Oliver, either through force or through diplomacy.
* Fallout: New Vegas is the king of this trope. Every time the player character kills him, he is just uploaded in another robot. This could go forever, making him one of the few immortal characters in the game. The same also goes for Victor, at least until you reach Vegas.
* Fallout: New Vegas is the one that asks what's on the NCR's flag. The answers to the other two questions, which ask what the NCR's original capital city and its most popular president are, are not found in game.
* Fallout: New Vegas is well maintained, you must be Brotherhood. If your armor is

all rusted out, you're probably just a scavenger that got lucky and found a functional suit in a cave somewhere. Guess where most, if not all non-faction power armor can be found.
* Fallout: New Vegas. It also includes the "Sierra Madre vending machine" a self-contained matter transformation device that has a holographic interface that displays the item being purchased.
* Fallout: New Vegas. It also secretly tracks a "History" stat with certain characters where if they're brought along to a few events/places they will initiate their personal quests.
* Fallout: New Vegas) it comes across as rather flat. Even his dialogue of when Benny and a female Courier "get busy" is unintentionally funny due to this. His "Hello" is more of a casual greeting and not a jokey comment during sex.
* Fallout: New Vegas. It is exactly the armor the person in the game cover is wearing.
* Fallout: New Vegas, it is now considered to be possibly the best of the Bethesda-Published Fallout games.
* Fallout: New Vegas: it never blows or billows the way you'd expect a coat to do, even in a Mojave sandstorm, and it also seems to be glued to the legs based on how it moves when the wearer walks.
* Fallout: New Vegas, just having a "Shunned" reputation with either of the major factions is enough for them to send hit squads after you. In the case of the Legion, the squad will run up to you at a certain location and announce "The Caesar has marked you for death!", and sometimes they immediately spawn hostile without warning. As above, they are psychic and will immediately all know of your wrongdoing.
* Fallout New Vegaskilled to the extent of being decapitated or otherwise dismembered. The easiest way to do this is to cause enough damage to knock them down, then pull a Boom, Headshot on them.
* Fallout: New Vegas, largely so the player can know to get to cover. Additionally Tiny Tots Mini Nukes launched by a Fat Man have a distinct whine to them, similar to Boomer artillery, which is why they have a face of a tiny tot screaming on them.
* Fallout: New Vegas lauding the sacrifices of the Republic soldiers and steeling them for the coming fight against the Legion. Then...
* Fallout: New Vegas leading Caesar's Legion founded it using knowledge he had found in the post-nuclear apocalypse regarding ancient Roman culture. They also use grammatically correct and correctly pronounced Latin.
* Fallout: New Vegas Lonesome Road gives the Red Glare: A scoped, fully-automatic missile launcher that can fire up to 13 rockets in less than 5 seconds.
* Fallout: New Vegas master plan is to eventually start a space program to colonize other planets.
* Fallout: New Vegas — though obviously only if you choose to play your character that way, but there are a number of situations that, with a sufficiently high Speech skill, you can talk your way out of without firing a shot.
* Fallout: New Vegas, meaning Caesar needs to take control of New Vegas in order to provide his fledgling empire with a place to see as a center of power.
* Fallout: New Vegas mentions several for the New California Republic. There's the NCR-Enclave War, The NCR-Great Khans War and the NCR-Brotherhood of Steel War. Each of the conflicts relates to at least one companion; Boone = Khan War, Veronica = Brotherhood, Arcade = Enclave.
* Fallout: New Vegas might even count as a subversion for some of the escapist aspects. Living in the NCR or New Vegas means you'll have to face a lot of the same trials you face in real life—paying bills, holding down a job, and so forth. It might not be as fast-paced as today, but it'd be comparable to the early 20th century.
* Fallout: New Vegas, Mrs. Abernathy will offer a discount on the items she sells if you bring her daughter's locket back from the raiders who killed her.
* Fallout: New Vegas much divisive reception which established an undeniable pattern of Bethesda rushing games out the gate before they were ready. As such, many fans look back on New Vegas with more appreciation, with many clamoring for

Bethesda to allow Obsidian another crack at the Fallout license.
* Fallout: New Vegas named Jason Bright. The Courier can point this out, and he'll admit that it is in fact his real name, and that he believes the fact that he now very much lives up to that name is a sign that he was chosen by a higher power to achieve great things.
* Fallout: New Vegas near the end of the Omerta quest line, with one of the mob bosses. On the other hand, it takes a pretty high Speech skill to get him to talk, so it might be a subversion.
* Fallout: New Vegas New Canaan, which was wiped out by a tribe affiliated with the Legion, with only a handful of characters escaping the community's destruction.
* Fallout: New Vegas of being a greedy soul who got tempted by the Sierra Madre's treasures. One of the possible retorts reads thus:
* Fallout: New Vegas of him torturing and raping prostitutes that the Omertas provide for him.
* Fallout: New Vegas of Mk1 armor. The Mk2 didn't into the final game, but was still included in the game's data files.
* Fallout: New Vegas of stealth, dodging speakers and holograms, and some platform jumping.
* Fallout: New Vegas of the faction will see through your disguise if you get too close.
* Fallout: New Vegas of you and your companions so that you don't try and betray each other.
* Fallout: New Vegas Omertas. They plot various schemes there, and it's implied that agents of Caesar's Legion also meet there.
* Fallout: New Vegas, (one below from the maximum) to point this out themselves.
* Fallout: New Vegas one of the final confrontations is with your own brain, which you must convince to rejoin you.
* Fallout: New Vegas, one of the options for the White Glove Society sidequest is to expose Mortimer as a cannibal. When he realizes that he won't be able to turn the rest of the society (who are reformed cannibals) back to the old ways, he declares that he'll build an even better society before running off.
* Fallout: New Vegas, one of the ways to deal with Pacer is to spike his Jet so that he gets a heart attack.
* Fallout: New Vegas. One terminal entry mentions that every employee was required to reread the company's sexual harassment and workplace behaviors polices, implying they were used just this way.
* Fallout: New Vegas, on the other hand, has the NCR Ranger Armor on it.
* Fallout: New Vegas . On the other hand, said owner is a kid and thus not very math-wise.
* Fallout: New Vegas, opposing factions will be hostile to you, regardless of your reputation with them.
* Fallout: New Vegas or reprogram a robot as the sheriff of Primm. That or have the NCR take the town under their wing.
* Fallout: New Vegas outlived his usefulness and is the only one who could possibly repair her beloved robot Rhonda (as well as being a useful repairman in general), to her frustration. If the Courier does not complete their quest, the two are still at it for a long time.
* Fallout: New Vegas. Papa Khan is so keen for vengeance against the NCR that he's willing to enter into an alliance with The Legion, despite their practice of backstabbing every tribe who sides with them, press-ganging all the worthy men into their military and enslaving or killing the rest. Regis will take control of the Great Khans if Papa is assassinated, and will agree to a truce with the NCR in order to aid them against the Legion. Papa Khan however can be convinced to break off the alliance if you convince enough of his advisers to speak out against the alliance or disgrace the frumentarii in their camp.
* Fallout: New Vegas picks up this policy from its predecessor. The game makes a point of this feature by including a quest where one can find a range finder in order to use a prewar superweapon, the ARCHIMEDES II. However, the player character needs to obtain said rangefinder from a child named Max who believes that it a toy.

Max cannot be killed in order to get the rangefinder off of his body, you must pay him a thousand caps (20 with a high barter skill), or pickpocket him. However, Max constantly runs so it is impossible to pickpocket him unless he is asleep.
* Fallout: New Vegas plays this straight with the Hoover Dam, though in real life many scientists have estimated that the Dam will remain more or less functional for thousands of years after it is abandoned, so indeed quite justified. The New Vegas Strip was also entirely preserved due to Mr. House's missile defense system shooting down any nukes aimed directly at the city (several did explode in the area surrounding Las/New Vegas, but damage to the city is minimal).
* Fallout: New Vegas plays this trope straight by having an actual Roman style fighting arena situated in Caesar's Legion's main camp where male characters can fight for glory and Legion fame. Female characters, however, cannot participate under normal circumstances. There's also The Thorn, a literal underground arena in the sewers under Westside where wasteland creatures are pitted against each other and human challengers.
* Fallout: New Vegas possible fourth endgame victor, can go either way as fitting your Wildcard nature.
* Fallout: New Vegas protagonists do. One of the earliest instances is when they rescue Deputy Beagle in Primm. Beagle starts talking like he's about to dismiss himself and leave the Courier to deal with the remaining Powder Gangers rather than do his job and provide backup. The Courier sets him straight by threatening to shoot him if he tries to run off. Later on, the Courier will find a group of NCR grunts harassing a Super Mutant refuge. The Courier scares them off by telling them that if they don't quit, they'll have to fight the Courier instead of the mutants. In the House and Wild Card endings, General Lee Oliver tries to invoke this trope against the Courier on behalf of the NCR, saying that the Courier's "pissing on the Bear". Pass a Speech check, and the Courier counters that they can order their upgraded Securitrons to attack the NCR embassy, or send the Boomers to start bombing the NCR's founding states. Oliver stands down immediately rather than gamble more innocent lives calling the Courier's bluff.
* Fallout: New Vegas purposes, night vision abilities work this way. In particular, using cateye (potent night vision drug) in very dark places will make everything heavily blue-tinted, which does make things easier to see, at least.
* Fallout: New Vegas quite this trope, despite being a prototype and much more powerful than its mass-produced cousins: it was the prototype to a series of combat-adapted eyebots that were scrapped in favor of Hellfire power armor, with the common eyebot being its predecessor rather than its successor.
* Fallout: New Vegas. Raider sadist armor has a pair of severed hands hanging off the hip, and the Merc adventurer outfit has a necklace of teeth.
* Fallout: New Vegas. Ranger Station Bravo's communications officer complains that the station is low on water but keep getting an ample supply of ammunition. Whenever he sends a request to communication headquarters at Camp Golf, they just send more ammo. True to form there are 17 ammo boxes full of rounds... and only a single bottle of pure water for four rangers. If you have good standing with the NCR you can ask Ranger Ericsen about the extra ammunition and she'll give 30 .357 Magnum rounds and a good amount of 5.56mm rounds.
* Fallout: New Vegas. Rape, pillaging, enslaving, and burning are standard procedure. Legionares despise weakness and will kill anyone who doesn't serve the Legion - soldiers, civilians, women, children, old people. What we call war crimes, they call tactical maneuvers. Their top field commander slaughters his own troops to keep them in line. Even Caesar himself, who is regarded as a godly figure by his troops and is trying to build a better world, is sadly aware that his Legion has yet to become more than just a horde.
* Fallout: New Vegas rejects and say things like "Ring-a-ding, baby" and "What can I do to make your stay the tops?" with completely straight faces. And it's hilarious.
* Fallout: New Vegas, REPCONN sold rocket souvenirs filled with actual radioactive rocket fuel, which kids mistook for Nuka-Cola, and subsequently developed a sickness called the "REPCONN Shakes". They subsequently unloaded their stock at the

Dino-Bite gift shop in Novac, where they sat for the next 200 years.
* Fallout: New Vegas require you to blow up the Brotherhood of Steel. Conversely, the non-House quest lines require you to either immediately kill House, or disconnect him from the mainframe and have him die a slow, horrible death from infection. For Birds of a Feather, you have to either kill Cass yourself or have her executed by Jean-Baptiste, precluding the completion of Heartache by the Number.
* Fallout: New Vegas, Robert House won control over the gambling-obsessed Vault 21 in a game of blackjack.
* Fallout: New Vegas says it's the most brilliant plan they have ever heard, the Bonny of the duo starts gloating about how they've got it all worked out, gradually noticing all the holes in the plan until she realizes they have no idea what they're doing and hands the gun over to you.
* Fallout: New Vegas says that all three tribes were originally intended to be racially mixed with no clear real world analogue, but the developers had trouble getting the tattoos and tribal paints to work on darker skin tones. (The White Legs' name comes from their practice of covering their bodies with white chalk as a primitive camouflage for the rocky white surroundings of their native area of the Great Salt Lake in Utah, not from being Caucasian.)
* Fallout: New Vegas series magnified. Lonesome Road is a road through a true apocalyptic wasteland while on a journey to discover your past and a final confrontation with the man who's had some involvement with all the other add-ons as well as your own history.
* Fallout: New Vegas set them up, is usually evidence in itself that Caesar's Legion is responsible for said corpses.
* Fallout: New Vegas's four expansions feature considerably smaller casts than the main game, and there's an abnormal number of characters who don't speak verbally, including Doctor 8, Christine, and ED-E. This was because one of the stipulations of the game's creation was an upper limit on how many voice lines they could record, and this gave them a lot more breathing room.
* Fallout: New Vegas shows cats in person. Considering that Mr. House only sees the outside world through his Securitrons, it's possible that he assumed cats are extinct because there's none in the Mojave wasteland.
* Fallout: New Vegas since its triggering will put down a Ghost Person permanently. Frying them into piles of ash with your Holorifle also works, though it requires a good amount of luck and/or stealth since energy weapons only turn enemies to ash if you kill with a critical hit.
* Fallout: New Vegas, since making a beeline towards New Vegas takes you through areas with enemies that are extremely tough for a low-level character; the roundabout route gives you time to level up before facing them.
* Fallout: New Vegas, singer Wayne "Mr. Las Vegas" Newton appears as Radio New Vegas' DJ, Mr. New Vegas.
* Fallout: New Vegas, so he merely shrugs it off. It's at least enough to make him give up on robbing the Sierra Madre Casino... and set his sights on the casinos of New Vegas instead.
* Fallout: New Vegas soldier fights? He'll begrudgingly agree but states that he's not going to bother checking his fire.
* Fallout: New Vegas, some female NCR troopers are bathing in a fountain on the Vegas strip. One of the securitrons surrounding the troopers makes a request...
* Fallout: New Vegas some of her family and realize she's just wearing a nondescript version of the scientists clothing.
* Fallout: New Vegas sometimes has a glitch where an NPC conversing with the player will twist their head in a circle vertically.
* Fallout: New Vegas, so that if the player tries to kill him, he gets back up, revealing him to be relevant to the plot.
* Fallout: New Vegas's Radio New Vegas features Frank Sinatra, Dean Martin, Peggy Lee, Marty Robbins, Nat King Cole, etc.
* Fallout: New Vegas started with you rescued from a shallow grave after being left for dead. When you finally catch up with the man who buried you, one of the

possible things you can tell him is that you dug yourself out of the ground to come after him.
* Fallout: New Vegas supermutant who protects the community of Westside from raiders. Marcus also returns, and is now the leader of a small isolated community of super mutants who simply want to be left alone.
* Fallout: New Vegas tabletop campaign. Although the version of Arcade in the game is less cynical than Sawyer, his didactic discussions of politics and ideology reflect Sawyer's own views and speech patterns. He was originally much more of an Author Avatar, but dialogue where he outright explains to the player why Caesar's plan is idiotic was cut.
* Fallout: New Vegas takes a similar tack, as repeatedly giving a follower the same instruction leads to snarking.
* Fallout: New Vegas takes place mainly in the Mojave, and outside of Vegas itself, mostly resides here. You can even take a perk named 'Cowboy' to make your .45-70 lever-action deadlier than a triple plasma rifle.
* Fallout: New Vegas terrified of them are Benny and his henchmen, who last saw the Courier being shot twice in the head and buried in a shallow grave.
* Fallout: New Vegas that can launch people over barricades even if they aren't dead.
* Fallout: New Vegas that caused the town's nukes to detonate in their silos. Halfway through the quest line, you have to launch another nuke to proceed, creating the "Courier's Mile".
* Fallout: New Vegas that focuses entirely on simulating low quality or badly damaged film, to make the game look like old Westerns.
* Fallout: New Vegas that infects living people and have made lobotomized people into psychotic zombies (or Lobotomites), a process that you barely manage to survive due to the bullet in your head from the beginning of the game.
* Fallout: New Vegas, the Courier asks this from Jane, Mr. House's female Securitron, after upgrading her to the Mark II software.
* Fallout: New Vegas. The Courier is the deciding factor, determining not only potential allies and ultimately whether the NCR or the Legion come out as victors or are both defeated by either Mr. House or The Courier him/herself.
* Fallout: New Vegas the Courier receives two invites, to work for the NCR and the Legion, both of which include amnesty for any crimes the Courier has previously carried out against these factions.
* Fallout: New Vegas The current Elder, Nolan McNamara, has similar beliefs but is hindered by his fear of the NCR and an unwillingness to go against tradition and commit outright heresy.
* Fallout: New Vegas, the death of any one character will cause a timed detonation of the others' bomb collars, including yours, except inside the casino, where it can only trigger yours while you're on the same floor as them. At the end, once you kill Elijah or he traps himself in the vault, it also triggers your detonation timer, and you only have about a minute to escape the basement before your head explodes.
* Fallout: New Vegas, the entire Happy Trails caravan is wiped out in a White Legs attack at the beginning of the DLC.
* Fallout: New Vegas, the entire side quest taking place in the White Glove Society relates to cannibalism and involves a bit of innuendo and occasional humor. And then there is the character "Cannibal Johnson" who isn't actually a cannibal (having gained the nickname from taking a bite out of a raider's heart in order to scare off the raider's buddies) but enjoys the effect of the reputation.
* Fallout: New Vegas, the Fiends serve as this to the NCR troops of Camp McCarran and to the Mojave as a whole. The player can accept bounties on their leaders that will end up weakening them and lead to their defeat in the epilogue. Notable because, unlike the other raider tribes in the game such as the Vipers, Jackals, Powder Gangers, Khans, Scorpions, and White Legs, the Fiends have very little in the way of backstory and no real reason for being so numerous. They're also one of the few enemy factions to respawn continuously.
* Fallout: New Vegas. The game later averts this with the "Three-Card Bounty"

quest, in which headshots are discouraged because the questgiver wants the targets' skulls intact so he can verify they're dead. There's also the "Center of Mass" perk that gives the player a damage bonus to shots aimed at the enemy's torso.
* Fallout: New Vegas The Legion represents conservative values taken to their logical conclusion (i.e. emulating the past), and not only do characters comment on what a bad idea this is, but the Legion also alienates a large amount of the population as a result.
* Fallout: New Vegas (the maximum is 10), and all of the scientists will marvel at your astounding genius. You can also convince him to accept "O" as his name by likening it to the "Oh!" of scientific discovery.
* Fallout: New Vegas themself (called the Courier) has one. You find out more about the past of your companions than anything about your own.
* Fallout: New Vegas, the Naughty Nightwear item boosts your Speech skill by ten points, leading to cases where you're trying to defuse a hostage situation, talk your way into a restricted area, or decide the fate of the entire Mojave Wasteland... while wearing a set of cheesy leopard-print pajamas or a skimpy negligee, depending on your gender.
* Fallout: New Vegas: The Nellis Air Force Base's population of explosive-loving Boomers traces its origins to Vault 34 and has a strict isolationist policy, enforced upon the outside world with artillery fire. The Boomers make everything they need inside the airbase, and only have one goal outside its walls. They are pretty ignorant of the outside world; while they have gathered some intel through binoculars, they're surprised that the courier even speaks the same language when they drop by.
* Fallout: New Vegas, the only station staffed entirely by female rangers, though no one comments on this fact.
* Fallout: New Vegas, the player character has their brain removed (and their spine and their heart) and has it replaced with a bunch of machinery that basically connects their brain to their body wirelessly. When you find your brain towards the end of the DLC not only does it have its own personality, but you can opt to leave it out of your head for the rest of the game. With a couple of buffs even. And it even gets its own mention in the ending, if you leave it there, based on your karma.
* Fallout: New Vegas, the player character who is shot in the head at the beginning of the game. You then have the option of saying this:
* Fallout: New Vegas. The player's actions can have Joshua and the tribals leave Zion for another Promised Land (which leads to Zion being polluted and despoiled by the White Legs), or fight off the White Legs to preserve Zion's natural beauty at the cost of introducing war to its (innocent) local population.
* Fallout: New Vegas: There are a few desk jockeys in the New California Republic Army:
* Fallout: New Vegas: There are a few "general stores" that sell most items, but in small amounts, but most merchants specialize in selling a lot of one thing: guns, medical supplies, food, liquor, are found in greatest quantities in specialty stores that sell only one kind of thing.
* Fallout: New Vegas, there is the failed barter check for asking Mr. House for higher payment for recovering the Platinum Chip:
* Fallout: New Vegas there's a shady-looking guy with a long coat hanging out near one of the casinos. If you approach him, he reveals that he's selling concealable weapons like knives and pistols for people who want to avoid having to go into the casinos completely unarmed, presumably carrying them under his coat.
* Fallout: New Vegas: The Rose of Sharon Cassidy, when explaining the NCR building a massive statue as part of a Mojave-sized dick-waving contest.
* Fallout: New Vegas: the sentient ghouls inside the factory really want to fix the rockets and fly away to a place they call "The Far Beyond".
* Fallout: New Vegas: The side-quest "Beyond the Beef" involves a cannibalism plot. One option to foil it is to create a substitute dish that tastes just like human — and after the speech at the banquet, you then expose Mortimer about the plot.

* Fallout: New Vegas The Stealth Suit Mark II is not an insecure love interest (it's a suit of armour with an A.I. personality and a female voice) but it talks like one:
* Fallout: New Vegas, they'll give you the gun, which is in perfect condition because Vance never used it. Note that the casino with the Vikki and Vance display is analogous to the real-life Primm Valley Resort, which has Bonnie and Clyde's "Death Car" on display.
* Fallout: New Vegas, this exchange happens when investigating missing refugees from Aerotech Office Park:
* Fallout: New Vegas, this happened four years prior to the game at the first Battle of Hoover Dam. The NCR feigned retreat from the dam into the nearby Boulder City, sniping at the Legion commanders the whole way. Once they were in Boulder City proper, the NCR sprung the trap: they'd rigged enough explosives to level the town, and all the Legionnaires within it. And they did.
* Fallout: New Vegas, this is what Richie Marcus's (Dr. Borous' High School bully) grades are listed as in the replica high school.
* Fallout: New Vegas though you have to be pure evil or comically incompetent to make it happen.
* Fallout: New Vegas to aid in mining, which is naturally also why they're all free now.
* Fallout: New Vegas to be lacking. Among the fans of the original games, reception was more positive.
* Fallout: New Vegas to come home, which turns out to be the path to The Divide.
* Fallout: New Vegas, to finish your delivery job. As it quickly turns out, this is when the real game starts.
* Fallout: New Vegas to offer you a job), this is played to the hilt for minor factions and independent NPCs until you do their quests, with the exception of the Powder Gangers (a gang of ex-cons turned raiders), who will alternatively send a messenger offering a ceasefire between you and their gang if you kill enough of them.
* Fallout: New Vegas to people looking at the files, Veronica's lines were disguised with player lines about a non-existent quest to get an accelerator involving two ghouls named Abraham and Monte.
* Fallout: New Vegas, turning them hostile, kill them in self-defense, causing infamy to be gained and other nearby members to attack you, until your reputation hits bottom and they are permanently shot at on sight. Even if you are only "shunned" by the NCR or Legion, they will send hit squads after you, and killing these will completely destroy your standing with them.
* Fallout: New Vegas up everywhere, funneling players who don't know how to get around them more or less down the same route. Once you actually get to New Vegas and its surrounding areas, the game massively opens up, the main quest picks up, and the entire thing generally gets a lot more enjoyable.
* Fallout: New Vegas uses a church bell ambient track near the Campana del Sol (the belltower where you trigger the gala event), appropriately.
* Fallout: New Vegas uses a version of this: If the player visits his "grave" he can find Distinctive Cigarette Butt and later in Boulder City he can find Distinctive Lighter. Both are unique items and can be presented as proof of Benny's attempt to murder you. Played somewhat more realistically, in that the person you have to convince isn't swayed by either piece of evidence alone, you need both to actually get him to believe you enough to let you snoop around Benny's pad.
* Fallout: New Vegas, using his expertise to cure one disease plaguing the Wasteland at a time, largely just because he can.
* Fallout: New Vegas: Veronica has a bit of this going on as well. She can even function as a mobile Workbench that lets you craft items on the spot.
* Fallout: New Vegas) view the inter-office romances and trysts, all of which involve such things as riding crops, egg timers, and various other odd objects.
* Fallout: New Vegas Vulpes' Centurion petitioned Caesar for the right to execute him for disobeying orders, but Caesar recognised Vulpes' cunning and tactical knowledge and instead had him transferred into the Frumentarii, the Legion's

network of spies, where he eventually became their leader.
* Fallout: New Vegas was a suit of armor designed to carry someone back to a home base when they were injured, and even defend themselves due to "learning" to fight from their wearer. Due to poor design, this meant that it was moving them great distances in a way near-guaranteed to exacerbate their injuries (and if the home base wasn't defined, then the suit entered a "wander" state and just patrolled aimlessly). Unsurprisingly, most users of the harness died in one, and by the time you find them, they're still patrolling, with the skeletons of their old users still stuck inside.
* Fallout: New Vegas was raped by a Fiend gang leader by the name of Cook-Cook after her squadmate was knocked out. Although she claims she's fine, her C.O. explains that she's getting progressively more unhinged. The player can convince her to see a counselor and treat her PTSD.
* Fallout: New Vegas wear masks that cover the lower part of their face. Their leader believes the masks give them a "mysterious allure" but all it does is make them creepier in the eyes of others.
* Fallout: New Vegas were developed. Including a hologram of the K9000 cyberdog gun.
* Fallout: New Vegas. When the DLC is installed, the player gets the message that because of the escalating war, the various weapon vendors are bringing out brand new stock, including weaponry, mods and ammo types.
* Fallout: New Vegas, when you first properly activate the Helios One facility, you get blinded for just one second.
* Fallout: New Vegas, where every adult NPC can be killed, though certain plot-important NPCs only appear in certain. Played straight with Yes Man and Victor, with the justification that as AI, they can simply jump between different Securitron units.
* Fallout: New Vegas where it instead means that you get 10% less experience points, but instead gain 5 experience points in every skill. Here it becomes a trait to cherish, as while it takes more time level up, a low level character with Skilled can be more effective than a high level character.
* Fallout: New Vegas, where Mr. New Vegas, the Radio host of Radio Vegas's news reports are generally news worthy. And the Courier is rarely ever mentioned by name, except for the one news story relating to him being shot in the head and recovering (which is what kicks off the game). Played straight in a few stories, such as the one relating to the Camp Golf rookies and their training scores.
* Fallout: New Vegas where, with binoculars, the player can spot Ulysses watching the player's progress through The Divide.
* Fallout: New Vegas, which are activated when it hears people talking about the Enclave or the Brotherhood of Steel.
* Fallout: New Vegas which commemorates US soldiers who gave their lives during the Yangtze Campaign against the Communist Chinese during the Great War, and Boulder City has a stone monument listing the NCR soldiers who died during the First Battle of Hoover Dam. If you shoot at it, a nearby soldier whose brother died there will get angry at you for disrespecting the dead.
* Fallout: New Vegas", which he knew you could only get from eating human flesh. Sure enough, when the person died, they uncovered corpses hidden underneath his home.
* Fallout: New Vegas, which is packed with enough horror to qualify and takes away all your previous items and gives you next to nothing in return.
* Fallout: New Vegas: While Boone and the rest of 1st Recon Sniper Battalion follow their orders to shoot any Great Khans fleeing Bitter Springs, the people trying to escape were the Khans injured, children, and elderly. This has affected all parties involved heavily and forms the basis of Boone's companion quest as he tries to come to terms with his actions. This can lead to him never getting over it and becoming a heartless assassin or killing his former CO Captain Gillies and himself, or making amends and waging a one-man war against Caesar's Legion or reenlisting with his old squad.
* Fallout: New Vegas who hates the notion of violence and thinks kindness to others

is the best path, believing that squad could work out better if someone could just gave them a good pep talk (he's right). He's also one of the tallest characters in the game as well as one of the stronger minor named NPCs (at 8 Strength, just shy of Super Mutant levels). Unlike others, however, O'Hanrahan is not from the South but rather from the rural parts of New California Republic.
* Fallout: New Vegas who plan to go on a crime spree through the New Vegas Strip with a stolen antique gun. With a high enough Speech skill, you can get them to abandon their plan, not by pointing out its flaws, but by telling them it's a great idea and letting Pauline figure out the rest herself:
* Fallout: New Vegas, whose strategy against Caesar's Legion is for one big ol' slaughter-fest at Hoover Dam, hoping that it'll be big and glorious enough to outshine Chief Hanlon's more tactical defeat of Joshua Graham.
* Fallout: New Vegas who took control of the post-nuclear holocaust Nellis Air Force Base.
* Fallout: New Vegas, who use high-end unarmed-class weapons, and to a lesser extent, Veteran Legionaries and Prime Legionaries, who have superior stats and weapons to the normal recruits.
* Fallout: New Vegas with a broken leg in Novac. If you ask him why his leg is broken, he'll say that it was because the Legion sent children as suicide bombers against him and his squad, knowing they'd hesitate to shoot.
* Fallout: New Vegas, with the addition of Hardcore Mode (ammo has weight, players must eat, drink, and sleep, stimpaks only heal over time, companions can die and crippled limbs can only be healed with a doctor's bag or the addictive drug Hydra), allows for its own inbuilt challenge. Many players have chosen to up the ante by restricting themselves to realistic carry weights (in the realm of 50 to 100 units of gear maximum) and sometimes realistic carry methods (such as only having one or two longarms and two one-handed firearms, and not carrying anything that couldn't reasonably fit in a rucksack). PC gamers, with access to mods, can increase this even more: realistic damage and armor values that make armor much more valuable and allow for the player and enemies to be taken down in a single good shot, purchasable backpacks for an in-game increase in carry weight, mods that add weight to all items (even money!), and even a hideously complex needs system that requires players to keep track of proper protein and nutrition intake as well as calories and hydration, follow their circadian rhythm and get the right amount of sleep at the right time of the day, and keep track of their levels of stimulants and alcohol in their system; it's even possible to suffer water intoxication from drinking too fast, or to put yourself in a "food coma" from overeating.
* Fallout: New Vegas, with the NCR facing off against Caesar's Legion. Depending on your actions, you'll either support one of the two or support a third party.
* Fallout: New Vegas, with the Think Tank removing your entire brain, along with your spinal column and heart and replacing them with cybernetic components. It's up to the player whether to put your original organs back or keep the robotics (both options offer their own stat buffs).
* Fallout: New Vegas would qualify. They lurch about as described due to their flesh being fused to their heavily stiffened hazmat suits.
* Fallout: New Vegas. Yikes. It takes a lot of work before he will talk about any of it.
* Fallout: New Vegas, you can attempt to convince a slave trader to give you a slave for free by mentioning that she has a dangerous disease. If you medicine skill is too low, your character will say that the slave has "vagina dentata", which will not fool the slave trader.
* Fallout: New Vegas. You have many ways to resolve the quest, and this version of the trope is one of those.
* Fallout: New Vegas you're going to sleep with him in order to get him vulnerable.
* Fallout: New Vegas. You're read a List of Transgressions and then comments that he's just messing with you before giving his list of things he's impressed with you doing.
* Fallout: Nuka Break, a testament to its tenacity as an ear worm. Although he can't remember what it was used for, leading the group to eventually decide that it

was some sort of religious expression, and they start saying "by Mennen" the way one would say "by God".
* Fallout: Nuka Break, Ben the ghoul is asked if he can remember anything from before the bombs fell, and all he can come up with is "By Mennen", though he can't remember what it means. The other main characters assume it to be part of a religious hymn, and start using the phrase similarly to "by God". Mennen is the company that makes, among other things, Speed Stick deodorant, which have "By Mennen" stamped on their packages, and many 80s and 90s ads for Speed Stick and its relatives had the jingle at the end (although since the company was acquired by Colgate-Palmolive back in 1992 the name's been gradually phased out from advertising).
* Fallout: Nuka Break has the protagonist originating from Vault 10, a Vault that was backed by the sponsorship of the Nuka-Cola corporation and made to test the Eat-O-Matic Food Dispensers made for Vault cafeterias. Combined with a complete lack of exercise equipment installed, the inhabitants grew overweight, with obesity being the social norm. The protagonist, nicknamed "Twig", was the least overweight, and therefore the most picked on prior to leaving the Vault. As a result, he is addicted to Nuka-Cola and takes "fatty" as a compliment.
* Fallout: Nuka Break: In episode 5, a character from the movie, Red, returns to the cast ensemble as a villianess.
* Fallout: Nuka Break wound up being the launch title for Steam Workshop.
* Fallout occurred, and none of it mattered. About a week later once the radiation had settled, Maxson led his men and their families to Lost Hills, where they established the first Post-War society.
* Fallout of them outside the Oil Rig at any time represents the most potent military force in postwar California outside of the Brotherhood of Steel or NCR.
* Fallout on). They also have the ability to reduce the enemy to a pile of goo with a lethal critical hit.
* Fallout passes through the area, Necropolis' ghoul population is wiped out by a Super Mutant attack, "leaving a truly dead city behind them".
* Fallout real food, but simply remain edible because they were irradiated to the point that no bacteria would dare go near them.
* Fallout returns to the East Coast Brotherhood, which in the 10 years between 3 and 4 has acquired an airship and become an autocratic cult of personality centered around their leader, Arthur Maxson, and are not nearly as charitable as they were 10 years prior.
* Fallout, right after the camera ends its long zoom-out from a black-and-white TV to a ruined living room and surroundings with The Ink Spots song, "Maybe."
* Fallout, scoring a critical hit with an aimed attack to the head may cause stunning, unconsciousness for several rounds, or death. If you're the recipient of the second and manage to wake up before your foes kill you off completely, you will have suffered no obvious loss from the trauma, other than hit points. There was also a perk that could be taken called Bonehead, which made you much more resistant to the effects of crits to your head.
* Fallout series allowed soldiers to become one-man tanks, but issues with power supply made mobility difficult, meaning that soldiers were stationed somewhere, hooked up to a generator, and left to kill as many Chinese as possible.
* Fallout series are sealed behind doors in the form of enormous steel cogwheels that are rolled along a track by a mechanical arm and then slid shut.
* Fallout series averts this one, though the echoes of the trope still linger. You start off being tasked with the major quest (Find replacement water chips, find a GECK) and nearly no clue where to head, and finding clues as to where to go is all up to the player. There is a trail of breadcrumbs leading between each area before finally reaching the end, but the player is by no means required to follow it.
* Fallout series can be reasoned with by players with high enough stats in certain areas (usually charisma or speech). While this often merely results in the antagonists committing suicide after realizing the error of their ways, this can also lead to a villainous character having a sincere change of heart, joining forces with the player character and ultimately surviving the game.

* Fallout series. Clicking on him produces only two floating text balloon statements: "I will help thee." and "I don't talk much."
* Fallout series didn't invent the transistor until the 2060s, just ten years before the War, so their advanced technology looks like it came out of a 1950's computer lab, despite having robots (regular and giant), nuclear-powered cars, energy weapons, and AI.
* Fallout series features a wide array of drugs, from Mentats that boost your brainpower to Jet, a stimulant extracted from Brahmin manure with severe withdrawal symptoms. Also Buffout (short-term boost to physical strength and endurance) and Psycho (increased damage resistance). The player character can become addicted to any or all of them; certain traits taken at character creation can affect how effective and addictive they are.
* Fallout series has the Big Book of Science. While it's a skill book, it only covers scientific matters. It's implied however that it covers everything from Biology, Chemistry, Computer Science, Rocketry, Mad Science, and so on. If it's scientific, it's in it.
* Fallout series has this in spades during Ron Perlman's opening and ending narrations.
* Fallout series is a self-generating map, GPS, scanner (with friend-or-foe recognition), geiger counter, inventory manager, health scanner, radio, and can store computer files. It is the perfect tool for a wasteland wanderer, but it was built for Vault dwellers who'd have little to no use for most of those functions. Presumably RobCo thought they were building a device for people who would actually be rebuilding human civilization.
* Fallout series is especially guilty of this, where many of the sidequests or just exploring the maps draws you away from the main story, to the point where the first two games put a time limit on the first major quest to keep you focused.
* Fallout series is one big deconstruction of mid-20th century society. In this alternate universe, America refused to move on to the 1970's for over a century, then was kept in 1950's stasis for over 200 years for reasons pertaining to the total collapse of society. What we see of past achievements of science from the atomic wastelands are disturbingly fascist and deluded.
* Fallout series is very gritty in some places, especially considering that it takes place in post-apocalyptic environment.
* Fallout series. It restores about 75 damage but the user incurs 9 points of damage shortly thereafter. A popular assassination technique is to apply a large number of Super Stimpaks to a benign target and then wait for the cumulative damage to kill them.
* Fallout series, it's mentioned that the US annexed Canada shortly before the Great War, and had a military presence in Mexico, ostensibly to protect its oil interests in the region.
* Fallout series not only is a throwback to 1950s sci-fi, it also have many parodies of that time period — such as a virtual reality '50s simulator with kids and adults repeating those same phrases at the beginning of the page. It also touches on the political aspects a bit, and what little information there is about the pre-Great-War world suggests that America got so bad becoming a radioactive hellscape is actually an improvement.
* Fallout series of games have numerous examples of this: nuclear war and subsequent collapse of society has left most of the world a barren desolate wasteland with deadly radiation occuring here and there. Despite the fact that there is little prey for them, giant versions of real critters like scorpions or even flies run around, seemingly attacking only the player character and never any other creatures.
* Fallout series. Sure, America, if not the world, is a post-apocalyptic wasteland full of radiation, disease and angry mutants that want to paint their walls in your brain splatters, but settlements are building and civilization is returning. The NCR, New Arroyo, Megaton, Rivet City for example. The DC wasteland has clean water, and Project Purity can be replicated (however the rest of America doesn't seem to really need it). And, hidden by those grimy orangey-grey clouds, is still a bright

blue or starry sky.
* Fallout series. Thanks to the presence of ghouls who were alive before the Great War, the Brotherhood of Steel and civilized territories ranging from towns to the New California Republic, the English used in the 2200s wasteland would be recognizable to a 2077 American. On the other hand, tribals like the ones in Zion National Park and those a certain Edward Sallow moulded into Caesar's Legion have developed various, unintelligible dialects based on English and whatever other languages said tribals' forefathers spoke.
* Fallout series, the Brotherhood of Steel are individually highly trained warriors who use powered armor, energy weapons and combat robots, which are all from a more civilized age. They are fewer in number compared to the raiders, mutants and NCR Army, but one Brotherhood Paladin is the equal of three to five (or for even less developed foes, ten or more) of the aforementioned. However, their inability to quickly replace lost soldiers was a major reason why they lost the Brotherhood-NCR conflict. A similar statement can be said for the forces of the Enclave.
* Fallout series, the two types of creature that are biologically immortal, Super Mutants and Ghouls, are both unable to reproduce. The former due to sterility as a side effect of FEV perceiving the 23 chromosomes in sex cells as "damaged" and "repairing" them by filling in the missing chromosomes, and the latter... radiation sterility and, well... rot?
* Fallout series, the USA had already annexed Canada and was invading Mexico with the goal of annexing it when the nukes started flying.
* Fallout series, this is generally the one factor held against the first game.
* Fallout series' Vault 69 had with in 999 women and one man. There is also Vault 68, with 999 men and one woman, but what happened within either Vault is unknown.
* Fallout series where the protagonists travel the Post-Apocalyptic Wastelands while saving the world.
* Fallout series, you can use target shots to aim at enemy body parts. Shooting the eyes or head lowers their accuracy, shooting the arms may prevent them from using certain weapons, and shooting the legs lowers movement speed.
* Fallout Shelter Fail — A bunker (often) intended to keep out radiation . . . doesn't.
* Fallout Shelter Fail: The shelter designed to save people from the apocalypse isn't up to the task.
* Fallout Shelter Fail: You fail at riding out the apocalypse in safety.
* Fallout Shelter game without shelling out a single penny. Even Mr. Handies, who used to only be obtained through microtransactions, can now be gained by completing objectives (and are unnecessary in order to progress anyway).
* Fallout Shelter, if you set up two dwellers to guard the vault entrance during a raider attack, they may have the same casual dialogue that they have while working anywhere else in the Vault. Three raiders are breaking into your vault, and they're talking about what their favorite pizza toppings are with guns at the ready.
* Fallout Shelter, Whenever you receive a rare dweller and yet you reached the 200 Dweller cap, up until the December patch, the only way to add them into the vault was to send unwanted dwellers to the wasteland and let them die. Now, you can just kick them out instead.
* Fallout" (short for "scavenger", a term for people who loot Pre-War buildings). "Scavanger" and it's Boston shortening are seen as derogatory so the term "Prospector" is the more polite term.
* Fallout simulation for 200 years and are incapable of survival outside of it.
* Fallout, since as someone intimately familiar with anatomy, you know where to aim to hit the vital points.
* Fallout's manual was definitely a Feely. It was spiral-bound and written entirely in-character: it described a simulator sold by Vault-Tec. The manual included a chapter on nuclear weapons and nuclear war so you could understand what your ancestors did to the world to make it so dangerous.
* Fallout somewhat in that Vault-Tec is portrayed throughout the manual as tending to cut corners and not being very knowledgeable about what they're doing.
* Fallout. Speaking to people multiple times will result in them saying different

things, and trying it on a Brahmin yields this:
* Fallout stands out, being the closest thing to an actual honest-to-God city in the series. Being built from the largely intact remains of the Las Vegas strip and getting power from the Hoover Dam certainly doesn't hurt.
* Fallout sterilizes those residents who aren't turned into Trogs or Wildmen (except for Ashur and Sandra, whose infant daughter is resistant to TDC). Ghouls are also universally sterile, although this is caused by radiation rather than a traditional plague.
* Fallout), Super Mutants will simply laugh and say that they don't have that weakness.
* Fallout's "Vault-Tec Workshop" allows The Sole Survivor to build Vault 88 into a functioning settlement, as well as ignore the Overseer's pointlessly cruel experiments.
* Fallout: Synth machines created by The Institute fall into several types of this:
* Fallout Tactics also featured a cult of Ghouls worshiping a nuclear weapon as a God, which they named Plutonius.
* Fallout Tactics' APC was one of the few vehicles that could carry your entire squad. And while it had no weapons itself, your entire squad could shoot out.
* Fallout Tactics as a joke weapon, even though it was manufactured in France and only during the war, which by the time the game takes place was almost 300 years in the past. It was also notoriously unreliable - it will not fire in the game.
* Fallout Tactics as the Midwestern Brotherhood established contact with the western branches in that ending).
* Fallout Tactics begins with an "orientation" for savages, conducted by a Paladin Nasty. Quotes don't do the delivery justice, and part of the humor is the expressions on the inductees' faces. Also, the complete contempt which with he says, "Welcome to the Brotherhood. Dismissed." The same voice actor also voices General Barnaky in the game. That voice actor? R. Lee Ermey.
* Fallout Tactics: Brotherhood of Steel goes beyond the Brotherhood's semi-religious emphasis on gathering technology and outright worships pre-War tech.
* Fallout Tactics: Brotherhood of Steel had the Brotherhood bunkers and Vault 0 which was simply the Cheyenne Mountain Complex coverted into an even larger facility.
* Fallout Tactics: Brotherhood of Steel. Nifty as enemies flinch and are stun-locked even from small damage, so even a huge mutant soldier can be cut down by one dude with a six-gun.
* Fallout Tactics. Depending on what kind of game you played, or whether you take up one or other offer or refuse it and just let the counter run down, the game ending changes.
* Fallout Tactics eventually gave the player access to a tank. Contrary to the trope name, most players probably never made use of it since there were very few things (and even less ammo) to actually use it on, but it was still satisfying as hell to use at least once.
* Fallout Tactics has a prototype Pulse Rifle that deals less damage and has a lower ammo capacity than the mass-produced version.
* Fallout Tactics has this as a potential character trait for Ghouls. They gain access to perks faster than regular ghouls, but they have a chance of taking damage for no reason other than DEATH!!!
* Fallout Tactics made this mistake) with "Pip-Boy", who is the redheaded pixie in the yellow and orange spacesuit, visible on the logo of the Pip-Boy 2000.
* Fallout Tactics. One of the weapons you can find? A water pistol. And then you start finding jars of acid in your travels through the Wasteland.
* Fallout Tactics, your squad of heavily-armed Brotherhood of Steel initiates will often have to take long detours in order to get around a couple of wrecked cars, a torn fence or a waist-high row of sandbags.
* Fallout takes away one possible slot to use its key for an entirely different mechanic instead).
* Fallout takes the player character through a VR simulation of the Anchorage Reclamation.

* Fallout-terraform the entire planet (or at least the DC area) into a state more capable of sustaining life and human populations.
* Fallout thanks to a tape recorder the mayor gave you, or just plain bugging his room.
* Fallout that are much more effective in combat than at housework. Small wonder it takes only a minimum of conversion to turn one into a "Mr. Gutsy" military robot.
* Fallout that fateful nuclear exchange started, nor who fired the first shot that kicked it all off. The world was already in a pretty tense state, with the US having just come out on top in a brutal war with China and most of Europe collapsing into quarreling nation-states, so there are plenty of suspects, but no one particularly cares about finding out who shot first; few are concerned with such historical information when they are fighting for survival everyday.
* Fallout that hides their faces, but they're closer to aloof than evil and aren't hostile to you unless you antagonize them.
* Fallout that it makes the Brotherhood of Steel and the Vaults look dirty in comparison.
* Fallout. The Automatron add-on adds Ada and you can create your own robotic companion at special workbenches.
* Fallout: The "bad ending" for Junktown has town villain Gizmo taking charge and becoming an untouchable crime boss, until he chokes to death on a iguana-on-a-stick.
* Fallout: The Board Game, a courier approaches the player character and may reveal they are a synth.
* Fallout, the European Commonwealth is clearly an analogue to the real world European Union, except it seems to be a much stronger military alliance rather than the Union's focus on economic cooperation.
* Fallout). The exception being Davison's group, who act as antagonists early on.
* Fallout the foremost of which is sentient and capable of conversation. The series gets on both sides of this trope, however, and also features feral dogs as enemies, as well as attack canines used by various factions.
* Fallout, the franchise boasts four main series games, three spin-offs, and a handful of other supplemental media.
* Fallout. The game doesn't stop you from wandering anywhere you like right from the beginning, meaning that you could end up encountering enemies that are far too powerful for you to handle. Once the XP and the ammo start rolling in, however, you can tear the world up at your leisure.
* Fallout. The game has a lot of fun if you use this on a female character.
* Fallout). The idea was that players could cook the stuff and get some pinto beans or an ear of maize to make into other foods, but the Courier could also just as easily stockpile several jars of Salient Green and chug the stuff straight, which provided more hit points and is more in keeping with the spirit of this trope.
* Fallout. The journeys changed Vault Dweller so much, he is no longer accepted in his home vault, even if he looks the same on the surface.
* Fallout, the Lone Wanderer can recruit a Mr. Gutsy named Sergeant RL-3.
* Fallout, the nuclear apocalypse occurring hundreds of years ago combined with the descendants of the current survivors mostly coming from multiethnic settlements that have long lost their previous cultural identities means that no one really identifies with prewar races and ethnicities anymore. This can lead to such situations.
* Fallout; the only thing to look out is that they are usually inactive and don't show up on your HUD radar until they wake up (though can still be detected by pressing the VATS button repeatedly while pointing at their direction). Still, they are a minimal threat since their acid spit does low damage, woefully innacurate, and can be easily dodged. They are found in Vault 22, Zion Canyon, and Big MT. There is a boss version called Dionaea Muscipula.
* Fallout: the player can stumble upon a fridge full of strange meat in Doc Morbid's basement (Junktown). Said example is downplayed because neither Doc nor his goons are going to eat the flesh, which is sold to the sleazy Iguana Bob as secret ingredient for his Iguana-on-a-Stick.

* Fallout, the player character must succeed at one such mission before being initiated in the Brotherhood of Steel, which involves retrieving a pre-war data disc from a heavily radiated military base. Of course, the character doesn't learn it is an Uriah Gambit until after s/he succeeds.
* Fallout, the player's body parts can be crippled. Crippled legs slow you down, crippled arms hinder your aim, a crippled torso reduces Endurance, and a crippled head causes reduced Perception, periodic vision blur, and ear-ringing.
* Fallout: The series explicitly works based not on actual science, but Science! of the 1950s. Nuclear powered cars and radiation causing giant bugs to pop up is just how things are supposed to work.
* Fallout: The various flying enemies throughout the franchise, such as bloatflies, cazadores, and stingwings never bother to fly above about head-level.
* Fallout, the Vault Dweller has become a legendary figure, and a household name, whose actions have changed the wasteland forever.
* Fallout they come from all sorts of sources, from monkeys to prisoners of war. In 3, they have feminine voice synthesizers.
* Fallout. They ended up working together to found Broken Hills, discussing the philosophies of their respective sides.
* Fallout, they were willing to cause global genocide to achieve its goals of wiping out communism and becoming the sole heirs of the planet.
* Fallout (thus playing this trope straight), but it destroyed human society, killed many of the poeple and created the nuclear wasteland the series is famous for. Even 200 years later, most major cities (like Washingtion, D.C.) are still chaotic ruins terrorized by outlaws and other ruthless types, though the New California Republic has apparently rebuilt most of it's territory.
* Fallout to all users shortly before they removed the games in late 2013 (although the rights were re-acquired a year later and the games were put back up — and priced accordingly).
* Fallout to make the battle better. If you go through it again it becomes a pretty predictable "Full power to weapons, reroute power to shields!" etc. Does feature a nice explosion at the end.
* Fall Out Toy Works: Taking place mainly in a cyberpunk version of Los Angeles, the comic focuses on a robotic toy maker called The Toymaker who is barely keeping his company, Fall Out Toy Works, afloat.
* Fallout (Transformers): Vortex has to download a human language after meeting Jazz and Thundercracker. Wildrider can also speak Russian, and speaks with a (technically fake) accent, due to having rather liked the Russian humans he stuck with for a while. Arcee can speak Chinese.
* Fallout trying to assert their own absolute authority over the people they help.
* Fallout universe has a fairly equal amount of female and male bandits, raiders, quest-givers and such. Justified in post-apocalyptic settings, really, since it would be stupid for society to waste any able pair of hands.
* Fallout universe has misconstrued pre-war information as some kind of religion.
* Fallout universe, the United States and China go to war with each other over the last bits of oil resources in the world, eventually resulting in the "Great War". Nobody knows which side started it and frankly, nobody cares. All that matters is that after the two countries started blasting each other with nuclear warheads, all the other countries in the world did the same, resulting in Earth becoming a radioactive cesspool in just two hours.
* Fallout uses this style for the Mr. Handy automata, to invoke the image of a British butler from old-time films.
* Fallout) usually discuss aspects of this trope in each town/person's ending. You killed the rampant raiders? Good now people won't be dragged off and killed. You didn't teach the lowly village about crop rotation? Half the village dies of starvation during a drought later and the rest disbands, scattering into the wasteland.
* Fallout: Van Buren project revolved around the B.O.M.B., one of two nuke-throwing death stations, still in orbit after 200 years, and still with its payload intact.
* Fallout variation, called "The Family" that gets their nourishment from human

blood; they can be convinced to drink it only from blood packs and cease killing other people, if so desired.
* Fallout; vault 69 was populated by 999 women and 1 man, likewise Vault 68 was the same, except with 999 men and 1 woman. The vaults were purposefully built social experiments of the cruelest nature, and were specifically designed to experiment on how much stress a society could take before the people broke down into civil war.
* Fallout 'verse has its share of good and evil scientists. Most "good" scientists adapt existing technology to try to rebuild civilization (such as the Project Purity and Rivet City teams). Scientists who use Forced Evolutionary Virus are depicted either as irresponsible or outright evil.
* Fallout was a descendant of a member of the Soviet Consulate in LA who was given an invitation to Vault 13.
* Fallout was the owner of the Junktown casino and boxing ring, operating several illicit side businesses while controlling the local gang calling themselves the Skulz and using them as muscle in assassination attempts against the town's mayor.
* Fallout weapons that kill a human or Super Mutant with a critical hit will melt all their flesh but leave bone and armor behind. Unusually for this trope, the bones fall apart completely.
* Fallout when a con artist pretends to kill some thugs to make himself look good. A sufficient Medical check will tell you that the thugs are just faking, even if their heads are detached.
* Fallout when he learns that the evidence checks out and all he did was for naught, and commits suicide and initiates his base's self-destruct mechanism.
* Fallout, where he's found begging for spare change in the slums of the Hub. And that's only his appearance in the first game...
* Fallout, where the 3D model would have been an in-game asset available to the player.
* Fallout where the player can tune into Three Dog's radio show for some easy listening while wandering the Capital Wasteland.
* Fallout, which had its own Cult of the Bomb and their resounding chant of "NRC! NRC! NRC!"
* Fallout (which has him turn up randomly to kill any enemies you targeted in VATS).
* Fallout, which seemingly happened sometime in the 1950's, and the big kaboom.
* Fallout While you may have encountered the odd soldier or Eye-Bot, this is when you'll be ducking for cover.
* Fallout, whose holodisks resemble old-fashioned Atari and Nintendo cartridges.
* Fallout, with its lack of hood or trunk cover (and don't even think about paint), the tragically damaged AI M.A.R.Go.T. (who states herself to be operating at 14% capacity), and the duct-tape-heavy skins of the Hunting Rifle in every last game.
* Fallout, you can talk to him to hear some useless last words before his head pops off. Satisfying!
* Fallout, you had to take a separate perk to have the computer mark your friends in green. Without it, you had to remember (or, in some cases, guess) who was on your side. Or you could just "check". If the game tells you "Ian", "Tycho", "Katja" or "Dogmeat", chances are good that they are friendly.
* Fallout you join the Brotherhood by ousting the current Elder in favor of a more traditional one, he orders you to kill the Van Graff family for selling wastelanders energy weapons. In Independent Vegas endings they continue to harass traders for technology, but are much more lenient if the player opts to go the NCR truce route instead.
* Fall Revolution Oh, and incidentally crushed most merely human governments and killed millions (and forcibly uploaded millions more) and trashed all serious technology in the solar system by hacking, EMP, or plain old computer viruses. This is the reason why AI/uploading transhumanism is quite definitely not allowed in the later books of the series. On the other hand, even the relatively bioconservative humans have biological immortality — the oldest is about 350 years old — and they'll take brain backups to be written into new bodies in case they die.

* Fall RevolutionTurns out that running your mind faster and faster means the real world just seems to take longer and longer to do anything. In the end, the entire uploaded civilization runs its course over an enormous span of simulated time, but only a few hours to human observers.
* Falls Count Anywhere - a match where pinfalls and submissions can happen in any location. As such there are no countouts by default and no disqualification is also added so that the participants can exploit their surroundings. Unlike a hardcore or street fight match, it's not uncommon for the action to spill onto backstage areas, outside arenas and even the actual streets (some promotions such as ECW and LLF have managed to halt traffic with these matches).
* falls count anywhere match, the camera man, to commentator Prazak's annoyance, became more interested in two nearby strippers performing. Homicide himself soon became more interested in them than Punk too.
* falls down and slaps people, and also has a penchant for inhaling melodramatically. Which is ironic, because Goldust was indeed named after the soap powder (albeit indirectly).
* falls during the NHL's Stanley Cup Playoffs over the salary cap. At the same time, Canadian viewership of the NHL playoffs are relative to how many Canadian teams remain...
* falls in love being together since he's the heir to a super-rich corporation and she's just a Japanese commoner.
* falls in love with Magdalena, the story's female protagonist, and has to break that promise.
* falls in love with Unicron when he accepts the Unmaker's offer to teach him how to free himself from Megatron.
* falls off a wall and into her garden, moving her to bandage a cut he gets on the way down. It becomes much more awkward for him when he realizes he's inadvertently trespassing in the royal palace grounds.
* falls on a lamp that then swings around into something, catapulting it into something else, until finally, a container full of liquid falls on Cassandra's wiring, destroying her
* falls out of his chest. While the other nations are freaked out, not only is he unconcerned, but says that this happens on a semi-frequent basis.
* falls over, and hits his head on a stone, which kills him. It's unclear if Elena telekinetically paralyzed his feet and pushed him down, or if Barry's feet got caught in some tree roots and he fell down by accident.
* falls victim to this trope the ship, obviously. At least one documentary has explosions producing sound effects in space, though probably for dramatic effect.
* falls victim to this trope when he starts to badmouth General Xinchub, only to have Massey point out that the general is right behind him.
* fall to Chaos while trying to use it thing, a Xanthite sub-sub faction (the Phaenonites) have outright betrayed the Imperium after deciding to take over mankind as the only option and were wiped out save a handful of survivors who kept it secret. The worst are probably the Oblationists, who are Xanthites who hypocritically enforce Monodominant beliefs on others, only believing those who took the Oath of Oblation being worthy of damning themselves for the good of mankind.
* fall to pieces can take photographs of him. This is to enlist Kiyone's aid in obtaining photographs of Yoruichi, who is washing naked underneath a waterfall. However, Ukitake managed to warn Yoruichi, who uses herself as bait to trap Sui-Feng... by pinning Sui-Feng to the ground while naked and soaking wet. What occurs next is off-page but it leaves Sui-Feng squealing suggestively while Kiyone turns beet-red and doesn't know which way to look.
* "Fall Weather Friends"... and then stands perfectly still laughing at Applejack as every other racer runs past her. Rainbow and Applejack do this back and forth throughout the race, ultimately tying for last place despite being the fastest runners in the group, all because they just couldn't try and run the race fairly.
* Fall Weather Friends" features a scene where Applejack cheats by kicking down a bucket harvesting maple sap, causing it to spill onto the trail and gluing Rainbow

Dash. It's unusually stretchy, requiring Rainbow to slingshot herself in order to snap the sticky sap.
* Fall Weather Friends" when Pinkie Pie goes off on a tangent about how grudge rhymes with fudge while the two are announcing for a race.
* Fall Weiss, the September 1939 German invasion of Poland. While the Capital was an important symbol and logistical hub, the primary concern was with preventing Polish forces from conducting orderly withdrawals into the interior of their country. Soviet incursions from Belarus and Ukraine prevented withdrawals to the national redoubt area of Galicia-Podolia provinces (in the foothills of the Carpathians).
* Falmer (Snow Elves)-like creatures who inhabit the ruins of the Dwemer cities in Skyrim to this day.
* false A character named Charles (often called Chuck) gets pregnant via virtue of a character Rittz' semen-stained toilet seat.
* False advertising has been a problem in mobile games since the tail end of
* False Camera Effects - A shot that looks as if it had been filmed on a set with an actual camera using an unusual lens or other camera trick.
* False Cause: Correlation does not imply causation, but here that is ignored.
* False Cognates are examples of words in different languages that independently mean the same thing and sound the same. They appear to be cognates, which are words with a related heritage, but they are actually completely coincidental. An example would be how many languages have the same word for mother, "ma" (probably as a result of that being a sound babies can make easily).
* False Confession: Someone confesses to a crime they're not actually guilty of, usually due to coercion by the authorities.
* False Convoy is distinguished from Optimus Prime by having red eyes instead of blue.
* False Crucible: A character is put through a grueling test that turns out to be fake.
* False Dichotomy: strawman argument where only one of two choices is right vs. one where both choices are wrong and the only "correct" answer is somewhere in the middle.
* False Dichotomy, when someone insists there are only 2 options to something when there actually are many others.
* False Face attempts to do this to Lady Blackhawk in order to infiltrate the
* Falseface slip on Detective Chimp's discarded banana peel in "The Golden Age of Justice!".
* False False Alarm: Thieves set off an alarm but convince the guards it's no big deal.
* False flagging of this sort happened (or was suspected to happen) all the time in those days. The infamous
* False Flag Operation: A group sends out covert operatives (disguised as members of an enemy/rival group) and stage a violent act, falsely blaming them as an excuse to declare a war against them.
* False Flag Operation: An individual or group pretends to be part of the opposing forces in order to attack them from the inside, to cause conflict, or to tarnish their image.
* False Flag Operation of suspects, each more nonsensical than the last.
* False Flag Operation: One side pretends to be the other side to provoke a war.
* False Flag Operation: Pretending to be the enemy to attack yourself to have an excuse to start something.
* False Flag Operations by German operatives designed to look like Polish aggression against Germany.
* False Flag Operations) during the battle. When faced with the one Clan that actually did prep-work for the battle (Clan Wolf), the Com Guard got trounced.
* False Flag Operation; their leaders would play two rival factions on the planet against one another, fueling them with reversed engineered alien technology and special weapons from ships they forced to crash into Chorus using their tractor beam until both sides killed each other off, allowing their employers to take full

control of the planet and all the alien relics therein. However, their last attempt was foiled when the ship tried to change course, jump to slipspace, and power down simultaneously, causing it to break apart on entry and leave some of its passengers alive. Said passengers are the Blood Gulch Crew, who not only complicated the attempted crash in the first place (purely by accident) but would also end up outing the Space Pirates scheme to Chorus and eventually the rest of the UNSC.
* False Flag Operation, the US government is getting more pressure to declassify files detailing US involvement in the massacre.
* False Flag Operation was the Mukden Incident of 18 September, 1931, in which the Japanese officers faked an explosive attack on the South Manchurian railroad to spark off the Manchurian Crisis.
* False Flag Operation where you attack civilian settlements with captured GDI equipment, and GDI has its funding cut during the investigation of that and other news stories (some completely fabricated by Nod-controlled outlets).
* False Friend: A character discovers that a person they believed was their friend actually wasn't and was only manipulating them to advance their goals.
* False Friend: A disloyal companion who is anything except for a true buddy, only befriending other people for selfish ulterior motives.
* False Friend: The only reason I ever hang out with you or tolerate your company is because you're just a gullible lonely sap, who I can easily manipulate to get whatever I want.
* False Friend: The only reason I ever pretended to be your buddy is because you're just a very gullible and useful idiot, who I can easily fool for my own personal gain.
* False Friend: They were only pretending to be your friend so they could manipulate you into advancing their scheme.
* False Hare", and the nephew busts open the closet door, with the iron maiden clamping down on the uncle. The nephew peeks inside, and only looks at the audience with a disgusted "Yeesh!" and a cringed look.
* False Innocence Trick: An evil being might have to fool people into freeing them by playing on their sympathies.
* False Innocence Trick: An incapacitated stranger feigns innocence to trick some poor sap into freeing them
* False Innocence Trick: A prisoner pretends to be a good person to fool others into freeing them.
* False Innocence Trick: A villain feigns innocence in order to set up the heroes for something nasty.
* false. In short, Sahjahn's meddling to try and avoid his fate created the circumstances that led to his fate being fulfilled.
* Falsely Reformed Villain: A villain who pretends to change their ways to further their latest evil plan.
* False Memories. What happened in that case is less "forgot until now" and more "was overwritten by something else until now".
* False Memory has his father's eyes. Literally. He seems to have some kind of twisted fetish for eyes and tears.
* False Memory. The villain has different trigger phrases for each person under his control, in the form of haiku. He speaks a name, the subject replies "I'm listening", then he gives each line of a haiku, with the subject giving a programmed response to each line in turn.
* False Memory, victims are programmed with two-step triggers: the name of a novel character, followed by a haiku. If the haiku is not recited for several seconds, the victim will become conscious again, with no memory of hearing the trigger or what they were doing immediately before. They will only respond to commands or statements; if asked a question (unless it is phrased as a command, i.e. "Tell me if you understand"), they will merely repeat it back.
* False Mirrors game, so it's justified. And still, Gengis's belt snaps at the last second, and he barely survives a 20-story drop with a measly couple of HP.
* False Profits": The Voyager crew tries to stop two Ferengi from exploiting the religious beliefs of a Bronze Age civilization.

* False Prophet: A religious figure lying to their followers for personal gain.
* False Prophet: They claim to be the messenger of God or the gods, but they're actually charlatans.
* False Rape Accusation— Someone accuses someone else of rape, even though that person is innocent.
* False Rape Accusation, Potiphar's wife, after failing to rape Joseph, tells her husband that Joseph raped her.
* False Rape Accusation: Someone accuses someone else of rape when it's obvious that they didn't do it.
* False Rape Accusation to coerce her lover into this in "Pandora" (though it's implied to be more about her husband's life insurance than love.)
* False Reassurance dressed as an Indian medicine man comes to Whit's End and prophesies to Connie, Eugene, and Lucy that Whit will die when four things happen that sound impossible:
* False Reassurance: I'm not going to mock you. You're doing a tremendous job at doing that yourself.
* False Reassurance: Someone tells the absolute truth, but makes it seem like they mean something else.
* False Romantic Leads died one way or another. The curse also affected Harmon "Harm" Rabb, Jr. too, but with the difference that only one of them died. And the one who died? Portrayed by the same actress who went on to play Mac in the rest of the series.
* False Roulette: A near-empty gun is fired over and over to cause fear that the next trigger-pull with discharge the only bullet—except, the gun is actually empty.
* false signal that locked up people's cable boxes and played a message that there was about to be a message from the White House, when actually nothing was happening. It was blamed on a bad code transmitted from a radio program.
* False Soulmate: If they were in a relationship, they usually end up being an ex by the end.
* False Soulmate: Realizing this person isn't 'the one' after all usually involves breaking up.
* False Soulmate: Someone is led to believe this person is their destined romantic partner, only to realize this isn't the case (often they'll end up with their true soulmate in the process).
* False Soulmate: Someone is led to believe this person is their love interest, only to realize this isn't the case
* False Soulmate: Sometimes they're revealed to be this because they don't return a character's love.
* False Soulmate: This person seemed perfect for you at first, but they later turn out to be a mismatch.
* False Start: It looks like you're finally gonna get the chance to confess your love, but something prevents you or you get scared.
* False Swipe Gaming and can 2-hit KO just about anything in Gen 5. However, it's inability to switch in safely, vulnerability to entry hazards, and low speed rendered impractical to use. And when Kyuruem-White was released and did everything Reshiram did but better, Reshiram was rendered unviable.
* False Swipe Gaming: Delibird took the spotlight for 2018's season greetings, where Kellen goes over its Christmas journey of learning to love thy neighbors (because otherwise the video would be nothing but talking about how bad Delibird was, and how it got worse and worse).
* False Swipe Gaming has done two of these where they analyze the viability of spooky looking Ghost-type Pokémon on the actual date. Specifically, they analyzed Misdreavus and it's evolution Mismagius in 2018 and Haunter in 2020.
* False Swipe Gaming: Some Pokémon didn't see play in higher tiers because others fulfilled the same role, but better.
* False Teeth Tomfoolery: Someone is revealed to be wearing false teeth.
* Falsettos, a sweet moment in the hospital between Whizzer and Marvin is interrupted by their friends, whose dialogue of increasing decibels is as followed:

* Falsettos. Immediately afterwards, the scene goes straight to Whizzer playing tennis with Marvin and collapsing.
* Falsettos is very intelligent for his age, but is unsure how to act in normal social situations and fixates on his interests (chess, for example). He is shown covering his ears and looking upset when his parents and Mendel/Whizzer get into arguments.
* False Utopia: A place which seems perfect but has serious flaws in actuality.
* False Utopia: A "utopian" setting that turns out to be anything but, usually with a horrible secret involved.
* False Widow: A woman lies about being a widow to explain why she has no husband.
* False Widow: A woman who claims she has a dead husband when really she doesn't.
* False Widow: The mother never returns to her home town. She lives among people who don't know her past (commonly staying with distant relatives) and passes herself off as a widow.
* Falskaar-verse, Ebony is a mined metal, not a form of wood) suit with ominous spikes.
* Falstaff is the foil to either Prince Hal's father, Henry IV, in the
* Fal who only acts nice to the protagonist in order to take advantage of his musical talents.
* Falx (two-handed): The Dacian Legionnaire-killer. This awesome weapon is long, and it's curved, but unlike most curved weapons, it is sharp on the
* Fame 2009 book on the series "Inside Fame on Television"; the writers soon regretted killing the Nicole Chapman character off.
* Fame and Misfortune, prioritizing their desired story over audiences getting and appreciating it.
* "Fame" as the background music, without realizing the song is not at all about luxury, but about how being famous is a bit of a drag.
* Fame, a TV show based on a movie. Followed later by a musical play. And a remake of the film. And a reality show.
* Famed actor and baritone Nelson Eddy died of a stroke while performing in Miami in 1967.
* Famed African pop singer Miriam Makeba had a heart attack and died while performing at a concert in Italy in 2008.
* Famed architect Frank Lloyd Wright accomplished the same effect by designing many buildings around his own height of 5'8". Tall people find them notoriously cramped.
* Famed Argentine author Jorge Luis Borges wrote powerfully on the benefits of blindness, asserting that he could now "see" the truths of the world more clearly.
* Famed aviator Douglas "Wrong Way" Corrigan: Denied permission to fly the Atlantic by the FAA in 1938, he took off after angrily declaring his intention to return home to Long Beach, California. He landed in Ireland 28 hours and 18 minutes later, claiming he'd flown the wrong way. Wrong Way Corrigan lived until 1995 and never once admitted that his transatlantic flight was anything other than an accident. Several fictional characters on this page were named in his honor.
* Famed drum and bass artist Spor (Jon Gooch) releases electro house and
* Fame did one for Michael Thoma, who played Mr. Crandall. The episode was called "A Tough Act to Follow".
* Famed in Story as one of the strongest trainers in the Orre region, to the point that while visiting Agate Village (one of the few safe havens from Cipher's influence), Team Rocket leader Giovanni is wary of taking him on.
* Famed in Story due to being born with magic powers and inherited immense wealth from his dead parents. Luz on the other hand has no innate magical ability and needs to learn an entirely new way to do magic, her desire to be a chosen one serves only to get her into trouble, she is initially accepted only by utter outcasts of society and needs to earn the acceptance of others, including her place at magic school.
* Famed Mimic Gogo. But if you do try to beat him the old-fashioned way, he'll get ridiculous stats, counter every hit with 9999-damage spells, and triplecast Meteor when he's at below a certain HP threshold. There's also a short timer on the fight,

and you die if you don't beat him before that. There are multiple ways of beating him, like bouncing Gogo's attacks back at him with Reflect or locking out his spells with Silence.
* Famed pro wrestling manager/booker/promoter/commentator Jim Cornette was doing a bit during Starrcade '86 where he was chased up a scaffold, then took a bump off it. However, the work order must have been sent wrong, and the 15 foot scaffold was built to 25 feet. Crockett decided he would do what skydivers do, and drop and roll when he landed. The fall was going to be aided by Bubba, who was going to catch him. He would fall into Big Bubba Rogers' arms, and they would both drop and roll to the left. Predictably, the relatively green Rogers' missed catching him, and Cornette blew his knee out. Or rather, in.
* Famed psychoanalyst Jacques Lacan, when faced with criticisms that his works were dense and difficult to understand, promptly claimed that he was
* Fame, Elisabeth finds herself in one of Leo's stories together with him, talking to his characters. When she asks him why, he simply vanishes from the story and leaves her in a world where no one knows who he his, and where as the author, he has full power over what she says and does. The straightforward explanation would be that she left him and he just included her in a later story out of spite, but more surrealistic interpretations are also possible.
* fame. Eventually he came out of his shell, after realising his viewers were laughing with him rather than at him.
* Fame. Music student Bruno argues with his instructor, Mister Shorofsky, that if Mozart were alive today, he'd be cranking out rock and roll songs, not chamber music and symphonies, because Mozart wasn't doing it to be "artistic", but rather just to put bread on the table.
* Famen, they sealed the deal with a kiss that sends sparks that could light up a 4th of July fireworks display.
* Fame, partly inspired by the fact that it filmed on the same soundstage where the 1939 movie was shot. (According to the cast, a last remaining fragment of the original yellow brick road was enshrined in the stage, and was shown to them with almost religious reverence.)
* Fame, Rosalie directly talks to her author Leo, but it's very clear that she's completely fictional, and that Leo is just inventing the dialogue for his own amusement. The distiction between fact and fiction is less clear with Leo's girlfriend Elisabeth, whose final chapter may or may not be just another story Leo invented after she's long since left him. It's even possible that all of the other stories in the novel are written by Leo too, and that only his own introduction chapter is "real". All of the events in the other chapters are hinted at as being things that are prominently on Leo's mind in his own chapter.
* Fame: The Episode "Street Kid" has Ms Sherwood giving Mister Shorofsky driving lessons, but she only knows how to drive an automatic and the classic car he bought turns out to have a four speed manual transmission meaning that all her lessons were useless because neither of can drive it at all.
* Fame Through Infamy: For some people, infamy is just the same as fame.
* Fame Through Infamy: Someone does something heinous just to get on the news and be famous.
* Fame where everyone believes that the new dancer is a Rich Bitch, with Tyrone even singing lyrics to that effect (I don't need no Rich Bitch/to tell me which/fork to use) only for her to angrily confide in him that actually, her dad is a limo-driver who drops her off on his way to work and that she's barely middle-class.
* Famicom against his coworkers for their unprofessional behavior, identifying them by name and blasting them for being chronically late for work, getting drunk, and being unproductive sex addicts.
* Famicom Detective Club comes from." In 2021, it was announced that the remakes originally thought to be Japan-only would actually be seeing international release that same year.
* Famicom Detective Club duology were released worldwide with the Japanese dub only.

* Famicom Detective Club fan translation in the latter half of the '00s.
* Famicom Detective Club gives you a compatibility check with heroine Ayumi Tachibana after the game's credits. The ratings score is dependent on your interactions with various characters throughout the game, including not just Ayumi, which could end up giving you a bad score if you just check through every interaction option.
* Famicom Detective Club has a two-in-one example. When the Ayashiro Family's tomb is finally opened with Genshin's permission, Akira Ayashiro is found to have been stuffed inside, with Kiku's corpse nowhere to be found. Examining this causes the protagonist to finally remember how he fell off Unakami Cliff and lost his memory in the first place: Akira attacked and threw him off the cliff.
* Famicom Detective Club is about the titular ghost that haunts Ushimitsu High School. The investigation into the ghost story leads to a series of dark secrets that the school is hiding uncovered, as well as the possibility that the ghost story itself might be more truth than legend.
* Famicom Detective Club regarding Ayumi refers to her as a "cute lil' chickadee".
* Famicom Detective Club series instead of the nameless male protagonist.
* Famicom Detective Club would eventually release internationally two decades later for the Nintendo Switch.
* Famicom Dojo has a talking NES named NESter, his son: a NES 2 nicknamed Junior, and his brother: a Famicom that speaks Japanese.
* Famicom or extra lives. The array of weapons Garfield can use are limited and inaccurate.
* Famicom were due to those colors of plastic being the cheapest at the time.
* Familial Body Snatcher: A common limitation for body snatchers is making them only able to inhabit a body of their relatives.
* Familial Body Snatcher: An entity that takes over the bodies of their own family/descendants.
* Familial Body Snatcher - when someone takes over the bodies of their own relatives.
* Familial Cannibalism Surprise: Serving one's enemy a meal consisting of their offspring.
* Familial Cannibalism Surprise: Tricking people into eating their own family members.
* Familial Cannibalism Surprise), who caught his brother Thyestes seducing his wife; he surreptitiously fed Thyestes the flesh of his sons at a banquet as punishment.
* Familial Foe: A villain who opposes a family from generation to generation.
* Familial Foe: The villain is the arch-enemy to an entire family, especially if they happen to be immortal.
* Familiar47's because they all knew what Rizz was doing to her and did nothing to stop him.
* familiar. But no, she is anything but horrifying. Instead, she is a cute and lovable bat the size of a chipmunk and in love with Dale.
* Familiar Faces, who drew obscure characters in the style of a completely different artist or show and challenged his viewers to figure out who they were. That collage of headshots that appears at the beginning of every video and looks like it was ripped from dozens of random fanart galleries? All his own work.
* familiar fighting moves series, which includes attacks from several other abilities. For most of the game, it's only available by beating a Master Hand or Crazy Hand miniboss, until you hit every big switch in the game to unlock the copy ability room.
* Familiar Ground: The horse. At first, only with the help of his paladin, but later he acquires it independently.
* Familia Romana takes most students a year or two to work through. Most of the book tells (in Latin) about events befalling a fictional Roman family. All of the events described in the book happen within a span of two days.
* Familiars have only one name. The majority of the fandom believe that Lieselotte and Liesearia have two names, but their shortened names, Lotte and Aria as well as

the collective name Liese are just nicknames.
* Familiar Soundtrack, Foreign Lyrics: A cover of a popular song in a foreign language, used to provide a sense of familiarity but also signify that they're in a foreign country or a character is from one.
* Familiar Soundtrack, Foreign Lyrics: A song plays that's a cover of a popular song, but in the characters' native language.
* Familias Regnant doesn't seem to be paid up; they face a lot of hot water for their insurrection before finally being exonerated and treated as heroes.
* Familias Regnant novel "Hunting Party" revolves around a futuristic country house party featuring a fox hunt as one of the entertainments. It's mentioned that real foxes went extinct long ago, so the foxes they're hunting were genetically engineered by mixing genes from several similar species.
* Familias Regnant series, standard enough to provoke in-universe comments on various combatants' proficiency.
* Familia Tipo about wearing an embarrassing clown costume at Wac Food.
* Familia Tipo, the children don't even reach the knees of the adults.
* Familia Tipo wears her hair permanently in pigtails. She's immature and bratty.
* Familicide. a notorious bug in epic spellcasting which allows one to build arbitrarily powerful spells for a small fixed cost. In any case, it's unlikely Rich bothered to come up with actual stats for the spell.
* Families, after which they are summarily defeated by Twilight and company.
* Families and his anti-Celestia propaganda group enjoy this status (in Canterlot, at least; they're not too popular in Ponyville). It doesn't help that he's spreading this propaganda right after a full-out invasion that Celestia, the royal guard, and even the Element Bearers failed to stop.
* Families contacting Chrysalis in a dream and ordering her to meet with an "associate" of his in order to plan his release. Meanwhile, relations with the dragons are now tense due to Garble's actions, and on top of that, several canon Season 3 events are alluded to (Trixie plotting her revenge, the reemergence of the Crystal Empire).
* Family Affair carried around a doll called Mrs. Beasley, which became so popular that Mattel produced Mrs. Beasley dolls for the mass market.
* Family Affair sees 15-year old Cissy wishing to join her friend Sharon as a Candy Striper at the local hospital. The minimum age for volunteers is 16, so Cissy needs her Uncle Bill to meet with the hospital administrator to give permission for her to work. Cissy nearly causes an incident when she brings an old woman a glass of water before surgery, but she makes up for her earlier misstep when she helps a pregnant woman on the maternity ward deliver a baby.
* Family Affairs villain Pete Callen murdered his wife's lover and framed his wife for the crime.
* Family Album, where a young man is seduced by an older actor and they have a blissful relationship for several months.
* family and does wind up being shot by Lucrezia at the end of the arc.
* Family, an Internet television show, features a polyamorous triad (V formation).
* "Family Appreciation Day" has Granny Smith tell her backstory. It notably involves her
* "Family Appreciation Day" helped significantly flesh out Granny Smith, a character used in mostly comedic scenes during certain episodes, cementing her status as a major supporting character.
* Family Appreciation Day": The older members of the Apple family are busy preparing to harvest Zap Apples, a magical variety of apple tree that only grows its rainbow-colored fruit, used to make Sweet Apple Acres' famous Zap Apple Jam, after a series of ominous signs (including a lightning storm and swarms of crows).
* Family Appreciation Day to be genuinely interested in her dad's speech about how his business succeeded, even while said speech left the rest of the class asleep.
* Family Bites by Lisa Williams. The son of a human father and a vampire mother (who subsequently married a male vampire at her family's insistence), Daniel can't fly (not that well-brought up vampires in this universe ever do), can be seen in mirrors unless he concentrates, and has slightly less powerful senses than his

relatives. He also has no craving for blood, and is actually rather squeamish about it, but has to drink some once every few weeks.
* Family Business: A business such as a store or a restaurant that's owned by a family.
* Family Business as three generations of crooks. Anticipating his grandson having to spend a year in jail, Connery tells him to find the biggest guy there and give him a beat down, and no one will bother him, and everyone knows the story is "He fell". At the end, it's Connery who ends up on a paddy wagon with a dozen others on their way to the big house. Someone gets mouthy, Connery clobbers him. When the cop opens the sliding window to the cab area and asks what happened, everyone says, in unison, "He fell."
* family business became a way bigger star than “Cowboy” ever was.) Others have decent careers but not to the degree of their heritage. Some show obvious talent, perhaps equal to or exceeding that of their parents, but because of either a lack of crowd reaction, bad booking, or longstanding feuds between a promotion's boss and said family, don't ever break the glass ceiling. On the other hand, some wrestlers aren't perceived to have their parents talent but are pushed to the moon anyway because of said family connection. And within kayfabe, it gets more complicated. If a promotion goes out of their way to mention a young talent's famous family connections and work it into storylines, it usually signals that the promotion has big plans for that talent.
* Family Business" Michael goes undercover as an arms dealer, and at one point it looks like his mark Ari Zamar has found him out. But then it turns out Ari just saw his girlfriend Debbie coming on to Michael('s cover ID) and got jealous. So Mike plays dumb and pretends Ari sent Debbie over to test him, congratulating him on his ingenuity.
* "Family Cat" has the Griffins adopt a cat named Pouncy much to Brian's displeasure. Naturally, Pouncy turns out to have sinister motives and plans to turn Meg into a
* Family Challenge once told him: "never let the contestant hold the microphone." He handed the mic to a five-year-old contestant who socked him in the head with it hard enough to make him bleed. He had to get stitches during the next break and spent the rest of the episode with a band-aid on his head.
* Family Challenge: The first Michael Burger episode paid tribute to the series' first host Ray Combs, who committed suicide in 1996.
* Family Channel) in 2014 after Bell bought out the company. The next year, DHX cut Family's ties with Disney, while Corus Entertainment launched a domestic version of Disney Channel.
* family company causing her mother to retreat into alcoholism and quit parenting. They've both had lonely childhoods, they just manifest their loneliness in different ways. Yang ends up apologizing for having made assumptions about Weiss's upbringing.
* Family Complex, and therefore never show romantic interest towards her.
* Family Complex Sakamoto family, is so handsome that everyone in his school treats him like a king, making him feel isolated from his peers. And since his wannabe servants are very overprotective towards him, girls are scared to come close to him.
* Family Complex, where his smile could bring everyone to their knees. However, every main character introduced in both series are just as attractive, and while these people are regarded as good-looking in-universe, they don't receive as much god-like attention as Harumi does.
* Family Compo, Masahiko frequently gets himself into situation where he needs to dress up as a girl.
* Family Compo: Misahako moves into his aunt and uncle's place and finds out they're both transgender via accidentally seeing their privates.
* Family Compo woman and man respectively. Sora gave birth to their now-adult daughter Shion, though he was initially reluctant.
* family connections picking a fight with the Tau because the crappy backwater planet they were on wasn't worth the effort, and is quite good at putting limited

resources where they can do the most good.
* Family d'Alembert universe, although it is fitted to some of the larger spacecraft, and artificial gravity boosting up to twenty-five gees can be selectively turned on in individual rooms of a dwelling or compartments of a ship. This becomes a major plot point in the climax of both the first and final novels of the series.
* Family Dog - Was co-produced between Universal, Warner Bros., and Amblin Television in the United States, Nelvana in Canada, and Wang Film Productions in Taiwan.
* Family Drama: A popular genre due to the importance of family values in Korean culture and how it's used to portray different types of families and intensify familial dynamics.
* Family Extermination: The killing of entire families especially the hero's loved ones is a major crossing of the MEH.
* Family Eye Resemblance, all the Volsungs have unusually bright, piercing eyes.
* Family Eye Resemblance: Family members may look different in other ways, but their eyes look alike.
* Family Feud (1988-94) recycled most of its set from the original Richard Dawson-hosted version (1976-85), including the giant board. Also, when Dawson returned for the 1994-95 season, they used pieces from a set that was originally constructed for when the Combs version taped at Opryland in 1993.
* Family Feud, a contestant responded to the question "Name a dangerous number [performed] at the circus" with "69".
* Family Feud (airing since 1976 on ABC {1976-85}, CBS {1988-94}, NBC {2008 specials}, and syndication {1977-85, 1988-95, 1999-})
* Family Feud, and the persistence of the Dawson and Combs eras in reruns has not hurt either.
* Family Feud, any time there's a question involving the elderly, invariably one of the answers will be "teeth".
* Family Feud). As it's rare for a team to get all the answers, the game often rides on whether the opposing team can steal those final-round points. Extra drama points if it's a family's fifth day, and they're playing for the car.
* Family Feud: Count on Steve Harvey to make a perplexed glance at the camera whenever someone gives a strange answer in regular play.
* Family Feud. Dawson drops face-first onto the floor upon seeing the number.
* Family FeudEEVES" is accepted as "BAKER" since it saw the letters in the correct order even if the answer is otherwise nonsensical.
* Family Feud episodes is when Steve will hear an outlandish answer from a contestant, mocking them on how ridiculous the answer is...and then it's on the board. Cue Steve just standing in shock before tearing up/throwing away the answer cards and storming off the stage.
* Family Feud got far enough for a prototype which is presumed to be lost.
* Family Feud had several of these over its various incarnations, but of particular note is the "almost celebrity" editions which had teams of celebrity lookalikes playing each other. Oddly enough, they still had to donate their winnings to charity, even though they weren't actually celebrities.
* Family Feud had the question "Tell me how old you think Ronald Reagan looks" and Richard Dawson guessed that he looked 74. At the time the episode aired — June 14, 1985 — Reagan actually was 74 years old.
* Family Feud in that its questions were formatted similar to the original 60s MG and used national surveys to cull answers (MG used previous studio audiences).
* Family Feud, in the rare event that neither team reaches 300 points by the end of the triple-score round, a Sudden Death round is played. Triple score is active, and only the #1 answer is on the board, for a question for which typically about 90 or more of the 100 surveyed gave the #1 answer; thus, the first to ring in and give said answer gets the 270+ points and will win the game.
* Family Feud is even worse. It uses a set that looks only superficially like the current one, music that only vaguely resembles the theme tune and doesn't even play at the right times, an obnoxious stereotypical-game-show-host-type guy, and has

some of the worst graphics Ludia's ever done. There's large periods of silence while the ugly characters (though at least you can use your Miis) perform overy-long and repetitive actions. They couldn't even get the show's graphics or sound effects right, and the reveal in Fast Money is done in completely the wrong way. At least the 2010 version was passable.
* Family Feud.) Later on, he wore a brace due to injuring his ribs in a car accident, and on one episode, asked contestant coordinator Caryn Lucas to host a question while he went to adjust the brace.
* Family Feud — which all use reconfigurations of the same studio in different ways.
* Family Feud more than enough to win with even if you lost on all of the others. (On the other hand, usually if the game gets this far, it means both teams are getting pathetically low scores on the other rounds. Normally, the double-point round is enough to determine a winner, but a team with a run of good answers can win even before that.)
* Family Feud of a Fast Money round, after the first contestant had given answers like "frog" to "Name an animal with three letters in its name" and "snow" to "Something that comes with a summer storm":
* Family Feud: One of the questions early in the 2013-2014 season asked was to name color of underwear a man buys "because it hides dirts and stains." Brown actually was the No. 2 answer, with black being the top response; FWIW, gray and blue were Nos. 3 and 4, respectively.
* Family Feud on GSN in February 2015, an ad for Activia yogurt was shown twice in a row.
* Family Feud question during the Richard Dawson era. "If you were arrested and could make only one phone call, who would you call?" The game-winning answer: the bail bondsman.
* Family Feud: Questions that include a euphemism for "masturbate" are asked on a regular (at times, seemingly daily) basis. One common example is to the question, "Name something a squirrel does with a nut," to which an answer was "scratches it." ("Nut" being slang for a part of the male crotch, and scratch being the "masturbate" synonym.) However, the answer came up once during the Richard Karn-hosted era, when during an NBA Stars special, a contestant answered "masturbate" to the question, "Name something a teenaged boy could do all day?"... and it got him two points!
* Family Feud quick to point out that while he does indeed have underwear in lots of colors, not a one of them is white.
* Family Feud retired families at $25,000 (later over $30,000 in the final season of the Richard Dawson version)
* Family Feud, Steve Harvey would frequently declare that "we" were going to Hell when contestants gave an inappropriate answer. Often, the answer would show up on the board anyway.
* Family Feud". The last round has Peter answering "Name Something You Sit In" with "Chair" and other variations of it repeatedly despite Lois already giving that answer seconds earlier, costing him the win.
* Family Feud, the Louie Anderson theme/cues are used no matter which era you pick. You only have 20 seconds to input answers, and you can only use the Wiimote to do so...an unforgiving, clunky setup that you can't change. The predictive text also helps break it; if your answer doesn't show up after two letters, 9 times out of 10 it's not on the board.
* Family Feud, two contestants misunderstood the question "Name a number that men exaggerate", after the first contestant said "100" the rather innocent second contestant said "69" much to the audience's mirth and Steve Harvey's chagrin.
* Family Feud was revived twice: first from 1988-1994 with Ray Combs (then a post-script season with original host Richard Dawson returning), then the current version from 1998 onward. The latter has been hosted by Louie Anderson, Richard Karn, John O'Hurley, and Steve Harvey.
* Family Feud was "What might you say to a cannibal to stop them from eating you?". One of the answers was "I have an STD".

* Family Feud (where he was a regular panelist) that it was the number one show in Guam.
* Family Force Five has a song named "Chainsaw". It's about how awesome using a chainsaw is.
* Family Fortunes, despite only two (usually) out of the ten contestants actually being stars...and even then, the "stars" are usually nothing more than average soap actors.
* Family Fortunes, the Big Money prize was £1500 for the first episode of the series, and in any episode where the prize had been won the week before, and £3000 in any week where the prize had not been won.
* Family Fortunes, whose family had not covered themselves in glory, once offered to buy the rights to that episode so it would never be shown — for £100. The producer had to explain to them that this fell somewhat short of covering the show's £38,000 costs.
* Family-Friendly Firearms: No real guns on kids' shows, but there's plenty of laser guns, phasers, and blasters.
* Family-Friendly Firearms: Replacing realistic weapons with more fantastic or less lethal ones.
* Family-Friendly Firearms: Used in a majority of American-edited anime and kids' shows.
* family-friendly Movies) are starting to be friends since they're both family-friendly animated comedies focusing on Family Relationships in Urban settings.
* Family-Friendly Stripper: An exotic dancer who always has the important parts covered.
* Family-Friendly Stripper: a stripper wears an elaborate and theoretically sexy costume that covers just about everything.
* Family-Friendly Stripper: Strip clubs and other sex establishments have the workers in relatively "innocent" skimpy clothes (usually a bikini) rather than being naked, topless, or in some kind of overt fetish costume.
* Family Game Night, for the first two seasons, awarded one "Crazy Cash Card" to each family at the start of the show, then an additional card to the family who won each game. Most cards were worth no more than $1500 or so (and generally only a couple hundred bucks), but one card, the Top Cash Card, is worth anywhere from $10,000 to $20,000. Thus, a family could lose all five games and still win the grand prize if the card they chose happens to be the Top Cash Card. (That said, both families keep whatever they won in their games, so at least a family who misses out on the grand prize in this manner still walks away with a great haul of their own.)
* Family Games, which prize accessible designs that involve and engage players as much as possible. One of the most popular of these is
* Family Goy" aired on October 4, 2009, despite the second half taking place on Passover/Easter.
* "Family Goy": From his upstairs window, Peter shoots a gun at his Jewish neighbor Mort Goldman while he is at his mailbox (a scene emulating an infamous scene in
* "Family Goy" had the moral of "It doesn't really matter what religion you are, because they're all complete crap."
* Family Guy 16oz steaks!. They then make fun of Joe for not being able to finish one.
* Family Guy, a baby like Stewie is compared to 5- and 9-year-olds, and they are the exact same height.
* Family Guy, a clip from a nature documentary is shown narrated by a stereotypical black guy. It shows a cheetah hunting down some prey:
* Family Guy, a contestant ponders the incomplete puzzle phrase "GO _UCK YOURSELF". After the complete phrase is shown as "GO TUCK YOURSELF IN".
* Family Guy: A cutaway gag shows Peter's head exploding after he eats half a fudgsicle in one bite.
* Family Guy, after Brian beat Peter at checkers, Peter took the checker board, put it in the car, drove the car off a cliff and shot at it until it exploded.

* Family Guy. After getting his hospital bill Peter cracks an angry joke at the receptionist if this was his bill or his phone number. She replies it actually is his phone number.
* Family Guy, after Lois snaps and goes on a rampage, Peter mentions that he put a homing device in her skull for such an occasion and uses a laptop to detect her location. Several dots appear on the screen, and Peter realizes he also put some in some squirrels.
* Family Guy, after Peter claims he'd sell his soul for fame, the devil finds out he already sold it...twice! He asks where he can find a lawyer. Pan to see everyone in hell raise their hands.
* Family Guy. After she says something particularly stupid, he hears someone snickering.
* Family Guy. After Stewie compares Brian to "aging supermodel Carol Alt", we cut to an old man shouting about her being mentioned on TV (and getting the name of the show wrong), and we see the trumpet sticking out of bedsheets in the other room and an old woman shouting "What?".
* Family Guy after the gang has been defeated by Joe after trying to re-cripple him Bonnie shoots at him several times trying to hit his spine one of her shots passes through one of his ears and out the other, despite blood and brain matter splattering on the wall this doesn't kill him like it should.
* Family Guy a generation of ancient Hebrews born and raised in Egypt) as stereotypical Ashkenazi Jews.
* Family Guy", a hatchet being marketed as a silly-ball, and a "Baby Heimlich Doll" with a built-in flamethrower.
* Family Guy" Also in the courtroom, where the courtroom audience goes "Oh, NO!" and the Kool-Aid Man comes crashing through the wall, "OH YEAH!" When the Kool-Aid Man realizes where he is, he backs out in embarassment. The Judge tells everybody to stop doing that, "'Cause the f*ckin' Kool-Aid Man gonna keep showin' up."
* Family Guy. Also played straight in "A Picture is Worth 1, 000 Bucks" when Peter tries to impress a high school classmate by claiming he grew up to be "Neptune, God of the Sea" only to find out that the real Neptune is playing at the same miniature golf course and doesn't appreciate Peter sullying his good name.
* Family Guy. Although she is (rarely) found working in a mansion, she is pretty creepy. If you don't think she belongs here, you're going to have to get her to leave yourself.
* Family Guy: A man tells his wife to imagine "a happy healthy baby boy at play. Now put him in a magic bubble and release him into the universe." When Stewie, in a bubble, rolls by, the man tells his wife to imagine Lindsay Lohan naked and doing a backwards crab walk. Later on, Lohan appears at Peter's door doing just that.
* Family Guy, an ad is shown for "Hasbro's Best Thing Ever" (a short of Silly Putty actually). Stewie, watching the commercial, enthusiastically shouts: "I want it!"
* Family Guy an angry mob of wheelchair users joined together to form "Crippletron".
* Family Guy ancestor: the very man who went to Africa and enslaved them.
* Family Guy), and a referee who fires a gun in the air to start a swim race.
* Family Guy), and empty it into the gutter next to Lois, thereby producing a puddle through which she can drive.
* Family Guy and ends up the "sympathetic" character, and his interactions with Carter generally end with Carter screwing him over.
* Family Guy and gives his son's identity away in an increasingly absurd fashion.
* Family Guy and gossipy housewife. A cat fight between Lois and the sensitivity coach snaps him out of it.
* Family Guy and guilt that he is somehow betraying Peter - and above all the realization he is in love with her - all combine to devastate his libido. While Peter has a last-ditch play to get her back, he is seen escalating a Viagra overdose, electric shock therapy, direct injections into his penis, and finally hitting himself very hard with a hammer. All to no avail.
* Family Guy, and has apparently put all of his kids in a coma while hiding it from his wife and not taking them to a hospital.

* Family Guy, and he kinda looks like a more cynical Snoopy. But there are many running gags based on the fact that he is, indeed, a dog, such as how he likes to chase his tail and sniff other dogs' butts.
* Family Guy and he looks up, saying "Oh my God..." just before a baboon lands on him and starts attacking.
* Family Guy and its power couple, Peter and Lois have apparently been reincarnated several times from the stone age to now. The most prominent are Nate Griffin and Lois' ancestor (meaning that in some way, Lois and Peter may be blood related), and Griffin Peterson and Lady Redbush (which may or may not have the same conspiracy).
* Family Guy and moves in with him, Brian buys Rush a whole new kitchen comprising of all American made appliances. Each one collapses, fails or explodes the moment Brian mentions them.
* Family Guy And no, that rant wasn't a joke on their part, they really meant it.
* Family Guy, and she's still one of the ugly girls including in the universe where everybody is attractive.
* Family Guy and then asks if they can cut that part out...and then goes on to say even more things about Chevy.
* Family Guy and the Silver Scissors at the Bulgarian Lady-Weiner Festival.
* Family Guy, and to a far more absurd degree. Gunshot wounds, arrows stuck in the shoulder, and stabbings are all just part of the territory. The only exception is the episode where Jesus returns and Stan has to battle demons to survive—he's decked with battle scars and lost a hand, replaced with a robotic clamp.
* Family Guy: An episode where Peter and Lois considered buying TiVo had the salesman fast forward through their argument to get to the point where they agreed. In the middle of the argument, Chris enters choking on something and Lois gives him the Heimlich Maneuver.
* Family Guy, an event which is so terrible to Peter as a father he's afraid it will cause "World War Five". Lois objects that there would have to be World Wars Three and Four first, but Peter dismisses this, claiming that "that's the beauty of World War Five, Lois — it's so intense it skips over the other two."
* Family Guy: Apparently, if you want to become a Supreme Court Justice, you have to stick a cherry in between your buttcheeks, run through a set of cones, and drop the cherry in a beer.
* Family Guy: A recurring plot with Meg. While she indeed has some friends — geeky losers, just like her — Meg clearly wants friends who belong to the popular group, including those associated with her arch-nemesis, Connie D'Amico.
* Family Guy as a joke, but ended up getting the part. Inevitably, this is referenced in a cut-away gag where Chris does an impression of Buffalo Bill dancing naked (and tucked back) in front of a mirror.
* Family Guy, as a jousting trainer for Renaissance Fair knights. His dialogue is given an appropriate medieval twist.
* Family Guy: As a kid, Peter asks a museum tour guide why the dinosaurs died out:
* Family Guy asides that play off the characters' metaphors. Occasionally, an aside doesn't happen, causing the character to flinch, "Oh? We're not doing one? Right?"
* Family Guy ask cast members about...the most mundane things, without ever touching on anything about the series, much to Stewie's consternation. One such question was "Does this look like dry skin or a rash?"
* Family Guy, asking him to save his dog from the pound with a rubber band, paper clip, and straw. He puts his eye out.
* Family Guy: A somewhat smaller example than the rest, but quite large for its scale — in one episode, Peter is in a sauna with Chris, when Peter notices... "Hey, that's not your leg!" The rest of the episode is about Peter trying to deal with penis envy (or something more like "penis shame").
* Family Guy) as payback for getting shot in the arm by him earlier on. Peter does survive, but he's left in a crippled state.
* Family Guy, as Peter was attempting to ruin James Woods as revenge for Woods stealing his identity.
* Family Guy as possible. At the end of the episode, the present version of Peter sits on the couch with Quagmire and his stag party friends from that episode, who

are also drawn first season-style.
* Family Guy (as seen when they have a bikini-clad woman attempt to catch hot dogs in her mouth to win a boob job). After Brian realizes what he's become and quits, the episode ends by showing that Cleveland and Quagmire have replaced them.
* Family Guy, as shown by an early episode where Peter is at odds with her tyrannical father in order to gain his approval, which he never does. She marries him despite her father's insistence that she doesn't really love him or his covert attempts to kill Peter.
* Family Guy as the other characters and generally doesn't seem to know the extent of certain actions.
* Family Guy a week later. Quagmire helps the Griffins out with the profits he made in his investment and the family manages to get back to where they were before the lottery.
* Family Guy: Back to the Multiverse to amass an army is because he "can't possibly allow a universe to exist without me in it."
* Family Guy because, according to Peter, “Christians don’t believe in gravity.”
* Family Guy, because of their universe-hopping device, Stewie and Brian become a real human baby and animalistic dog in live-action.
* Family Guy because they never picked him during the Q & A session at the convention. It didn't work out very well.
* Family Guy before being replaced by Mila Kunis. The episodes "Back To The Pilot" and "Yug Ylimaf", both of which involve time travel, brings back Lacey to voice past Meg (in the latter episode, Stewie lampshades it).
* Family Guy before her, and to make things worse, Paulson herself joins them in the booth because she was in a cutaway gag for that very episode.
* Family Guy, before its content became more gruesome and brutal, and before it went into avant-garde territory.
* Family Guy) beginning exactly three years after the events of the first episode mentioned at the beginning of that episode, which is September 27, 2009 (the episode's original airdate, so it would be September 27, 2012). However, the episode aired on March 17, 2013.
* Family Guy blatantly points out this trope when they have an episode of a random crime drama playing. With the main characters questioning who committed a crime, then nodding and pointing to the "With Special Guest Star Jimmy Smits" part when it pops up in the opening credits.
* Family Guy, Brian & Stewie visit a petting zoo. Brian places some animal feed in Stewie's pocket when he has his back turned, and this causes all the animals to chase after Stewie.
* Family Guy, Brian attempts this with a girl he fell in love with during the filming of a reality show by singing outside of her window. The thing is, she only pretended to love him during the taping of the show, and wants nothing more to do with him (he being obsessed over her and leaving her countless voice messages on her answering machine, to the point where he filled it up and bought her a new answering machine so he could keep leaving her messages). How does this end? With an answering machine thrown right at Brian's head.
* Family Guy Brian, being a dog, is scared of the vacuum cleaner. At one point Peter shoots the vacuum (for unrelated reasons); Brian comes in and sees the "dead" vacuum and says "whoever did this, thank you."
* Family Guy" Brian falls in love with an old woman who was a movie star in the 1930s. He convinces her to step outside of her house for the first time in years, and she gets hit by a car. As she is dying in the hospital Brian uses a pair of VR goggles (which had been set up earlier in the episode) to show her a virtual version of them getting married, having kids, etc. so her last moments would be happy.
* Family Guy. Brian finds that his ex-girlfriend, Tracy Flannigan, has let herself go to an extreme degree.
* Family Guy. Brian gets Super Speed and twice does the comedic version where he disappears briefly, then returns wearing the hat of the nation he just visited; he

also uses it to steal drinks at a bar.
* Family Guy: Brian goes out to dinner with his ex-girlfriend Jillian and her new beau. A waiter walks by and trips, causing him to drop his full tray, but Jillian's boyfriend catches everything with no problems. Wanting to one-up him, Brian then trips the next waiter who walks by and tries to do the same thing. He winds up covered in food and hurting the waiter's wrist (which Jillian's boyfriend 'fixes' with some fancy handwork).
* Family Guy. Brian has confessed his feelings to Lois (and in one instance at least to her husband, and Brian's best friend, Peter) on more than one occasion, but she always turns him down (it has been implied that she has always known of Brian's romantic feelings for her; ironically she seems oblivious to next door neighbor Quagmire's naked lust for her despite his repeated and shameless advances).
* Family Guy: Brian is considering becoming a teacher at Chris's school.
* Family Guy: Brian is going skydiving. Right before he jumps out, the instructor stops him and points out that he grabbed "the one with silverware" in it. He tosses Brian another parachute... that contains an anvil.
* Family Guy: Brian once received a Christmas present shaped like a wine bottle.
* Family Guy, Brian replaces Peter's I Can't Believe It's Not Butter with real butter, driving him insane.
* Family Guy, Brian the dog keeps forgetting about his superior sense of smell.
* Family Guy, Brian the family dog is unnerved to discover the owners of his late mother (who seemed quite nice up until that point) had her stuffed and converted into a coffee table.
* Family Guy, Brian tries to exploit this trope, boasting about his literary ambitions to make himself seem hip. However, as anyone who's been around him for longer than 5 minutes realizes, he cares only about his image, not about putting actual effort into writing. This is why he's never published anything.
* Family Guy". Brian tries to impress a recently-widowed mother (only referred to as "Jared's Mom") by putting on a magic show for her son, only to find out that she already has a boyfriend, Paul. They plan to base their whole relationship on this trope:
* Family Guy, "Brian Wallows and Peter's Swallows": Brian runs into door lock problems after yelling at Pearl; after getting the door open with her help, he calmly calls back his earlier outburst: "Oh yeah, and drop dead."
* Family Guy", Brian was doing community service for an angry, reclusive old woman and when he can't take it anymore he yells at her and tries to leave, but is hindered by her front door and its many locks. After she helps him get the door open, he gives her a very unconvincing "And, you know...drop dead," and leaves.
* Family Guy Brother Mentor to his older siblings Chris and Meg. He's shown more concern for his brother's and sister's welfare than their parents ever have, and tried to help them with their problems.
* Family Guy, but Carter wanted her to convert when they got married so he could get into country clubs.
* Family Guy, but ends with the narrator's cynical description of the toxic nature of their marriage.
* Family Guy but he doesn't disguise his voice at all, and yet everyone falls for it.
* Family Guy. But that song wasn't nearly as forgotten prior to its resurrection as "Surfin' Bird" was.
* Family Guy: "Buttscratcher". "Mmmmmmm BUTT-SCRATCHAAAAAA?? Mmm BUTT-SCRATCHAAAA!!"
* Family Guy buys a hut and a New York newstand and sets them up in his bedroom just to use this trope. He was in fact hiding in the bathroom.
* Family Guy by having a character come with some kind of setup like "This is worse than the time that..."
* Family Guy by having Brian, an erudite talking dog, freak out when Lois turns on the vacuum and chases him around the room with it. Similarly, he also has a fear of the sound of nickels rattling in a can, ambulance sirens, and helicopters.

* Family Guy by saying "No, you say hello to Muriel Goldman!", prompting Homer to reply "Who?"
* Family Guy, by the way. Usually, they are the victims of abuse of all four categories (well, all four for Meg, at least).
* Family Guy by toaster in the bathtub and becoming "Toaster Man" instead. He's shown conjuring perfectly toasted bread.
* Family Guy can have an effect on a viewers speaking pattern, but it seems "giggity" and "What the Deuce?" saw wider usage than just fans.
* Family Guy: Carl the clerk at a local convenience store is a stereotypical stoner who is more interested in talking about movies than doing his job. In an episode where both Meg and Chris get a job working at the convenience store, he promotes Chris over the hard-working Meg, because Chris also likes talking about movies. When Meg complains, he fires her.
* Family Guy Carter really doesn't want to spend time with his son-in-law. He gives this response when Lois asks if Peter could join him in a poker game.
* Family Guy", Chris admits to stealing $10 from Meg's room, Meg admits to stealing $10 from her mom's purse, and Lois admits to making counterfeit $10 bills.
* Family Guy Chris becomes an abusive alcoholic with anger issues and things are set back to normal after he's forced to quit after a heart attack.
* Family Guy, Chris becomes a witness in a robbery and anonymously sends the thief to prison; however, his identity is spilled to the robber twice by both Peter when he wanders into the wrong room looking for his son, and also by the FBI when they give the robber the Griffin family's new address in Dixie.
* Family Guy, Chris gets a pimple that's both sentient and evil. It's somehow able to hold a gun to Chris' head, threatening to kill him...despite having no hands (or appendages of any sort) to hold the gun.
* Family Guy Chris Griffin becomes infatuated with a tomboy he completely believes to be male, and after she kisses him he writes in his diary that he kissed "him," but didn't want a serious relationship. When she revealed herself to be a girl to the dimwitted Chris, they became a couple after some disbelief, exacerbated by the fact that Chris is incredibly awkward around girls but wasn't this time until the reveal.
* Family Guy, citing how he has been stuck on Bald Bull for the past four years.
* Family Guy, claiming he was discharged. It's ultimately revealed that he deserted and returned home after an explosion.
* Family Guy come to take Stewie away, Lois is enraged and wants to disprove their claims, which are immediately torpedoed by Peter's actions off-screen.
* Family Guy commenting to Col Sanders on how good it smells in there, only to be beheaded by Sanders.
* Family Guy. Conservatives, Christians, pro-lifers, and in general people who don't agree with the writers' political views get this treatment—which unfortunately affected the show's quality.
* Family Guy contains subliminal advertising of an cigarette company executive telling the viewers to smoke.
* Family Guy cutaway implies Ireland was this until the invention of beer.
* Family Guy cutaway, Peter is shown in combat in the jungle in full clown mode, including face paint. He tells the other soldiers "You guys are stupid. See, they're gonna be looking for army-guys."
* Family Guy. Cut to outside the house, and the guys yelling "Oh!!!" and Peter saying "What a jackass!"
* Family Guy dates a woman, expect this trope to happens. Justified due to Brian being a dog.
* Family Guy, Death comes to collect Peter, but sprains his ankle, so Peter is forced to take over Death's job while Lois nurses him back to health. Lois takes the opportunity to ask Death to spare her husband; Death agrees, but says "you've got to do something for me." Lois hesitantly begins unbuttoning her shirt, only for Death to clarify that he only wants her to get him a fruit cup from the kitchen.
* Family Guy, Death takes Peter back to the 1980s, where he makes it so that everyone sees Peter as he looked in the period, including himself when he looks at

his reflection.
* Family Guy: Deconstructed with Meg. Since everyone treats her like complete garbage all of the time she will fall in love with any guy that shows her any amount of kindness, sometimes to an obsessive degree.
* Family Guy" deserves special mention. Put briefly, Lois's father Carter Pewterschmitt lends Peter $5.00 (that he kept at the bottom of a jar filled with salt and razor wire) to publish Peter's erotic writings. Peter uses the $5 to make photocopies that he sells and credits Carter as publisher. One reader gets into a car accident when he decides to take his shirt off while driving and listening to a book on tape version, then sues Carter and sends his lawyer to his house to seize all of his assets because Carter is liable as publisher. In actuality, in the eyes of the law, it's the driver's own damn fault, and he can't sue anyone for his accident. Even if he could, moreover (and assuming they got past the skillful lawyers that a rich man like Carter no doubt could hire), you can't just seize people's assets in a civil case without lengthy legal processes.
* Family Guy developed a bad habit of doing this when the series switched to HD, with many episodes including at least one scene where the only motion by the one visible character is them blinking once in a while to remind you they're not a taxidermy or your TV's not broken, while off-screen characters spend minutes talking without getting any response from the visible character.
* Family Guy did a pep rally at a school for the deaf which became this very fast.
* Family Guy did a variation on this, with Peter's father-in-law punching him in the face through an e-mail.
* Family Guy did a variation that involved the entirety of Quahog being affected with this trope: On April Fool's Day, the newscasters mention that a black hole had suddenly appeared and that in a few hours the Earth was to be sucked into the black hole, only for it to be revealed at the last possible moment that it was actually a very horrible April Fool's prank, and Peter admitted that his children should never have been born during what he thought were his last few moments in life, and guess what happens for the remainder of the episode.
* Family Guy did this in an episode with Peter and Quagmire trying to pack pills into plastic vials. Peter's nose started to bleed and he passed out after swallowing several of the pills at once.
* Family Guy did this when Peter tried to buy a pair of used women's underwear from a vending machine. The machine mocks his use of a crinkled dollar in an Asian woman's voice.
* Family Guy: "Did you ever stop and think 'Wow, I'm married to that?'"
* Family Guy does anything altruistic for anyone, she is never reciprocated with any gratitude. Take the episode "You Can't Do That On Television Peter" for example. After Peter suffers a near-fatal attack in the sharp claws of a puma during his act on television, Meg uses her doctor techniques to save Peter's life. After Peter wakes up from his consciousness in the hospital, he refuses to thank Meg for saving his life, and no one else gives her any adulation for it.
* Family Guy doesn't hire anyone without a college degree. Mentioned later in "Jerome is the New Black" when Quagmire chews out Brian on everything that he hates about him, one of which is that Brian "...failed college twice, which isn't nearly as bad as your failure as a father..."
* Family Guy does this intentionally, as many of its gags are reliant on nostalgic pop culture references, particularly from the 1980s.
* Family Guy does this repeatedly with Brian towards Lois, which is ultimately reconciled after a fairly big fight.
* Family Guy done in zeroes and ones. Anne Sullivan tries to teach deaf and blind Helen Keller to say "water".
* Family Guy "Don't Be a Dickens For Christmas", Christmas carolers roam the streets, shuffling along like zombies while singing. They apparently "infect" anyone who gets too close, who then join their shuffling ranks as carolers. Quagmire and Joe quickly fell victim.
* Family Guy", drunken shenanigans by Peter leads Mayor West to raise the town's drinking age to 50.

* Family Guy during an appropriate moment with his father. They start when his dad says he loves his son only to stop when he adds that he doesn't like anything about him. Peter tells them to keep playing as that is the best he can probably get.
* Family Guy during the bridge listing events she's missed, including:
* Family Guy employs this with people, who tend to fall almost instantaneously while drunk or in some sort of humorous circumstance where a fall is imminent. Otherwise, physics is pretty normal.
* Family Guy ending with a friendly boxing match between Cleveland and Quagmire... after Quagmire slept with Cleveland's wife and ended their marriage. (Long story short, his wife started it after getting tired of Cleveland, who then tried to kill Quagmire in a chase, and is probably giving Quagmire a chance to fight back.)
* Family Guy episode, “Road to The Multiverse”, Brian and Stewie visit a parallel universe where a lack of Christianity allows the U.S. to progress technologically by a thousand years, though the arts had stagnated for a similar amount of time.
* Family Guy episode "Absolutely Babulous", Peter greets his family one morning with an owl on the shoulder, which he denies he stole from the Pewterschmidt mansion's enclosed owlery. After Lois asks Peter "What were you two talking about last night?" the owl hoots, prompting Peter to reply "Yeah, who?". This gag is repeated before Peter gets bored with the owl and decides he's returning it to the owlery.
* Family Guy episode "And Then There Were Fewer" lampshades the way this trick is used to maintain the anonymity of the one whodunit. "Why, it's you!" says the murderer's next victim to the camera. "The man or woman who's been killing everyone!"
* Family Guy episode "And Then There Were Fewer", the guests are searching the dining room where James Woods was murdered for clues. Someone leans on a bookshelf, which opens to reveal a hidden chamber... that turns out to be the laundry room. Further searching turns up another hidden room full of actual clues.
* Family Guy episode "Baby Stewie", Brian convinces Stewie that he'll lose his genius intellect when he grows older, so Stewie builds a machine to rewrite his DNA and keep himself smart. It instead reduces his intelligence to that of a normal 1-year-old.
* Family Guy episode "Baby, You Knock Me Out" has Deirdre Jackson, a female boxer who killed three of her opponents in the ring and planned to make Lois her fourth.
* Family Guy episode "Back to the Pilot" has Brian and Stewie travel back in time to the pilot episode of the show which was in 1999. While there, Brian warns his past self about the September 11th 2001 terrorist attacks and he prevents them from happening. When they return to the present they find the United States is now a blasted wasteland. In this timeline, without the War on Terror for popular support, George W. Bush loses his reelection, and proceeds to resurrect the Confederacy and trigger a second U.S. Civil War. Brian and Stewie then attempt to fix it but things keep going wrong until there are dozens of Brians and Stewies all gathering in the same spot in time. Stewie finally solves the problem by going back to just before their original selves arrived in the past and the forcing that Brian and Stewie to return at gunpoint before they have a chance to do or say anything. This results in the timeline resetting itself and the Brian and Stewie we've been following to be erased from existence.
* Family Guy episode "Back to the Woods", Peter and Brian try to search for Peter's wallet in a Chinese restaurant. Peter tries to get Brian to find it by forcing him to smell his ass (since that's where he last had it) and, despite the dog's initial disgust, he manages to pick up the scent and track it.
* Family Guy episode "Barely Legal", when Meg becomes obsessed with Brian:
* Family Guy episode "Big Man on Hippocampus," Peter gets amnesia, and acts like a bachelor. Lois eventually leaves him, and almost has sex with Quagmire; however, when she says she trusts him, he gets impotent from guilt and tries to "resuscitate" himself with increasingly drastic measures.
* Family Guy episode "Blue Harvest", Han Solo (Peter Griffin) claimed that the Millennium Falcon completed the Kessel Run in less than 12 parsecs. Luke (Chris

Griffin) then tells an astonished Han that parsecs are a measure of distance, not time.
* Family Guy episode "Boys & Squirrels" When Peter becomes too tall due to a chiropractic adjustment, Lois helps him shrink back to normal size by berating him. However, she doesn't stop in time and Peter ends up becoming only a few inches tall.
* Family Guy episode "Boys Do Cry" has Peter repeatedly blabbing to a cop when they're supposed to be on the run, but avoids suspicion by backtracking every time Lois nudges him.
* Family Guy episode "Boys Do Cry", Stewie is entered in the Little Miss Texas pageant as "Stephanie Griffin." The audience tries to chase him once his wig falls off.
* Family Guy episode "Brian In Love", Stewie enjoys an apple while making fun of Brian's feelings for Lois. Later on, in "Dammit, Janet!", Brian reciprocates while teasing Stewie for being in love with the titular Janet.
* Family Guy episode "Brian in Love", this is Stewie's response to Lois accusing him of peeing on the living room rug.
* Family Guy episode "Brian: Portrait of a Dog". Peter writes a letter: "Dear MacGyver, Enclosed is a rubber band, a paper clip, and a drinking straw. Please save my dog."
* Family Guy episode "Crimes and Meg's Demeanor" parodies this by attempting to do this trope right as the story is about to end.
* Family Guy episode "Da Boom", as mayor of New Quahog, Peter distributes jobs to the citizens. In one of them, he assigns an old woman to be part of the fire department, and this happens when the hose is turned on.
* Family Guy episode "Dead Dog Walking" has Lois admonish Chris for getting Stewie addicted to vaping, then is later shown smoking, which Chris calls her out on.
* Family Guy episode "Emission Impossible", Stewie and Bertram refer to each other as worthy adversaries.
* Family Guy" episode featured a guy who was only now succeeding at selling tumbleweed spouting "Y'all laughed at me!", now that nearly every other business in town has gone kaput.
* Family Guy episode "Foreign Affairs" uses this in a gag regarding "mime on mime" violence in Paris; One mime holds up another, his finger pointing like a gun. After taking his victim's wallet, he "shoots", causing a wound to appear in his chest. After the victim drops, the crooked mime "shoots" him in the head twice, blowing it to bits.
* Family Guy episode "FOX-y Lady" kickstarted with the Griffins throwing their old television away and replacing it with a new high-definition flat-screen after Peter becomes unsatisfied with the quality of watching Rhonda Latimer (which ends up backfiring). The flat-screen remains for the rest of the series.
* Family Guy episode "Go, Stewie, Go!", when Lois tries to sexually assault Meg's new boyfriend just as Meg enters.
* Family Guy episode "Hannah Banana", Brian and Stewie find that Miley Cyrus is actually an android. At Brian's suggestion, Stewie tries reprogramming her so Brian can have sex with her, but instead she goes haywire and starts running around saying "MILEY SMASH!"
* Family Guy episode "Holy Crap", conveniently docked onto the side of the house. The family uses it to escape when Peter's mother shows up needing a place to crash.
* Family Guy episode, "I Am Peter, Hear Me Roar," had a scene in which Peter admitted to Lois that he taped over Lois and Peter exchanging their wedding vows with a soft-core women in prison porno (not all of it; the porno cuts back to the wedding ending before anything explicit can be shown) and Lois realizes that she made a copy of the video (not knowing that Peter taped over the vow exchange) and sent it to her great-aunt who lives in a nursing home. Lois's great-aunt comments that the wedding is hot and an old man punches at his crotch to get his penis to "wake up."
* Family Guy episode "I Am Peter, Hear Me Roar" has Peter become feminine after taking sensitivity training. At first Lois is relieved, but soon grows tired of it

(and Peter ends up annoying all of his friends by calling them to chat).
* Family Guy episode "Internal Affairs", Joe and Bonnie have a falling out. After Joe tells Peter his first date took place at a strip club, Peter and Lois try to get the two to reunite there. Lois has lunch with Bonnie there, leaving Peter to bring Joe. He does that by calling the police and telling Joe there is a problem.
* Family Guy episode "Jesus, Mary, and Joseph!", Peter once took the lyric "Two turtledoves" literally and gave Lois a pair of genetically engineered doves with turtle shells for Christmas. After letting them loose, they flew around the living room erratically and the Griffins decided to spend that Christmas outside.
* Family Guy episode "Life of Brian" begins in a present day America ruled by the Native Americans thanks to Stewie traveling back in time and giving them automatic weapons.
* Family Guy episode "Lois Kills Stewie", when Lois assumes Stewie is dead after being caught in an explosion. He's not.
* Family Guy episode "Long John Peter", when the Griffins take Brian to the vet.
* Family Guy episode "McStroke" has an Italian guy tells Peter he is crazy for faking Italian.
* Family Guy episode "New Kidney in Town". Lois is pouring out Peter's supply of Red Bull when it causes a daisy to mutate, stop a car, claim "Official flower business" and drive off.
* Family Guy episode "No Meals on Wheels", Peter creates a "scarejew", a scarecrow in the shape of Adolf Hitler. He scares Mort Goldman away from his house with it.
* Family Guy episode "Not All Dogs Go to Heaven", Meg invokes Brian's canine instincts against his will:
* Family Guy episode "Oceans Three and a Half" sees Cleveland, Peter, and Quagmire, each demonstrate unique knowledge/skills in order to clear security checks and break into Carter's vault on Joe's behalf. Cleveland pulls off a perfect vocal impersonation of Carter and Peter is able to successfully guess the least attractive male name in the English language: Keith. Quagmire bypasses the penile identification scanner by sticking his penis inside it; he didn't match the shape, he just broke it.
* Family Guy episode "One If By Clam, Two If By Sea" has the guys storm the new British Drunken Clam in full Revolutionary War attire, spraying beer on all the patrons. How does the new owner get them to leave?
* Family Guy episode "Pawtucket Pete", Jerome's voice is deep enough that he's immune to the effects of the helium leaking out of Brian's parade balloon that Peter shot.
* Family Guy episode: Peter actually beats Lucy and makes her hold the ball for Charlie, and Charlie actually kicks it!
* Family Guy episode "Petergeist" has Joe Swanson open up a home theatre service and create his own logo, Joe Swanson Theatres, based on the flying Pegasus logo but replacing the horse with Joe himself.
* Family Guy episode "Peterotica": One of Peter's erotica writings mentions an alien's 'space-horniness'.
* Family Guy episode "Peterotica", Peter and Carter team up to steal Lois' wallet. Peter distracts her by riding a unicycle while Carter pickpockets her, followed by him shouting "Caw-caw! I got her wallet!".
* Family Guy episode "Prick Up Your Ears", the school brings in a PSA group advocating for abstinence in the most hyperbolic terms possible. Such claims include "Sex turns straight people gay and gays into Mexicans", "If you have sex, your penis will fall off, and land in another dimension, populated entirely by dogs, who will eat it", and "If you have sex, you're automatically in Al-Qaeda".
* Family Guy episode, Quagmire passes out after a rather lopsided drinking game. When he awakens later his face has "penus" written on it.
* Family Guy episode "Quagmire's Baby", Stewie creates less-than-intelligent clones of himself and Brian to act as assistants, only for them to become unstable when their bodies literally fall apart and collapse into fleshy gooey puddles.
* Family Guy episode "Quagmire's Dad," in which Quagmire's father is revealed to have had a male-to-female transition, aired on May 9th, 2010. In some countries,

that was Mother's Day.
* Family Guy episode "Road to Rhode Island", Brian goes to visit his mother, and he's shocked to see that not only she has died, but her stuffed body is used as a table. He ends up stealing her body and giving her a (more or less) proper burial.
* Family Guy episode "Road to Rupert", where Stewie gives his and Brian's dead camel a backstory.
* Family Guy episode "Road to the Multiverse" is sometimes believed by others that it WAS made by Disney due to realistically mimicking the animation style and throwing in some Disney references (such as a musical sequence about pies, making Brian and Stewie look cute, Lois like a princess, Adam West as a mouse, etc.) But to be fair, this sequence was outsourced to a smaller, lesser-known animation studio (it wasn't even animated in South Korea like the show usually is.)
* Family Guy episode "Saturated Fat Guy", PBS releases a documentary warning against obesity predicting that at some point in the future everyone will be overweight and drive hovercars. The cars are all barely above ground level and when one passenger gets out, her still-running vehicle immediately shoots up into the sky. This scares Lois into her making her family eat healthier.
* Family Guy episodes contained one). Brian and Stewie quickly grab a pair of top hats and cane and prepare to burst into song, only for Mort, who's had more than enough at this point, to interrupt them.
* Family Guy episode "Screwed The Pooch" hits all the notes in this tune: prostitutes, sleazy proprietors, crime, roaches, non-working switches, Murphy beds, insane residents, people on the run, America's Most Wanted, police raids.
* Family Guy episode "Seahorse Seashell Party", Brian is hallucinating heavily on mushrooms, and he stumbles across a naked Lois standing in a briar patch, who does one.
* Family Guy episode "Secondhand Spoke" has this happen to Peter when he starts smoking.
* Family Guy episode "Secondhand Spoke" starts when Peter tries to pick up smoking to get breaks at work.
* Family Guy episode "Spies Reminiscent of Us" has a gag where Stewie becomes one of these when he arrives in Russia.
* Family Guy episode "Stewie Loves Lois", in which Peter, who thinks he's been raped by Dr. Hartman after simply being given a prostate exam, embellishes his recollection of the exam in question to include the doctor laughing in a pitched-down voice and riding a carousel with what sounds like "Somewhere, My Love" playing in the background.
* Family Guy episode "Stuck Together, Torn Apart," Peter and Lois are advised by a marriage counselor to go on a trial separation and date other people after Lois becomes frustrated with Peter's jealousy over her having coffee with an old boyfriend. At first, Lois is supportive of the idea of a trial separation, but when she witnesses Peter on a date with Jennifer Love Hewitt it provokes her into a jealous rage. Because of that, Lois can finally understand how Peter can get so jealous, and the couple resolves to live with their mutual jealous natures.
* Family Guy episodes up to that point had included one). Brian and Stewie begin to sing, but Mort cuts the song short, yelling at them to shut up and just get in the time machine.
* Family Guy episode "Tales of a Third Grade Nothing", Peter, who was sent back to school to finish the third grade, tells his class about his childhood teacher Mrs. Wilson, whom he used to call "Mrs. Kill-son" because she had an abortion.
* Family Guy episode "The Big Bang Theory", Stewie fights his half-brother, Bertram:
* Family Guy episode "The Big Bang Theory", Stewie uses his time machine so he could go back in time and use the good comeback.
* Family Guy episode, "The Cleveland-Loretta Quagmire": Cleveland Brown begins to hyperventilate as he vows to kill Glenn Quagmire for sleeping with his wife. Peter grabs a plastic bag instead of a paper one, placing it over Cleveland's head and causing the latter to lose breath and pass out.
* Family Guy episode "There's Something About Paulie," Big Fat Paulie gets shot

with dozens of bullets but doesn't bleed at all.
* Family Guy episode "To Love and Die in Dixie", an old man in a rocking chair paints over the population number for the town of Bumblescum, amending the number by adding the Griffins to it.
* Family Guy episode "Viewer Mail No. 2 (Point of Stew)", Stewie attempts to stuff a Twinkie in Brian's tailpipe, only to have it shot back to his face and ends up on an unexpected ride with Brian.
* Family Guy episode "Welcome Back Carter", Peter ends up finding out that Carter, his father-in-law, cheated on his wife. Peter's friends convince him to take advantage of this knowledge and blackmail Carter. It works until Peter inadvertently lets the secret slip anyway.
* Family Guy episode "Welcome Back, Carter", when Peter catches his father-in-law with a woman (that's not his wife):
* Family Guy episode "When You Wish Upon a Weinstein" Lois tells her mother that she doesn't think she would be better off married to the chimp across the street no matter how well he's doing. At the end of the episode she tells Peter that just because the chimp makes more money that doesn't make him any smarter.
* Family Guy episode where Lois decides to become a model, Peter admits that he will "pleasure himself" to her modeling photos. Then Chris says he'll do it too, and no one says anything. But when Meg says she'll do it, everyone is disgusted and Peter gets so angry that he punches the wall and kicks Meg out of the house.
* Family Guy episode where Stewie's teddy bear is accidentally shipped away, and as a result he and Brian try to get it back.
* Family Guy episode with a Flintstones parody had Stone Age Lois (playing the part of Wilma) use the word "rockgasm" instead of "orgasm", at which point Stewie and Brian decided they had had enough of the Stone Age.
* Family Guy eposode "Ready, Willing And Disabled": while fighting during the night over the money, Meg, Chris and Stewie are occasionally seen only while there's lightning. And while most of the flashes show them fighting, one reveals them dressed and posing for an "old timey" photo.
* Family Guy era, some of which were openly bigoted (and Disney distanced himself from them once that came to light).
* Family Guy especially in the later seasons when he insists he's right about everything and pushes his beliefs to get everyone to take his side, and takes credit for ideas that weren't his in the first place and other times using them as an excuse in order to get into a woman's pants, as Quagmire put it:
* Family Guy-esque minigame based around the gag. Successfully completing it would get the player a power-up or other bonus.
* Family Guy-esque nightmare where he sees himself crawling on the ceiling of his room.
* Family Guy. Even after it's been sucked through a jet engine, or pounded into submission with a saucepan, or...
* Family Guy. Eventually, Homer loses his powers and grabs on to keep himself from falling to the ground. Still powered, Peter starts telling Homer what he'll do to him... then he too loses his powers, laments talking for too long, and falls.
* Family Guy). Every time he attempts something sinister, Brian, Stewie, and/or Peter can use his insatiable love of candy to lure him into some trap, and he never learns.
* Family Guy features a restaurant with a retro 1950s malt shop motif. Cleveland, being black, was not allowed to enter.
* Family Guy features Peter, as president of Chris' school board, about to give a speech that blames Lois for pornography that Chris found. Upon seeing Lois in the audience, Peter decides that he can't go through with it, throwing away multiple pages of notes and admitting that the entire thing was his fault.
* Family Guy features Peter just after having sex with a rhino. Peter asks the rhino "why wouldn't you look at me during?" The rhino just gets out of the bed and walks away, leaving Peter to cry by himself.
* Family Guy features Phineas and Barnaby, two sideshow strongmen who travel via penny-farthing and perform calisthenics to the new musical craze called "Jazz."

Peter also at one time tells Chris about his great-grandfather Turn-Of-The-Century-Take-On-All-Comers Griffin whom we see in a boxing ring with a kangaroo.
* Family Guy feature the Griffin family dancing up a flight of stairs lined by high-kicking chorus girls. For the first few seasons these were anonymous characters, but after a few years, they became recognizable as female characters from the show. A variation of the sequence in one episode has Peter lose his footing, fall down the stairs and land on one of the dancers, crushing her to death. Another episode has a dancer confront Peter out of character about an affair and claim that Peter is the father of her child; she is never heard from again.
* Family Guy" (featuring a segment called, "I Dare You to Crap Off Of That") had Peter being dared by Cleveland to poop off the side of a highway, onto another highway. Peter does so, and the poop lands on Lois' car, causing it to crash, she gives Peter a tonguelashing, pointing out that Stewie is now deeply traumatized from the car crash (even moreso with the attempts to wipe it off), and then calls the FCC.
* Family Guy for 8 hours. The following scene shows Peter assaulting a prostitute and jacking a car.
* Family Guy forcing the guests to stay there and figure out who the killer is.
* Family Guy. For example, when he falls down in one episode as a result of Peter stealing the wheelchair ramp in front of the Swansons' house, he turns down an offer for help, saying that he "needs to retain his independence". Somewhat justified in that he still is quite capable of getting around despite being handicapped.
* Family Guy for her only for him to fail, and the rest of the episode revolves around his lost intelligence. The shift of focus to him is lampshaded by an extra.
* Family Guy. For instance, Peter is committed for being friends with a minority and a crippled man. When Cleveland protests, he's declared insane for speaking up to a white man. Finally, Joe is committed and scheduled for euthanasia as he's crippled.
* Family Guy for Lois to play on their anniversary just so he can blow her off and go golfing with the guys. The final clue leads her back to where she started.
* Family Guy friend Penelope kills a kid that pushed Stewie by giving him a piece of taffy laced with superglue, which glues his throat shut and make him choke to death. Once he's dead, Stewie chimes in with simply "Don't push".
* Family Guy "Friends Without Benefits", Meg daydreams that she and a boy she's crushing on are the last two humans after the Earth is destroyed. The boy decides that they should repopulate. And the two of them start making out in their spaceship.
* Family Guy from Meg, which turns into this trope when they're rescued by Hugh Downs. It hits the fan when he plays a tape of the kiss on local TV.
* Family Guy gave birth. He, Peter, Quagmire, and Cleveland attempt to rob Carter's vault as their final act of desperation.
* Family Guy: "Gentlemen! We can rebuild him! We have the technology! But we don't want to spend a lot of money." Cue a cyborg Peter with a bucket for a leg, a TV for a head and... yeah.
* Family Guy, George W Bush loses his re-election campaign and instead ends up leading several southern states into forming a second Confederacy and seceding from the U.S. This spirals into a second Civil War and eventually reduces the East Coast to an irradiated wasteland.
* Family Guy Glenn Quagmire (during a test to see if some therapy to make him non-perverted worked) suddenly loses control and runs into the security room in a clothing store. There he takes notice of a woman having a heart attack in the changing room. He darts out of the security room and runs to her body and begins what appears to be CPR. However when the woman wakes up, everybody in the store cheers Quagmire for saving her life. Quagmire's response:
* Family Guy: Glenn Quagmire usually bobs his head when he's aroused by something.
* Family Guy, God gets pissed at Peter for creating a religion based around himself and starts attacking the Griffins with the ten plagues of Egypt, one of which sees Stewie's bath water turn into blood. While the rest of the family is freaked out,

Stewie is enjoying himself.
* Family Guy, God is shown full-body with, naturally, Mac Farlane's voice instead of the traditional deep bass. God is also depicted as every other stereotypical male; drunk, hits on the women, and loves to party.
* Family Guy got hurt." (As the parking valet's clothes come floating down from the sky in little pieces.)
* Family Guy guy?" Lois simply states that she represses such thoughts... and as it turns out, she has done so so often that she's developed a brain tumor. Death asks her this question verbatim after Peter asks him to elaborate on his previous sentence, even though he was obviously finished talking.
* Family Guy had an episode in 2001 where Lois begins fighting using "Tae Jitsu" because Peter runs all over her and doesn't respect her. Fast forward 9 years, and there's another episode where Lois becomes a boxer because Peter runs all over her and doesn't respect her.
* Family Guy had faded off into irrelevancy by the middle of the decade, and it was sparsely talked about in discussions surrounding adult animated shows.
* Family Guy had Lois attempting to dump a body in the river in order to protect her son Chris (who she thought killed the man, but in reality, he didn't). Things got complicated when a policeman came by, but Stewie handled the situation by sliding himself into the collar of the man's shirt and acting like it was his body.
* Family Guy had Peter Griffin and Mayor Adam West kicked out of the house naked. Peter admitted that "he lost a fight with his clothes".
* Family Guy had Stewie reminisce about the time he had Willem Dafoe living under his bed:
* Family Guy had Stewie subconsciously spelling "My darling Janet" with alphabet blocks. When he realizes what he's done, he knocks over the blocks, causing them to spell "I long for you." He knocks them over again, spelling "Ride that pony." He seems okay with that one, apparently not seeing the innuendo behind it.
* Family Guy had the entire family break out into an epic brawl after criticizing each other's faults. Ironically (or maybe not), this brought the family closer together.
* Family Guy had the family getting annoyed at a fly repeatedly failing to fly out of an open window.
* Family Guy, Hancock could be considered this, though the actual meaning is nothing out of the ordinary.
* Family Guy has a clownish complexion and put on makeup to make her skin look normal.
* Family Guy" has a criminal robbing a convenience store, but he's told that the cash register won't open unless he makes a purchase.
* Family Guy has a flashback in which Peter is teasing Bob Funland about his deceased mother with "Bob misses his mommy! Bob misses his mommy!"
* Family Guy has a hairless twin who lives in a storm shed in total darkness. When Peter goes to visit him at night, his hairless twin cringes and says, "Close the door, the moonlight burns!"
* Family Guy has a lot of incest between the Griffin family members. Peter/Meg, Meg/Chris, Chris/Stewie (which is also father/son since they were in the guise of Luke/Vader at the time), Lois/Chris, Lois/Meg, and presumably Peter/Stewie since Stewie has his Oedipal conflict reversed.
* Family Guy has a McDonald's Expy called McBurgertown, though the episode focuses more on the restaurant's inhumane methods of slaughtering animals.
* Family Guy has a miniature working pinball machine on the playfield, which is played by Stewie at key points during the game.
* Family Guy has a number of episodes of this type, with Peter starting some business or getting on with some scam. However, unlike a lot of shows, Peter's regular job is subject to periodic change; some of these seemingly one-shot job episodes, around season openers mostly, have stuck for years, so it's sometimes not completely obvious until the end of the episode whether he'll go back to his old job, stay at the new one, or be unemployed again and need to seek a job in later stories.

* Family Guy has a one-episode gag involving Peter Griffin's unnamed hairless twin, kept in captivity by family his entire life. At the end of the episode, the twin escapes and unconvincingly tries to replace Peter.
* Family Guy, has a sense of childlike fascination. It's justified by him being a year old.
* Family Guy has a variation in an episode when Peter blows up his hand through reckless use of fireworks, and one of his severed fingers lands in Herbert's yard. Peter tries to retrieve the finger but gets hit by a car as he crosses the road, Joe tries to assist him but falls out of his wheelchair, and Herbert's dog Jesse (who's back legs are paralyzed) sees the severed finger and decides he wants to eat it, leading to a scene of all three of them slowly crawling towards the finger and trying to be the first to reach it.
* Family Guy has been naked for a laugh at least once. Usually, it's Peter Griffin, whose gut hangs down low enough to cover his genitals. In one episode, they find out their neighbors are nudists, and most of the family ends up naked in an attempt to show acceptance. In a later episode, they run into the nudists at a KISS concert - wearing nothing but face paint and guitars, of course.
* Family Guy has Brian getting run over by a car and later succumbing to his wounds. Dampened by the fact that he is saved a few episodes later.
* Family Guy has Buddy Cianci Junior High and James Woods High School.
* Family Guy has Chris (their teenaged son) drinking a lot of energy drinks, like his dad. We see Peter try to milk a cow at super speed, causing its teats to catch on fire. A few seconds later, we see Chris running downstairs with his crotch on fire, with the obvious implication.
* Family Guy has done several cutaway gags, most notably one about hooking up with someone over Craigslist (a dangerous proposition even in the best case scenario).
* Family Guy has Joe buy a talking parrot. Peter immediately teaches it the word "cripple", much to Joe's dismay.
* Family Guy has Peter running to the bathroom at a high-school reunion, knocking down with ease everyone in their path. Patriots quarterback, Tom Brady, happens to see how well he fights off the people and puts him on the team.
* Family Guy has Peter skipping work to go to a baseball game. His boss was also at that ball game.
* Family Guy has Peter step into an elevator with one other occupant. The other guy starts sniffing with a disgusted look on his face. Peter's response?
* Family Guy has Peter's toy company taken over by a tobacco company. They produce a line of smoking babies that puff a cigarette and giddily announce "Tastes like happy!"
* Family Guy has Quagmire getting married to a woman who turns out to be insane and threatens suicide every time he tries to divorce her.
* Family Guy has Stewie kidnapping the head cheerleader so that Meg can take her place on the cheerleading squad.
* Family Guy has Stewie teaching piano (a missed note = electric shock). He also has a bassoon student hanging over a shark pit.
* Family Guy, has suicidal tendencies, reckless behavior, and anger issues, and has been noted to hear voices in her head. Chris, on the other hand, has displayed violent tendencies (i.e drowning a mouse in a puddle) and, like Meg, anger issues; at the same time, he displays some lack of comprehension and basic understanding, along with occasionally showing savant traits, such as artistic ability and vast knowledge of film.
* Family Guy has taken to this lately. While the most prominent example is Season 5's "Boys Do Cry", in which he dresses as a girl to escape a witch-hunting mob and ends up entering a beauty pageant during the Griffins' stay in Texas, he also dressed up in another episode and pretended to be Brian's girlfriend to spark jealousy on another girl. Men at the restaurant recognized his female persona, so he's obviously used it at least once before.
* Family Guy has the characters mentioning Meg's funeral. They cut away to a coffin being lowered into the ground...and then Peter runs in from offscreen, chucks Meg's body under the coffin and runs away yelling "Thanks, didn't want to pay for the

hole!"
* Family Guy has the Griffins visiting the Amish. Meg, who is behind a horse and is distracted by talking to one of the Amish, gets crapped on by a horse offscreen while the Amish man comments on it. Meg screams as the horse keeps shitting on her and it's implied she's completely completely submerged in horse crap when she stops screaming, which has the Amish man suggest to her that she should close her mouth.
* Family Guy has this mild subversion on the trope, between Brian and Stewie when Stewie plans to blackmail Brian:
* Family Guy hates Peter. When Peter brought up the idea of marrying Lois, Mr. Pewterschmidt tried to bribe Peter with a check for one million dollars to leave Lois alone forever. Peter, in his own awkward way, refused, tearing up the check.
* Family Guy have a similar gag in one episode while speaking on walkie-talkies. Stewie informs Brian that he has to end all of his transmissions with the word "over," which causes a misunderstanding when Brian actually ends a sentence with the word "over."
* Family Guy Have one of these every series or two, usually in their "Road To..." episodes, and one regarding the benefits of marijuana in episode "420".
* Family Guy having a strong presence. It was banned in Malaysia at one point, but the ban has been rescinded, although it now only airs in a heavily butchered form on satellite TV. According to one of the writers, the show did receive a short-lived Korean dub in South Korea before it got axed. Despite this, the show still has its animation outsourced there. Also, South Africa rescinded the ban some years ago, and is currently airing on FOX Africa via the South African cable provider DS TV. Taiwan had since lifted the ban and is currently showing on FOX Taiwan with dubs and cuts.
* Family Guy; he dons a jetpack, then dumps a fishbowl and puts it on his head.
* Family Guy He even has Chris come in and say hello, while taking over the beating.
* Family Guy He gets on the plane, but when he sees the other passengers, he has second thoughts, and finally says he can't do it when he sees a group of Girl Scouts singing "We like being alive. Oh, we like being alive..."
* Family Guy. He is a step forward from being just a regular Casanova - he is a pervert, victimizer, and rapist as well.
* Family Guy. He jumps up, breaks the light bulb, and gets his face cut on the broken glass. He screams in pain and forgets his idea. Then he remembers it. Rinse and repeat.
* Family Guy, he opens fire after Peter accidentally sprinkles paprika instead of talcum powder on him during a diaper change.
* Family Guy. He remembers when they had to housebreak it after it peed on the floor, including rubbing its "nose" in the puddle.
* Family Guy, he says they need to have an orgy. Cut to a shot of them piled on top of each other... and no one is horny.
* Family Guy. He suggests keeping the ghost on as mayor until they find someone else for the position.
* Family Guy. He then takes his position, "the butterpat", climbing on top of the pile and literally melting all over them.
* Family Guy: "Hey, that's way better than what I was thinking; I was gonna suggest we kill and eat the kids! You know...half-jokingly at first so I could gauge your reaction..."
* Family Guy himself is also the greatest Cloudcuckoolander in the show.
* Family Guy hints at an explanation, he returns the defective/failed ACME products for store credit every time.
* Family Guy hired by the company to stand next to Meg and make her look better by comparison. It is comically effective.
* Family Guy. His house is full of pictures of him, including one of him in a wedding dress.
* Family Guy his phone number, he starts off with 555. At which point Roy just tells him that if Richard doesn't want to give him his real phone number, don't lie.

* Family Guy. How about the episode where Lois becomes a lounge singer, or where she becomes a model (over the objections of Peter AND her father)?
* Family Guy, Hugh Downs gives a magic whistle to a random bystander after he (Downs) had single-handedly defeated a serial killer (he also gives the guy John Stossel's cell number, which is apparently just as good).
* Family Guy: "I can't kill him/her, not now, despite my years of attempting it."
* Family Guy: "If you were to cook any slower... why you wouldn't be cooking very fast, now would you?"
* Family Guy in 2005, after which the popularity of the series skyrocketed.
* Family Guy in a fake ad where the mother is trying to talk to the daughter about it. But all the daughter can recall are happy images.
* Family Guy. In another episode where they had become a reality TV family and Meg was kicked out of the family for being boring, Peter and Lois met her in this fashion, complete with offering her a cigarette.
* Family Guy, in an unaired cutaway gag from season 9, "Road to the North Pole".
* Family Guy: In a rare, emotional scene, Lois has to politely let down Brian by informing them that they are just friends and she doesn't want to cause problems between them, despite his growing interest for her.
* Family Guy: In "Baby Not on Board", Peter plays a Reveille on a bugle to get his kids out of bed and in the car for the family's big road trip, prompting a hilarious reaction from Chris.
* Family Guy In "Baking Bad" when told that he's donating his blood after believing that he was getting paid for it, he sucks the blood from his IV drip back into his body.
* Family Guy, in Brazil, is called "Uma Família da Pesada" (literally "A Heavy-Set Family", but the "da pesada"/"heavy-set" idiom in Brazilian refers to people who always get into crazy, potentially danergous situations).
* Family Guy: In "Brian Griffin's House of Payne", Brian meets with two network executives who look normal when facing front, but their profiles reveal they have extremely long noses.
* Family Guy: In "He's Too Sexy for His Fat", Lois constantly did this to Peter when he got surgery to become muscular and good-looking.
* Family Guy: In "He's Too Sexy for His Fat", Lois is watching a post-plastic surgery, more muscular than usual Peter walk away and Brian tries to talk to her.
* Family Guy in his spare time, which he gives to his students as prizes. Mrs. GeneSplicer also counts, since she got him some of the skulls as a birthday present.
* Family Guy: In "Killer Queen", Peter and Chris are sent to fat camp, where Peter quickly tries to establish himself as the "cabin clown". When the lamb he's riding on (as part of a joke about "going on the lam") cracks a joke of his own, Peter quickly tells him to stop.
* Family Guy in later seasons tends to use such things as rape and violence for comedy. In the episode "PTV", when Peter, Brian, and Stewie sing a song complaining about the FCC, some of the more "obscene" scenes from previous episodes are cropped and strung together in a short montage during the song.
* Family Guy: In "New Kidney in Town", Peter Griffin makes his own energy drink. One ingredient is a raw egg, including the shell.
* Family Guy: In "Ocean's Three and a Half", Carter does this to Bill Gates when he taunts him by saying he doesn't own a Zune and has an iPod "like the rest of the world".
* Family Guy: In one episode Lois overeats and Peter eventually finds that he likes sex with her more now that she's fat. So he literally keeps stuffing food in her mouth in one scene upon realizing finding that she's hotter fat.
* Family Guy. In one scene Chris asks her what kind of gifts boys have gotten for her and she describes imaginary gifts given to her by her imaginary boyfriend prince William before laughing crazily and running out of the room in tears.
* Family Guy: In "Road to Rhode Island", Stewie tries to wake up Brian while they're staying at a motel. After failing to wake him through other means, Stewie drags him into the shower and turns it on.

* Family Guy: In "Road to Rupert", Brian looks at a gorilla doll and says that if you buy one, they save a real gorilla in the wild...and if you don't, they'll kill one ("Boy, these guys are really playing hardball").
* Family Guy: In "Road to the Multiverse", Brian and Stewie visit a universe where Japan dominated the world after World War II.
* Family Guy) in "Stand Your Brown"; Peter is on trial for shooting Cleveland Jr., and his lawyer tries to get him out of it by producing a knife as evidence (even though no knife was involved in the incident).
* Family Guy instead of Peter's. He fears that it's the first step towards a life where all they do is sit at the table across from each other talking about Special K cereal.
* Family Guy: In "Stewie B. Goode", Peter gets Meg to crouch behind Brian so he [Peter] can push him into the pool. However, Brian walks out of the way before Peter runs over to him, and Peter ends up hurting himself and Meg.
* Family Guy: In the episode "Excellence in Broadcasting", Brian moves in with Rush Limbaugh and replaces several of his belongings with shoddy, American-made ones. He also got him a new cat that moos at him.
* Family Guy in the episode "Excellence In Broadcasting". Rush actually manages to convince Brian to change his political views and develop a new-found sense of patriotism. Brian moves in with Rush, and takes the liberty of replacing all of Rush's appliances with American-made versions. They all break catastrophically as Brian lists off what he replaced one by one, which includes: the toaster, refrigerator, dishwasher, stove, oven, coffee maker, coffee mug, fine china dishware, cupboard door hinges, light bulbs, ceiling fan, garbage disposal, faucets, Rush's man-bra, and his cat, which MOOS.
* Family Guy: in the episode "Mind over Murder", Lois prepares Peter's favorite meal with a candlelit setting in an attempt to cheer him up during his house arrest, but Peter forgot about the date and spent the entire evening building a bar in the basement leaving Lois waiting all night.
* Family Guy: In the episode "Patriot Games", Peter is signed by the New England Patriots to play center, but his antics force the team to trade him to a team in London. After challenging Tom Brady and the Patriots to a game and losing, he retires.
* Family Guy, in the episode where he made a giant golden Dig'Em statue and the town protests against this waste in taxpayer money.
* Family Guy in the episode where Quagmire falls in love with the Griffins' temporary housekeeper, Joan.
* Family Guy. In "The Fat Guy Strangler", Patrick tries to strangle Peter as he is saying "Nothing left to do but finish this sen-"
* Family Guy: In the first episode, Brian is seen urinating on a fire hydrant, though he goes by standing up like a human would at a urinal.
* Family Guy in the form of an overhead shot of Peter getting chased by everyone at the Million Man March.
* Family Guy: In "The Griffin Winter Games", Stewie trips while figure skating, causing him to bite off and swallow the end of his tongue.
* Family Guy in the last sentence. Of course, when things start going to hell a little later when the plane runs out of fuel halfway through the flight, he starts freaking out.
* Family Guy in them. Notably, unlike the other characters the other authors dislike, these characters were never shown with either redeeming traits or getting good fortune.
* Family Guy. In the only episode where he appears, he sees Peter sitting with his girlfriend and threatens to kill him if he sees him again in the Renaissance fair. He even hates Peter as much as telling him to leave the fair when the latter only came to watch the jousting competition in the stands.
* Family Guy: In "The Son Also Draws", Peter claims to be Native American to get the family car back from a casino after Lois gambles it away:
* Family Guy: "Into Harmony's Way" has an interesting variation of the two-person scream: Peter and Quagmire get freaked out by a bee and both start screaming, which

results in them finding out their voices make great harmony, setting the stage for the episode.
* Family Guy: In "Valentine's Day in Quahog", when Stewie returns from a time-travel trip in which he kissed a baby that turned out to be Lois.
* Family Guy inverts this with Chris, Meg, and Stewie. Meg is the eldest sibling, but she is constantly abused and bullied by Chris, who is the middle child. Stewie, being the youngest (and a baby) of the three, also abuses Meg but not as much as Chris and has made attempts to stick up for Meg on a few occasions.
* Family Guy involved a car with a GPS system, and one of its voice settings was "Yakov Smirnoff".
* Family Guy involves the TV transmitter getting destroyed, taking out TV for all of Quahog. This results in the following situation:
* Family Guy in which Peter gets fired and David Spade gets brought in to play his replacement, at a script read one of his first lines is, "the decade called, they want their object back."
* Family Guy in which Peter literally becomes friends with Jesus, and has since became a recurring character. He is much more laid back and prone to as much trouble as the main cast. One Christmas, Peter and the guys try to help Him get laid, because he tells Peter he's a virgin, but then they find out it's a scam routine of his and he was trying to get closer to Lois.
* Family Guy in which Stewie obliges Brian to bring the character of Snuggly Jeff back from the dead.
* Family Guy. Ironically, this trope is played straight with him in an earlier episode where he sings a song about how much he misses her since she spends too much time campaigning against his father for school president. Even getting an 'aww' from the audience before he blasts them.
* Family Guy is absurd from the first until the final frame, with appearances of fictional characters and creatures appearing alongside the cast.
* Family Guy is actually more human than most of the Griffin family, but he is a dog. When he visited his birthplace...
* Family Guy is adamant to point out there is no prize at the bottom of his cereal.
* Family Guy is an inversion. It was conceived as a direct-to-video movie shortly before FOX decided to renew the series a few years after its earlier cancellation. The movie was written in a way that it could split into three episodes, all connected to a main story arc, and shown on television.
* Family Guy is an old lady who behaves in a stereotypically grandmotherly way (fixing Dylan's sock for him, and reminiscing about how things used to be).
* Family Guy is good at this. One good example is the episode "I Dream of Jesus," which begins with lunch at a 1950s style diner, moves on to Peter becoming obsessed with a Trashmen song, and winds up being about the return of Jesus Christ.
* Family Guy is incredibly pompous with an over-inflated ego from his job as the anchor on the local nightly news.
* Family Guy is in the same vein as Hanks' earlier work and laughs uncontrollably at the line "I have AIDS".
* Family Guy is largely a way to cope with his failed relationship with Cheryl Tiegs.
* Family Guy is less prominent, etc. There are even a few dramatic and serious moments once in a while. Later seasons eventually managed to lose this goodwill, though, for a variety of reasons best listed on other pages.
* Family Guy is practically made of these. Every episode the viewers are nearly guaranteed a reference to when any of the Griffins or their ancestors did something that altered history in some way.
* Family Guy is seen playing darts with the boys at the Drunken Clam. His wife shows up, and they have one of their signature Big Ball of Violence fistfights. Quagmire gets sucked into it, then spat back out. His response: "What the hell? Did I just get laid?"
* Family Guy is so crazy he struck up a relationship with his hand and even tried to marry it. His other hand, however, rejected the proposal.
* Family Guy is this underneath his robes. In one episode we see him in normal

person clothes.
* Family Guy, it has also been attributed to alcohol abuse and mild mental retardation.
* Family Guy. It's made worse by how they both seem to enjoy it up until the reveal.
* Family Guy it's revealed that Brian (a talking dog) has a son with an ex-girlfriend; both of them are fully human.
* Family Guy, it turns out she's actually a robot created by Disney's Imagineers to be the next massive brand name to sell to teenage kids. When this is discovered Stewie is shocked, while Brian is intirgued, wanting some 'quality time' with the Cyrus-bot. Long story short, he accidentally switches her mode with a stupid-in-hindsight button that turns her default setting to killing all humans. A King Kong parody with Peter and Quagmire in a biplane follows.
* Family Guy it was made-up (or had something to do with Cleveland) because they can't imagine how they got away with it otherwise.
* Family Guy, it was spoofed as Pearl, the old singer, was shown in a documentary getting a meager sum of a couple thousand dollars a long time ago, "which is worth over $3 billion today".
* Family Guy: Joan is shown to be very sweet and she falls in love with Quagmire. The two were married, but when Quagmire mentioned the prospect of divorce, Joan does a complete 180 in her mannerisms and threatens to kill herself and Quagmire.
* Family Guy: Joe gathers his handicapped friends and together form a huge, mecha-like entity called "Crippletron''.
* Family Guy Joe gets a past life reading and finds out he was once an octopus. He thinks this is great until a shark swims past and bites off all his tentacles.
* Family Guy Joe got leg transplants and becomes un-crippled. He becomes more exercise-obsessed than ever, leading him to abandon his slothful friends for more active (and more annoying) ones, and finally separate from Bonnie. This ends when he and his friends got into a massive brawl and Bonnie tries to shoot him in the spine until he takes the gun and does it himself, causing him to once again be crippled (and humble).
* Family Guy). Joe says he could easily arrest Quagmire just for saying that, and that no matter how awful Jeff is, it's still murder. However, Joe ends up changing his mind once he sees Jeff beating up Brenda, and allows Quagmire to murder Jeff so that Brenda can be free.
* Family Guy, Joe sees the cop uniforms in his house and assumes that means that he's a stripper. Even near the end of the episode, he's still convinced of that.
* Family Guy, Joe Swanson of the Quahog Police Department gets into an argument with a state police officer over jurisdiction in the town after it's put under quarantine, who then argues with an FBI official over the matter. As all three of them are wheelchair-bound and are on the road, a crossing guard tells them that he has jurisdiction over all of them.
* Family Guy. Joe tells Quagmire Taylor Hanson is a guy, but Quagmire thinks they're joking until Peter backs up Joe's statement. Quagmire was not happy to learn this.
* Family Guy Kathy Ireland standee and buries it in the yard when it's ripped in half.
* Family Guy lampshades and inverts this. Peter imagines killing himself with a revolver and splattering his brains on the wall. Cut to reality, they're still in the bar.
* Family Guy". Later, when Quagmire's being chased by an angry Cleveland, he remembers the Mayor's advice and throws the banana at Cleveland. It bounces off harmlessly, they stop, look expectantly at the banana on the ground, and after a few seconds, the chase resumes.
* Family Guy; local pedophile Herbert wanted an ice cream truck and is shown driving one in "And Then There Were Fewer". In "Infernal Affairs", after Ernie the Giant Chicken steals his ice cream truck, he screams, "You bastard!".
* Family Guy, Lois asks Peter to stop the toad licking problem. Peter announces he has a plan, then we cut to Peter saying "And that's my plan," in the principal's

office of the local high school. The principal's response is, "What plan? You just came in here, sat down, and said, 'And that's my plan.'" We get a similar cut, and the principal now knows the plan. The problem is soon stopped.
* Family Guy. Lois came from a ridiculously wealthy family and could have hired a different gigolo every night, if she were looking for a hunk.
* Family Guy, Lois challenges everyone to keep their eyes closed in prayer lest they be gay. One boy does so anyway and comes in contact with a living mounted deer head. They start a romance.
* Family Guy: Lois Griffin is the target of a mob contract foiled by chance.
* Family Guy. Lois offering no sympathy (even if the reason was stupid) doesn't help matters. It gets so bad that every man starts thinking that Dr. Hartman had molested them and he loses his license.
* Family Guy, Lois starts talking about how together Peter and herself can accomplish anything, that Peter quickly changes into a meaningless rousing speech.
* Family Guy). Luckily, they're rescued by Joe before the room is completely full.
* Family Guy makes several jokes about this. ("Wow, Brian, it's moments like this that make me sad that you're gonna die fifty years before I do."; "Beer that never goes flat!...That means that this beer still won't be flat by the time that you're dead and we...you know...get a new dog to help the kids forget you.")
* Family Guy: Many episodes portray mainstream Christianity and Judaism as a scam, either in spot gags or as a main driver of the plot.
* Family Guy, Mayor Adam West is on trial for murdering an aide that was planning to blackmail him, and despite Mayor West being covered in blood during a press conference and the knife used belonging to him, Brian votes not guilty. Eventually, he is able to convince everyone that Mayor West is innocent and he is exonerated. The episode's last scene reveals that West was in fact innocent and that the murder was the work of a serial killer. One that cuts the Griffins' power...
* Family Guy, Meg asks her mom how she got blueprints for the D'Amico house.
* Family Guy: Meg becomes interested in Neil (who had been obsessed with Meg) only after she realizes he has a girlfriend.
* Family Guy: Meg Griffin does this in the trying to win an Emmy Award episode.
* Family Guy: Meg Griffin took it to parody levels in an episode where she went to prison for a few months.
* Family Guy, Meg is desperate for male attention, but even she wouldn't go out with Neil Goldman. She even use her internship on the local new program to make a segment about it.
* Family Guy, Meg's date turns out to be a black market dealer who takes her kidney. After spending the day together, they kiss and he gives the kidney back to her in a jar.
* Family Guy: Meg, the outcast and loser member of the Griffin family, refuses to date Neil Goldman, an equally geeky outcast of a classmate of Meg's whom Meg finds annoying and a clueless loser. Apparently, the butt-ugly Meg — forever wanting to have sex with desirable football hunks and other desirable young men — doesn't believe in "beggars can't be choosers." Tom Tucker even calls her on it in one episode.
* Family Guy: Meg threatens this in the middle of a rant to her parents about how terrible they are, saying that she's just gonna go upstairs and eat a whole bowl of peanuts. It has no effect on Peter and Lois because they don't even remember that she's allergic to peanuts.
* Family Guy. Meg unknowingly joins a cult trying to be popular, wherein the leader of said cult tries to initiate a mass suicide through... You guessed it. It doesn't go too well. Peter was there to interrupt Meg from drinking the poison while everyone else has drank their cup.
* Family Guy, Meg, working as a diner waitress, tells a lie about Stewie being her crack-addicted child so she could get enough pity tips from customers to buy a Prada bag. All goes well until the Social Services take Stewie away and puts him in a foster home (his addictive behavior to the diner's pancakes didn't help). Meg is then forced to trade her purse to get Stewie back.
* Family Guy mocks this to hell and back. In one episode, Peter finds out that he

has black ancestors, and everybody starts treating him differently. When a cop pulls him over for speeding, Peter is perfectly polite, and the cop doesn't act unusually until he remembers that particular little tidbit.
* Family Guy moments (particularly in the first RUN of the series, where they were more frequent).
* Family Guy Mort can hear is gibberish. He understands just fine when Peter talks about sales at others business's, just not his own.
* Family Guy movie features Stewie attempting to convince Brian to hit him so he can get money for a plane ticket from the tooth fairy:
* Family Guy movie is shown and a piece of Alderaan floats through space to come down on top of Princess Leia on the Moon of Endor, knocking her off her (ten-speed) speeder bike. Luckily for her, it was just a small piece, about the size of a baseball.
* Family Guy movies sold so well and got such a positive reaction from fans that they continued the series.
* Family Guy. Nobody else sees it and they all think that Chris is imagining it.
* Family Guy occasionally features characters wandering completely off subject to point out a double entendre to anyone nearby (such as the fact that the lead character's name is "Peter").
* Family Guy occasionally gives the main characters actual progression. There's the episode where Chris finally went to high school, several episodes regarding Meg's gradual aging (she was 15 at the beginning of season 1, and aged to 16 in a later episode of the same season, started another episode in a later season with her 17th birthday, and eventually aged to 18 by season 10), and another episode beginning with Lois' 41st birthday. However, it looks strange that Meg has aged somewhat normally while Chris only aged one year throughout the whole series.
* Family Guy occasionally pretends to be in a relationship, although none of her family members ever believe her.
* Family Guy occurs as a new mole is suspected to be a melanoma. In real life, this is a definite hazard of early childhood sunburns, though it might not develop for many years.
* Family Guy of hot chicks and a soldier diving into a pile of money. A disclaimer quickly notes your experience may differ but it works on a good chunk of the school anyway.
* Family Guy of taking pages from that show. One example is when "Homer the Moe" reused the same jukebox gag from "Let's Go to the Hop", only with more blood.
* Family Guy often depicts Chris and Meg eating "Generic Puffs", the decoration on the box being just the brand name on a white background.
* Family Guy of the cast attending the film's premiere, Peter notices the film has gone into intermission and complains that peed in his cup for nothing. Chris then tells him that he just kicked over his Coke.
* Family Guy of the swashbuckling movie, using the playground equipment to perform stunts.
* Family Guy, once during a cutaway gag with "that Persian woman in the attic", and again when Peter was trying to sleep on Cleveland's couch. The second viewer mail episode shows Stewie hearing it and dreaming about them as lumberjacks.
* Family Guy once masturbated in space. He later said that the inside of the shuttle began to look like a snowglobe after a while.
* Family Guy once shoved a toy up his nose. It poked his brain and he claimed that he forgot math as a result.
* Family Guy once swallowed his phone and dialed by punching himself in the gut. He was once put on hold and Lois told him to open his mouth so she could hear the song that was playing.
* Family Guy once took girl advice from his dad with predictable results.
* Family Guy. One episode had Chris being elected Homecoming King, much to everyone's surprise. Stewie and Brian suspect that the student body wants to prank Chris on homecoming night and that's why he was elected. However, after watching a local news segment, they realize the student body thought Chris was mentally handicapped and voted him Homecoming King to be nice.

* Family Guy, one episode involves the porn film "Quest for Fur" that Lois Griffin acted in when she was younger. At the end of the episode, the film is shown and features a pizza delivery boy that strongly resembles Stewie Griffin (who had been worried about being conceived during the filming of the porno). All this, despite the film being about cavemen.
* Family Guy: one of Peter's inventions flings Stewie into a tree, where he sees the Keebler elves plotting to "attack the Rice Krispies guys at dawn". Later, at The Drunken Clam, Crackle and Pop are seen speaking of the attack and mourning the death of Snap.
* Family Guy... only to have him freeze himself again after learning the Jews are still around.
* Family Guy on the red carpet. It takes one sentence from Bowie to turn Tricia from deadpan reporter to shrieking, leg-humping fangirl.
* Family Guy. On the show proper, Stewie uses it at the start of his one-man show, before being heckled off by a drunken Elroy Jetson.
* Family Guy or the like. With today's Stewie, this would no longer seem particularly surprising the way it did at the time.
* Family Guy over for dinner, Brian asks him to prove that he is Jesus. So Jesus instantly turns everyone's dinner into ice cream. And, at the request of Peter after the above incident, enlarged Lois' breasts.
* Family Guy: Paraplegic officer Joe Swanson is usually good at his job, but he has outright looked the other way many times when his closest friends – Peter, Quagmire, and Cleveland – break the law, even if not explicitly stated as such in the given episode. Instances include:
* Family Guy: parodied in the episode "Crimes and Meg's Demeanor", where Brian(who has a broken leg) watches the neighbors through his binoculars and saw Principal Shepherd drags a trash bag leaking out red liquid and he thinks that he killed his wife. Turns out his wife moved out and the red liquid was from the canned food he stole from the high school to make ends meet.
* Family Guy parodied this in a cutaway for "Hurry Up, Shrimp". While no particular guarantee is given, it's shown that apparently, the idea behind it is to get the shrimp delivered as fast as possible. They add a disclaimer that they're "not responsible for undercooked shrimp."
* Family Guy parodied this in an episode that also parodied Batman, where Space Ghost would "get a word" every time he shot something with his powerbands.
* Family Guy parodied this in an episode where the network wanted to reboot the show. One of the ideas is to do this, where Chris is the lead, he is married to Tricia Takanawa, and Joe lives with them. Peter and Lois are stated to be dead, while the rest of the family moved to Australia.
* Family Guy parodied this in one episode by having a commercial narrator ask someone if he'd kill a man for a Klondike bar (he does).
* Family Guy parodied this, with Mayor Adam West cementing over every grave in the cemetery... "You'll thank me when no one eats your brain. You'll thank me."
* Family Guy parodied this with Peter trying to invoke the trope by growing a moustache. Naturally, at least some innate badassness is required for the stache to actually work, and Peter does manage to rescue a guy from a burning building while wearing it. It gets burnt off in the attempt. While mourning his loss of facial hair, he ate so many hamburgers that he had a stroke.
* Family Guy parodies this in its "Mr. Saturday Knight" episode. Particularly memorable is the scene where the Black Knight shaves his beard while still wearing his helmet and cuts himself shaving like this.
* Family Guy parodies this in one episode. A family therapist tells the Griffins to write angry letters addressed to the other family members, but not send them. Naturally, Peter missed that last part of the instructions.
* Family Guy parody in the episode "Mr. Saturday Knight". On the DVD commentary, she claims she sounds "like shit".
* Family Guy parody "Something, Something, Something, Dark Side" Darth Stewie is talking to an underling, and suddenly notices that the underling is eating a piece of cake. "Cake? Where did you get cake?" "Oh, it's Gary's birthday, but I think

there isn't any cake left." (Quotes not 100% accurate, but that's the gist.)
* Family Guy parody: "We're evacuating into outer space where we have literally infinite directions to flee. However, we have decided that we'll fly directly towards the fleet of star destroyers."
* Family Guy. Peter always wins in his scrapes against Ernie the Giant Chicken, no matter how bloodied and disheveled he himself may end up in the process.
* Family Guy. Peter and his friends are this but the only one who stands out the most is QUAGMIRE.
* Family Guy Peter and his friends are trapped on what they believe to be a remote island. At one point, they decide to have an orgy, thinking no one will see. The next shot is of a cruise ship passing by the island:
* Family Guy, Peter and his friends set fire to an island to escape its prison. After flying away in a nearby helicopter, Quagmire laments on the destruction they caused.
* Family Guy, Peter and Lois agree to make out in one of the restaurant bathrooms. When Peter comes out of the bathroom thanking Lois, she says she didn't go in with him. The person who he made out with turns out to be a male clone of Lois, who sits at a table with a female clone of Peter.
* Family Guy, Peter and Lois formed a hippie-esque folk duo, A Handful of Peter, when they were younger and decide to revive it for a talent show. The problem being that that they get stoned out of their minds because they don't think they're creative without it. At the talent show they perform a song called "In God's Eyes We Are All Hot", but afterward we learn that they lost, and we see that their actual performance was nothing but atonal screaming.
* Family Guy: Peter and the Giant Chicken are both fully aware of their rivalry. However, since their fights have never been relevant to the plot of any episode, Peter's family are unaware of the Giant Chicken, so Peter celebrating the Giant Chicken's upcoming death in "Fecal Matters" is lost on them.
* Family Guy. Peter bought Meg a tank instead of a car. Brian and Stewie used it to destroy Superstore USA.
* Family Guy). Peter builds a multiplex in the back yard, then discovers that underneath is an Indian burial ground. He then finds an ancient Indian skull and uses it as codpiece. And then uses it to pee in. You'd think building a multiplex over an Indian burial ground would be enough to get him haunted for life, but noooo...
* Family Guy: Peter claims that he'd sell his soul to be famous. Cue a scene in Hell where Satan is pleased to hear that, only to learn that Peter's sold his soul twice already. Angry, he asks if anyone in Hell is a lawyer. Everyone raises their hands.
* Family Guy, Peter, Cleveland, and Joe get arrested for stolen valor. The judge sentenced them to join the marines, but reduced the service to US Coast Guard. Quagmire, who is a navy vet, joins them at the urging of Ida.
* Family Guy, Peter could play the piano only when plastered. However, it wasn't a straight example of this trope. They didn't suggest this idiosyncrasy was because he learned to play the piano while drunk. Instead, apparently without learning to play or practicing beforehand, he just inexplicably developed a talent for playing the piano that required him to be drunk.
* Family Guy, Peter doesn't want to tell Lois that he's lost his job, which leads to a Fawlty Towers Plot. First, he disguises himself as a lamp to cover up the fact that he's not at work when he should be. Then, when he applies for welfare and gets a much bigger check then expected by mistake, he covers that up by claiming he got a big raise at work. His lies come crashing down when Lois is handed the second welfare check by the postal carrier.
* Family Guy: Peter does this while making love to Lois with the end of the video Lois just made to get him to stop watching porn.
* Family Guy, Peter encounters the same bully who picked on him in his school days. He decides to beat him up after what he had done, but before he can do so, Chris beats HIM up and yells at him to stop bullying people.
* Family Guy Peter gains the ability to transform anyone he touches into a clone of

Robin Williams.
* Family Guy, Peter gets amnesia from a blow to the head. This amnesia is cured when the Giant Chicken clobbers him in the head with a rake. It's then immediately reinstated when Peter insults the Giant Chicken and the latter beans the former with a length of pipe. This is repeated multiple times. Peter suffers no ill effects, except for amnesia from every other bonk, which is reversed upon the very next bonk (fortunately, the Giant Chicken had an odd number of objects to strike Peter with).
* Family Guy, Peter gets a Snickers bar in a cutaway gag, and inside Stewie's time machine, Rupert has a Subway sandwich in his lap.
* Family Guy, Peter gets fed up with searching for a parking space at the mall and just drives onto another car, crushing it like a monster truck.
* Family Guy Peter gets obsessed with the song "Surfin' Bird" and plays/sings it nonstop, intentionally trying to annoy people with it.
* Family Guy. Peter goes into the IRS for his audit, expecting to be dragged over the coals. His auditor turns out to be a perfectly kind and friendly woman and in the end, Peter owes nothing, though unfortunately, was not receiving a refund.
* Family Guy: Peter goes to the Mafia's Don, since it's the Don's daughter's wedding (and the Don can never refuse a request at his daughter's wedding), intending to ask to have the price taken off his wife's head. Peter then gets distracted and instead asks for a piece of tiramisu.
* Family Guy Peter Griffin is named president of a cigarette company for the same reason.
* Family Guy, Peter Griffin is rather prone to this, one of the most notable examples being him repeatedly smashing the face of his daughter's tormentor, Connie D'Amico, into the glass of a fire extinguisher panel repeatedly.
* Family Guy, Peter Griffin once destroyed a rack of "terrible pharmacy toys" at Mort's pharmacy with a cannon (it was the episode where he decided to become a pirate) in order to prevent them being given as lame last-minute gifts.
* Family Guy: Peter Griffin once had this happen while riding on a motorcycle:
* Family Guy: Peter Griffin, though he usually think of some ridiculous thing he would spend the money on. In fact, in the very first episode, a computer error at the welfare office resulted in them getting a huge check from the government, which he used in part to build a moat around the house (to keep the Black Knight away, of course).
* Family Guy, Peter/Han is rewarded for rescuing Lois/Leia with a gift basket.
* Family Guy, Peter has just launched himself from a cannon. Cut to a living room:
* Family Guy, Peter has to become Death when the reaper twists his ankle. It's also told in another episode that Death inherited the job from his father.
* Family Guy. Peter immediately grabs a shotgun and stalks over to her boyfriend's house to force him to marry her. In response to Meg's protests?
* Family Guy; Peter initially can't find his pillow, but he was just lying on it. We then see a half-eaten sheep in his room trying to crawl to safety.
* Family Guy: Peter invites Mr. Weed, the owner of the toy company he works at, over for dinner. Weed chokes on a dinner roll (catapulted from Brian's mouth after Brian chokes & Peter gives him the Heimlich maneuver) and dies.
* Family Guy: Peter is riding a tricycle. Because of Peter's age and size, the tricycle breaks. Peter's mom is later seen putting a band-aid on Peter's bum and kissing it. Peter runs off with glee.
* Family Guy, Peter is so jealous of Joe's home movie theater that he decides to build an addition onto his house to create an even bigger and better theater than Joe's. Of course, this plot is quickly forgotten once Peter digs up an Indian skull and the real plot of the episode starts.
* Family Guy. Peter points out to Lois in the episode "Brothers & Sisters" that back when he and Lois first became a couple, hardly anyone felt that they made a good match — in fact, as Lois soon realizes, Carol (Lois's sister) was one of the few people to have supported the relationship from the very beginning.
* Family Guy. Peter presses a button clearly marked "Do Not Press This Button". A small Asian man walks up to him, bows then kicks Peter in the head.

* Family Guy, Peter recounts the story of his ancestor, Moses Griffin, who led the Hebrews out of Egypt. His Rule Number One: Shut the hell up.
* Family Guy, Peter's cut-away-battles with the giant chicken eventually form an arc, of sorts.
* Family Guy, Peter sends Lois on a scavenger hunt following this model to distract her while he plays golf on their wedding anniversary. She doesn't figure it out until the last clue, which tells her to go back to the start; there, she happen to run into Cleveland and Loretta, who tell her what's really going on. When Lois storms over to the club to find him, Peter admits he didn't expect her to make it this far before he got back.
* Family Guy, Peter's offered the chance to get a free boat, but he decides to take the Mystery Box instead, which merely contains tickets to a stand-up comedy show.
* Family Guy, Peter takes advantage of his new immortality to antagonize a bunch of drunks in a bar.
* Family Guy: Peter tried to teach Chris how to defraud the restaurant by planting a dead guy in the soup bowl. Unfortunately, Chris' prop hadn't actually died yet...
* Family Guy: Peter wears a comedically tight corset in order to ride a rollercoaster which he otherwise wouldn't be let on because he's too fat. Of course, since he hasn't actually lost any weight, he's still way too heavy and ends up breaking the rollercoaster, causing a crash that kills at least one child.
* Family Guy pinball has Brian the dog blowing and popping a bubble-gum bubble... from his rear.
* Family Guy pinball. The only changes were to the graphics and sounds; the layout and rules remained the same.
* Family Guy plans and has not attempted to profit from his time machine, teleportation device, weather control device, mind control goggles, or countless weapons, ray guns, and shrink rays. It seems he develops them purely FOR SCIENCE!
* Family Guy played for laughs and the police had to stop Meg from raping Brian. Kent once calls her a psycho after she attempts to trick him into raping a sleeping Chris.
* Family Guy played this as a joke, with the newest cop show, where the hardened cop got paired with a kid from the streets, a robot, and a couch To Fight Crime!
* Family Guy play it straight, or sometimes just plain parodied using the characters themselves.
* Family Guy", police officer Joe was initially against Quagmire's suggestion that they kill his sister's abusive boyfriend, since it would be murder. But when he witnesses the abuse for himself, his response is...
* Family Guy Presents: Laugh It Up, Fuzzball reveals that the creators were completely serious about it.
* Family Guy Presents: Laugh It Up, Fuzzball the same conversation happened with Dack's statement being taken for the metaphor you'd expect. In "Blue Harvest", we see Dack fly solo against a star destroyer and get nonchalantly one-shotted.
* Family Guy Presents: Laugh It Up, Fuzzball: "Wait a minute" (Fires blaster, cave rumbles), "Hang on a second" (Fires blaster again, cave rumbles slightly louder) "What's going on here?" (Fires blaster a third time) "Something doesn't add up..." (Fires blaster a fourth time) "Just a minute." (Fires blaster a fifth time) "Time out!" (Fires Blaster a sixth time) "This ain't quite right" (Fires blaster a seventh time, cave rumbles violently) "Oh now I get it, we should run!"
* Family Guy: Quagmire is often shown wearing a pair of leopard print briefs. This seems to emphasize his status as a sex fiend.
* Family Guy: Quagmire is revealed to be bald in one episode when he loses his toupee at a baseball game while fighting over a stray ball with Brian and the embarassing moment being caught on the jumbotron and ends up on the local news. He briefly tries to embrace his baldness and "bald culture", which apparently includes things like basement C.B radio and using a radar gun to catch speeding cars in the neighborhood, but everyone thinks he's become so annoying he decides to get a hair transplant from Dr Hartman and returns to his original personality.
* Family Guy, Quagmire makes this trope literal. His car has blow-up sex dolls in place of airbags, so when he crashes it results in this trope.

* Family Guy; Quagmire's bland living room turns into a fully-equipped bachelor pad with the press of a few buttons. In a later episode, there is a chase scene in his house in which every piece of scenery folds out into a bed when knocked.
* Family Guy, Quagmire teaches Chris pick-up lines but Chris delivers it poorly on a test subject.
* Family Guy: Quahog 5 News is frequently guilty of this trope, overplaying pop culture or non-news "news" while giving no attention to legitimate news.
* Family Guy: Quahog, Rhode Island is seemingly a suburb of Providence (with its skyline in the background), which has a modest metropolitan population of 1.6 million in real life, and a city proper of less than 200,000. Despite this, Quahog has an international airport, a subway system, and other "big city" features that even Providence lacks. Sometimes the small skyline resembles Providence well, other times it looks like a huge sprawling metropolis. Earlier episodes resembled the real-life area more (Peter Griffin even jumps off a skyscraper resembling one in Providence), whereas later episodes drifted apart from the real-life counterpart, where Quahog has a split personality between small town and bustling metropolis depending on the nature of the plot.
* Family Guy rapidly consuming a comically large amount of food at a buffet, including standing right by the serving tables instead of sitting down, while her hapless dietitian completely fails to stop her.
* Family Guy, reacting this way upon making a perfect bid in Contestant's Row.
* Family Guy reaction when Marge thinks he's talking about another movie.
* Family Guy" reveals he was poking this trope for fun, and actually has an American accent.
* Family Guy said it was one of the most vile jokes they'd ever gotten away with, and that was mostly because the censors assumed that the writers had made the term "Cleveland steamer" up and didn't know it was an actual sexual term.
* Family Guy says this before running up the stairs sobbing when his mother leaves Tom Tucker and needs to be consoled.
* Family Guy schtick, but they've been trying to bring it back recently.
* Family Guy "Screams of Silence: The Story of Brenda Q.", there is a scene of Quagmire, Peter and Joe witnessing Jeff beat Brenda in Quagmire's window, the beating being rendered in silhouette.
* Family Guy, Season 2, Episode 13, "Road to Rhode Island". Brian and Stewie have stayed the night at a motel, but their credit card was declined. The manager comes knocking...
* Family Guy sequence from Rocky IV). Which did nothing to help him study, as he and Stewie note a few seconds later.
* Family Guy", set on Valentine's Day, aired on January 7, 2018, due to pre-emption.
* Family Guy set themselves up to make out from their abortion episode that got banned from being shown on Fox.
* Family Guy, several Sting songs are incomprehensible except for a few words.
* Family Guy several times. The general rule of thumb has been that while everyone understands him, the older characters generally don't take his statements seriously or at face value, but this is sometimes subverted for a joke, too.
* Family Guy's famous chicken fights the chicken is killed three times yet he always returns for more. Within a single fight (the first) he is seemingly beaten to death, only to attack Peter again seconds later.
* Family Guy, she and Peter accidentally drive into and kill a homeless man. Peter, visibly upset, covers both their car and the man's corpse in gas and sets them on fire.
* Family Guy, she is super attractive - though she is still "one of the ugly ones" as everyone is gorgeous in this universe. There is also the episode where she gets a make-over and is upgraded to World Class beauty.
* Family Guy. She makes Peter look like a genius with her low intelligence but making up for it with her attractiveness. Her good-looking friends could be considered like this, too.
* Family Guy, she recorded dialogue for at least two more episodes but has yet to

decide what should happen to Angela afterwards.
* Family Guy", she states that if anyone from the outside world knew how he treated her, Peter would be in jail by now.
* Family Guy. She then decides to take advantage of his paternal instinct and uses him to get revenge on other students who've wronged her.
* Family Guy, she was trained in Karate and was manage to fight a whole bar of people.
* Family Guy, shortly after getting in touch with his feminine side from going to a woman's camp, Peter mentions "oh fudge, I broke a nail".
* Family Guy shorts starring Peter's ancestor, Black-Eye Griffin, all of which involve him getting a black eye from various objects, including a falling piano.
* Family Guy, showing a deBeers-style shadow-person commercial, at the end of which the female shadow's head slowly descended to suggestively near crotch level. The tag line was "Diamonds. She'll pretty much have to."
* Family Guy shows Peter visiting a huge secure underground vault where he hides his porn stash from Lois.
* Family Guy shows Stewie in a club full of hunky men all dancing shirtless with lasers and fog overhead.
* Family Guy shows that he's practicing in a mirror in his boss's office. His boss accepts.
* Family Guy shows the outside of the house far too often, usually after any sort of passage of time.
* Family Guy's "I Guess That's Why They Call It the Blues", a song about lovers who are far apart.
* Family Guy since nobody has yet mentioned this outside of that particular episode.
* Family Guy. Since the Cleveland Show is a direct acknowledged spinoff in Family Guy itself, the casts have interacted in the other show many times. American Dad and Family Guy both treat each other as shows within their own series, but at the same time have featured various character cameos for the sake of a joke.
* Family Guy's in-character commentary for the episode (in which he, in Peter's voice, explicitly says he did).
* Family Guy, singing about how owning a cellphone was status of great wealth and importance, having a home computer and the Internet was completely unheard of. Later, taking advantage of modern technology for the sake of jokes, everyone has a smartphone, the old tube TV was replaced by a Hi-Def LCD, the VCR was replaced by a Blu-ray player and TiVo, there was a three-part arc focusing on Brian and Twitter, Lois has a Facebook account, etc etc.
* Family Guy sitting in adjacent bathroom stalls... farting out "Dueling Banjos".
* Family Guy skit shows Peter going into the 'beyond' section of 'Bed, Bath, and Beyond' which is a black void filled with various floating formulas and the like...and the coffee mugs he was looking for.
* Family Guy's many cutaway gags, Cap'n Crunch wants a mob boss to order a hit on a rival cereal mascot for spreading damn lies! My cereal does not cut kids' mouths! ...with respect.
* Family Guy's motorcade when it blows a tire in front of the Griffin house. He does the exact opposite of what you're supposed to do in that situation, namely lifting entirely with his lower back instead of his legs and moving in a twisting motion, causing him to immediately throw his back out and need to be rushed to the hospital.
* Family Guy sometimes features cutaway gags with animate inanimate objects. One example has a bullet talking to someone on a smartphone while being shot up in the sky.
* Family Guy special parodies various moments in the sci-fi film but does not satirize it.
* Family Guy spends $150,000 of taxpayer money to discover why his plants absorb the water he pours them.
* Family Guy's Peter Griffin will cause random shenanigans just for a quick giggle, no matter what the outcome of it is.

* Family Guy's pilot was adapted into the first act of the first episode "Death has a Shadow". It is largely identical except that Lois has blonde hair, and she, along with Stewie and Meg, wears different colored clothing.
* Family Guy's Stewie uses Chris' stomach as a pole-vaulting landing pad.
* Family Guy" stance for laughs. The message of the episode as a whole was criticizing abstinence-only education that uses scare tactics. At the end of the show, Lois did give a nice speech where she told the students that they shouldn't have sex until they're ready. And if/when they do, to please 'use a condom'.
* Family Guy started out with deliberately irrelevant thriller-ish episode titles before abandoning them because no-one in the crew could keep them straight.
* Family Guy Star Wars special, Luke (Chris) tries to call Han (Peter) to tell him that he's going to the Dagobah System.
* Family Guy Stewie and Bertram end up in a playground war which ends when Bertram infects Stewie's side with chickenpox.
* Family Guy. Stewie becomes unbearably nice once he has a near-death experience, so much that he tells Brian a knock-knock joke that ends with "your friend, Stewie, and he'll always be there for you." Brian retaliates:
* Family Guy, Stewie breaks Meg's glasses because he hates to be watched while he sleeps. We even see how bad her vision is when Stewie does a vision test and holds an undetermined object (which appears very blurred out).
* Family Guy. Stewie can be this to both of them, although it is usually not as big of a deal because he's a baby. For example, Meg was only mildly annoyed when Stewie stole her gifts at her birthday party.
* Family Guy. Stewie concedes it might be but that was before...everything he did on his rise to power.
* Family Guy. Stewie evidently views him as... a big, muscular thong-clad man with a teddy bear head.
* Family Guy. Stewie falls in love with her because "she's all grown up," but she looks just the same as before.
* Family Guy, Stewie goes upstairs to give Lois and Brian some privacy. He then returns to sit at the top of the stairs, watching through the bars of the banister, munching snacks, and injecting comments like, "Oh, my God, no way!" and "Ooh, bitch, you got jacked, bitch!"
* Family Guy, Stewie invents a remote control that can travel to many universes, including one where Meg is hot, but still ugly compared to everyone else.
* Family Guy Stewie signs himself and Brian up for the military after Brian tries to get Chris out of a recruitment contract.
* Family Guy, Stewie's preschool puts on a play about Terri Schiavo, and Stewie plays the apparently coveted role of the plug that gets pulled.
* Family Guy: Stewie tries to have a tea party with Brian (even throwing his teddy bear Rupert away in order to get Brian interested) but Brian spends the whole time texting on his phone.
* Family Guy; Stewie wants the doomsday weapon, but can't get the auctioneer's attention, being only a foot tall. Eventually, the price falls to 'free' and nobody is seen bidding.
* Family Guy-style daytime talk show. When the show goes on commercial break...
* Family Guy-style prank in high school that made Joyce a laughingstock by revealing the latter did a porn in college, getting her shunned by the entire town. Lois pleads that she is sorry for what she did, but Joyce refuses to go back on her retribution.
* Family Guy subverts this and plays this straight, where most of the "As Themselves" are voiced by the core members of the voice cast. Occasionally, sometimes subtly, sometimes glaringly obviously, will an actual celebrity come to the show to voice themself.
* Family Guy subverts this trope when Peter detonates explosives outside a children's hospital, entirely destroying the building. No repercussions of the incident seem to occur, as is common in the show, until the very end where Peter is informed that the crime has been investigated and is taken to court.
* Family Guy's use of wipes: Peter decides to build a bar while under house-arrest

and says "I feel just like Tim Allen. I build stuff, and I have a criminal record." Tim Allen then snorts the screen up his nose through a straw.
* Family Guy tattoo. He then embarrassingly admits that he used to like Ziggy.
* Family Guy tells him "if you'll just sign this contract without reading it, I'll take your blank check and you won't not be not loving your new timeshare in no time."
* Family Guy tends to do this a lot, partially because one of its creators is Jewish.
* Family Guy that grew feet, uprooted itself, and went on a rampage. Then Peter tried to make his own Red Bull that included such ingredients as kerosene and ruined his kidneys, starting the actual plot of the episode.
* Family Guy that seemed to last minutes where they showed a house exploding from several angles, repeating each shot several times (including one with Stewie and Brian diving out of the way over and over).
* Family Guy that shows Neil Armstrong finishing up the filming of the moon landing, then walking out back of the studio to head home. A fan recognizes him and questions why he isn't up in space. Neil nervously tries to make up an excuse before panicking.
* Family Guy that they should have tried this again from the beginning.
* Family Guy that was hidden from the public. After she turned 40 and was going to be replaced on Channel 5 News with a younger host, James dumped her signified by her putting a candlelit fire out with her finger symbolizing their love burning out.
* Family Guy, the art and backgrounds progressive become more redefined and detailed, but at the cost of making the overall animation more lifeless and stiff.
* Family Guy The celebration ends when Brian grabs Lois's chest and she slaps him.
* Family Guy the cops try Good Cop, Mentally Challenged Cop on suspects.
* Family Guy, the creators were asked if they were prepared for a battle of wits between the two shows. They responded if the FG team did anything in response they would just let it slide, mostly because their production schedule is so much faster they would have too much of an advantage.
* Family Guy, the day after Peter runs into his boss at a baseball game after calling in sick.
* Family Guy the day he was "molested" by his doctor during a prostate exam, he imagines a Film Noir parody scenario with Dr Hartman laughing evilly on a carousel as he apprehends Peter.
* Family Guy, the Duke and the King are introduced trying to scam Huck and Jim with this tactic. They don't make a convincing argument, though...
* Family Guy. The episode after that was a fun Brian & Stewie plot.
* Family Guy. The episode aired on November 13, 2011, but it could still be on September 11, 2011 (as it was mentioned to be just 10 years after September 11, 2001).
* Family Guy: The episode "Don't Make Me Over" had Meg Griffin get a makeover that made her look pretty. She reverted to her normal self because it was too much work. Meanwhile, in the episode "Blind Ambition", Lois stops wearing makeup after Peter goes blind, revealing that without it she looks pale and wrinkled.
* Family Guy: The episode "No Meals on Wheels" has a short scene with Stewie tampering with a customer's food by getting a rat drunk, causing it to vomit on the food. The problem is that rats are physically incapable of vomiting.
* Family Guy: The episode "The D in Apartment 23" in which Brian becomes a pariah after posting a racist tweet, is based on the online shaming Justine Sacco suffered when she did the same. The tweet itself even is paraphrased from Sacco's.
* Family Guy, the Evil Monkey living in Chris' closet is a parody of this.
* Family Guy. The existence of a multiverse (whether a Groeningverse or a Fox Animated Universe) caused whether by Homer's time travel in one of the Treehouse of Horror episodes or by one of the many time travels that happened in Futurama has been proposed by some fans to explain the apparent inconsistencies.
* Family Guy. The family has just gotten a horse, and Peter has been collecting its semen and putting it in the fridge next to the milk. Stewie stares wide-eyed at his

cereal... then slooooowly puts the spoon back into his mouth.
* Family Guy the game and tries to brush the whole thing off by saying that the plane crash was just gas.
* Family Guy, the Griffins have a knock-down drag-out fight, trashing the entire house. Peter hits the wall and gets a picture of a horse stuck on his head, with his face poking out of the horse's butt. Lois starts to laugh. Chris and Meg stop hitting each other and come to see what is so funny. Brian and even Peter join in. Everything looks like it's going to work out—until Stewie clocks his mother from behind with a wooden chair, and the brawl begins anew.
* Family Guy, the MGM lion cub gets laughed at by his classmates when he wants to roar at an audience when he grows up. Soon, the lion is grown up and shouts "What's up now, bitches?!"
* Family Guy, the news had a Mime Weatherman. When he tried to communicate rain, Tom thought he was stating that "peoples' parents will throw fecal matter down on them from the rooftops." Until an angry glare from said mime set Tom straight.
* Family Guy, then they're both perfectly fine in the following scene.
* Family Guy, the peacock appears, doped up like Cosby's female co-stars.
* Family Guy, there's a meeting hall where one of the notices at a notice board was about a procrastinator's club meeting being postponed.
* Family Guy the Spoof Aesop is the rule, not the exception. It's hard to think of a single aesop that wasn't treated like a spoof by the writers.
* Family Guy, the thing with the Ferris wheel tearing free happens and they fight on it while it's rolling away.
* Family Guy the tobacco executive responsible attempted to do so in real time, but so obviously as to be impossible to miss. Are you smoking yet?
* Family Guy. The underlying reality of the show is deliberately tenuous anyway.
* Family Guy they are. Stewie responds by telling Brian "that is such a douche time-traveler thing to say".
* Family Guy, they lampshade this by having Brian wonder why they have a chalkboard in the middle of their living room in the first place.
* Family Guy, this happens to Peter every time he fights Ernie the giant chicken.
* Family Guy." This is because Peter admits he secretly wanted Lois dead after a fight, mentions taking out a life insurance policy on her right before she died, and photos of Lois being brutally murdered were discovered in his trash can. At his trial, Lois shows up alive and names Stewie her attacker, clearing Peter. It’s later revealed that this never happened and it was all part of a simulation made by Stewie at the end of the second part.
* Family Guy, though the couch and furniture often move around for the sake of keeping a wide number of characters on the screen at once.
* Family Guy to a terminal AIDS patient by having a barbershop quartet sing about his disease.
* Family Guy "To be continued" sign, complete with the ending music from the episode "Best of Both Worlds".
* Family Guy to come up and quietly state that he is used to it. Jesus and Vishnu also appeared in Seth MacFarlane's Comedy Cavalcade, in which Jesus boasted that Vishnu didn't have a birthday as celebrated as his (Christmas).
* Family Guy to do the voices of any of the characters he voices (Peter, Stewie, Quagmire etc) during said commentary. Usually with (hopefully tongue-in-cheek) threats of violence against whoever suggested it.
* Family Guy to draw him. The scene then cuts to Peter painting the naked construction worker.
* Family Guy to get Brian to admit the truth and be shooed off the set.
* Family Guy to maintain the status of the No Respect Guy in order to keep them happy.
* Family Guy toyed with this by having a Spanish character only speaking enough English to respond to Brian's first two sentences.
* Family Guy: Tricia Takanawa, Quahog 5 News' reporter who is Asian-American and speaks in a nasal, blatantly Japanese monotone. Her vocal qualities and placement in various situations are done to play up the "Asian enunciation of English"

stereotype.
* Family Guy triggers Lois' brother's memories of walking in on their mother's affair with Jackie Gleason (an event which put him into an insane asylum and turned him into a serial killer).
* Family Guy. Trying to give yourself superpowers leads to you becoming a super-villain, at best. He does at least stop the Griffins' rampage, since they feel guilty about his cancer.
* Family Guy: Trying to score a date with his crush, Death steps into her pet store to talk to her. The animals inside raise such a commotion that they can't hear each other.
* Family Guy?" Tucker looks at her and says "No, Diane, their insurance company. That's just stupid what you said."
* Family Guy, TV anchor Tom Tucker practices in front of a mirror for different ways of announcing a president's hypothetical assassination. One of his different methods is this.
* Family Guy. Unfortunately, Quagmire gets distracted by having sex with an airport staff and he misses his flight.
* Family Guy unless given very specific instructions not to. It also implies that any gay guy would be totally willing to have an 11-way with strangers. It would've been better if it were only Peter like this because it would make sense for straight Peter to want an 11-way with 10 ladies, but it's still pretty bad.
* Family Guy use cel-shaded CG for things like cars and moving backgrounds.
* Family Guy used to mutter his half of a conversation that apparently involved dining out with persons unknown, going by his comments such as "Mm, I only had soup, I don't see why we should split the bill evenly..."
* Family Guy, usually having the father, Peter, fail to get the lesson at all and say something inappropriate.
* Family Guy version, where the buttons on the console clamp the girl down and force her mouth onto his private area. Stewie (and especially Brian) learn that the hard way when they steal it.
* Family Guy' video for "Everything I Do (I Do For You)" in its entirety.
* Family Guy Video Game!, one of Brian's levels requires you to get by a trio of police officers by knocking a witch hat onto one of them, causing the other two to mistake him for a witch and set him on fire.
* Family Guy, "Viewer Mail #1". Peter is threatened by a man riding on a bus after Peter is granted his own theme music by a genie. The man asks him to stop the music. Peter tells him he can't, and the man threatens to break every bone in Peter's body. So Peter says "I wish I had no bones" out of fear. The genie, who is driving the bus, hears him and says, "Done," turning Peter into a boneless blob. Bizarrely, Peter is initially happy about this turn of events and laughs at the man.
* "Family Guy Viewer Mail No. 1" has a scene where, as his first wish from a genie, Peter wishes to see what
* Family Guy was actually cancelled by Fox, then brought back as a result of this trope.
* Family Guy was briefly ruled by Peter, who, among other things, randomly assigned duties from a "job hat" and not based on expertise.
* Family Guy was once caught with his hand down his pants at school. The principal punished him by ordering him to keep his hand down his pants all week. Boy, what a week that was!
* Family Guy was on hiatus. When Lois asks if there's any hope, Peter replies sarcastically that they might have a shot if all those other shows get dropped. Roll opening credits.
* Family Guy was originally created to do (but which it mostly dropped by its second season.)
* Family Guy was ruined because the audience kept shouting at her to sing their favorite jingles instead.
* Family Guy, was suffering from a hangover, and he ended up falling asleep at work. Note, he is a safety inspector at the Happy-Go-Lucky Toy Factory, which means

he was grossly negligent for sleeping on the job. He decided to try to keep it a secret, yet as his phrases indicate, he's doing a very bad job at trying to hide his being unemployed.
* Family Guy. Well, Lois wants to talk, but Peter sometimes is too interested in sleeping or watching TV.
* Family Guy were actually schizophrenics who hallucinated all their adventures.
* Family Guy. What little we saw of it consisted of a woman who was raped by her doctor, who then tells her in a very uninterested fashion that she has cancer.
* Family Guy, what's left of Stryker is a bowl of liquid, which Peter compares to soup.
* Family Guy: "What's that smell? Smells like sweat, anger, and shame!"
* Family Guy when, after having his sexuality altered by an experimental drug and returning from a reparative therapy camp, he is told by his temporary boyfriend Scott of an arrangement for his dream scenario: an 11-way.
* Family Guy, when, after Peter Griffin's epic fight with the chicken man, the camera zooms in on its unconscious form to see that it's still alive.
* Family Guy when Al Harrington's Wacky Waving Inflatable Arm Flailing Tube Man Warehouse and Emporium has a sale on Crudely Painted Not So Funny Plywood Cutout Folk Art. Like, over and over.
* Family Guy, when Bertram travels through time to murder Leonardo Da Vinci, Stewie and Brian warn him that doing so would result in the destruction of the universe and Bertram would be destroyed as well. For a moment, Bertram thinks about it and decides its worth it and kills Leonardo.
* Family Guy: When Brian accuses Stewie of getting soft, Stewie decides to maximize his evil side. It backfires, kind of: he ends up creating a separate, wholly evil Stewie. He isn't happy once he sees what the clone is capable of.
* Family Guy, when Brian and his roommate hear the O.J. verdict, have opposite reactions and pull guns on each other.
* Family Guy, when Brian goes to visit his mother and discovers that she's passed away; her owners had her stuffed and made into a table. Brian's horrified, while Stewie thinks it's hilarious.
* Family Guy, when Brian has to study for his exam, part of his training montage has Stewie catching him trying to read a steamy magazine while hiding it behind something else.
* Family Guy when Chris gets a pimple. It makes Chris vandalize a wall and destroy Mort's pharmacy, assaults his brain then holds a dermatologist at gunpoint. Though this was a crazy, talking pimple.
* Family Guy when Chris (Seth Green) works at the Quahog mini-mart, the conversations about movies with his boss, Carl (Jon Benjamin) were improvised.
* Family Guy whenever she has something important to say, variations include "Meg shut up" or "Meg please".
* Family Guy: When Glenn Quagmire was in an auto-erotic asphyxiation-induced coma, his sister came into the city to sing a song from his childhood, hoping it would wake him up. The lyrics were "Glenn Quagmire, please don't die of auto-erotic asphyxiation/Your friends want to go fishing with you."
* Family Guy. When he attempts to escape, he accidentally crashes into a pile of naked mannequins, then ducks into a surveillance room with full view of the women's dressing rooms. Fortunately, he ends up seeing that one of the women in the dressing rooms is having a heart attack, and rushes over to save her by performing something resembling C.P.R ("What the hell's C.P.R?").
* Family Guy when he falls down the stairs in "The Blind Side," all the middle fingers flipped off in defiance aren't blurred, you get to see how bloody Wilford Brimley blasting teen girls at the Teen Choice Awards really is in "Quagmire and Meg," and you get to see parts that were cut for time rather than content. But when Netflix removed the later seasons (seasons four to fourteen; and later the series itself), those are now exclusive to DVD.
* Family Guy when "he" kissed him) before finding out she was actually female, after which he sort of thought a romantic relationship would be okay, except he had too much trouble talking to girls, a problem which he solved by pretending he

didn't know she was female, thus subverting the trope - apparently he didn't really object to making out with a guy as long as other people wouldn't see it that way.
* Family Guy when Lois gets elected mayor during "It Takes A Village Idiot And I Married One" she scares Quahog's citizens into paying taxes needed to clean the local lake by bombastically declaring it's being used by Hitler and the Legion of Doom as their base of operations to plot Jesus' assassination. It then immediately cuts to the Legion of Doom with Lex Luthor demanding to know how Lois found out their plans.
* Family Guy when Lois goes to jail. There are pizza boxes and beer cans all over the floor, and Stewie's diaper is so full, he's dragging it around with him everywhere.
* Family Guy when Lois leaves him home alone to campaign for the school board.
* Family Guy when Lois used the neuralizer on Chris when he doesn't stop saying "boobies" after the Griffins visited the nudist family's house.
* Family Guy when Meg dumps a glass of drugged punch in a plotted plant. The plant droops as if unconscious, then another potted plant hops over to hump it while it's out.
* Family Guy, when on a South American island Peter gets $37 out of his wallet. This makes him the richest man on the island.
* Family Guy, when Peter and his father-in-law Carter visit Africa (due to Carter attempting to retrieve the money he lost in a Nigerian Prince Scam). They come across a village that's being held hostage by a brutal warlord, who says he's going to pressgang all the boy children as child soldiers. Peter is understandably horrified, until the warlord starts using "hamburger" as a punchline after everything he says, like standup comedian Alonzo "Hamburger" Jones, which makes Peter forget the monstrousness of what he's witnessing.
* Family Guy. When Peter bans cripples from his restaurant, they come together to form "Cripple-Tron" (which, ironically, can walk).
* Family Guy, when Peter discovered one of his ancestors on his father's side was black. While Peter did play his new-found "blackness" for all it was worth, it understandably wasn't visible, due to said ancestor living before the American Civil War. In any case, Peter's biological father later turned out to be a full-blooded Irishman.
* Family Guy, when Peter is running for the Quahog school board against Lois, he aired an attack ad against his own wife, using a boudoir photo Lois gave him as evidence of her immoral character. Cleveland, in a voice-over, apologizes to Lois at the end of the ad.
* Family Guy when Peter poses as a teenager and has a date with a high-school girl.
* Family Guy When Peter, Quagmire, and Cleveland make it into the vault, Joe tells Peter to grab the amount needed to pay the loan shark, but Peter decides to grab as much as he can as payback for Carter treating him like crap. Lois manages to tell Joe to not take the money because her father will hunt him down, and put him in prison if he goes through it, Peter is more hesitant, but puts the money back when Megatron yells at him. At the end, Carter doesn't find out about the attempted robbery, and Joe paid back the loan shark with money Lois got from her father. When Peter asks how she convinced him to help Joe, she tells him she lied and said the money was for a divorce lawyer. Peter thinks she's joking, but becomes worried when she silently gets up from the dinner table.
* Family Guy when Peter realizes the fatter Lois is the more turned on by her he gets.
* Family Guy when Quagmire says that he's been having so much sex lately that all that would come out if he tried to masturbate would be a little flag with the word "bang" on it.
* Family Guy when the Drunken Clam was sold to a British guy and then mysteriously burned down. The arsonist even frames Peter for this act. Lois even meets the insurance agent after he paid off the policy.
* Family Guy, when the experimental drug that temporarily turned him gay wears off in the middle of a group sex session. Also his shriek of acclamation when the drug first kicks in and Lois asks if he has turned gay. Also when his doctor performs an

intimate anal examination.
* Family Guy, when the Griffins inherit a huge mansion, Peter fully adopts a snooty rich attitude and mentions he has one of these. Lois tells him he doesn't, and he tells his conversation partners that he’s keeping it secret from Lois in case things don't work out.
* Family Guy". When the house is broken into, Peter arms himself with a baseball bat and goes to investigate. He comes across Meg in the hall and stares at her while she asks several questions about what is going on. He then whacks her and says, unconvincingly "Sorry, Meg, you startled me." She was not amused.
* Family Guy when the last game during a company picnic involved the employees being hunted by their boss, Mr. Weed. Of course in this case, he was just using tranquilizers and the object of the game was to be the last man standing. Peter wins as he managed stay on his feet despite being hit by multiple tranqs and only dropped after he was declared the winner.
* Family Guy, when Threepio (played by Quagmire) says in the asteroid scene "Sir, the odds of successfully navigating an asteroid field are two to one!". To which Han (portrayed by Peter) replies "Never tell me the o-oh... well that's not bad. Never mind, let's keep going."
* Family Guy when Tom Tucker is fired and told to turn in his moustache.
* Family Guy where Death goes on a date with a woman who works at a pet shop. She insists that there'd be no more wars if people were more like animals, and he says "What are you talking about? Animals fight all the time!"
* Family Guy, where exterminators act like action movie soldiers and try to kill fleas with firearms and grenades.
* Family Guy, where Fred is being chased by police. As he runs in place, the officers catch up to him and starts moving right when they're near him.
* Family Guy, where he seems to have actually forgotten Meg's name. He keeps running through the entire family's names until Brian tells him 'it's your son.' "Meg!"
* Family Guy where in a flashback, Lois is captured by criminals who demand a ransom of her rich father. They put her on the line. His response: "Now honey, you know family policy, we don't negotiate with kidnappers."
* Family Guy wherein Peter says "And I've learned something from this... ya know what, we've done this a billion times, so I'm just going to do the cadences" and the family just speaks gibberish (in the proper cadences, of course.) Followed by the obligatory laugh.
* Family Guy (where Japanese never surrendered in WWII, the Cuban missile crisis, etc.), while others were the characters done in different art styles (the Disney universe, Robot Chicken universe, political cartoon universe, blocky universe, etc.). There was even a short trip to the real world.
* Family Guy, where Mort Goldman is revealed to write these to different companies, demanding compensation for the most trivial things, such as the letter he's currently writing to Ritz Crackers just because some of the crackers in a box he bought were broken.
* Family Guy, where one of the detectives is interrogating a thief and offers this as an explanation, only for the thief to shut it down.
* Family Guy, where one of the inventions Peter comes up with when he takes over his father-in-law's company is the "African-American Heart Monitor". Instead of beeping, it plays a clip of a black man saying "Yeah, yeah, yeah"; in place of the familiar flatline sound, the voice simply says "Aw, he dead."
* Family Guy, where Peter has convinced others that he has healing abilities and is the Messiah.
* Family Guy where Peter is shown playing on an electronic piano and witnessed by a stock character, only for said man to discover that the tune is played automatically which results in him continuously calling Peter out for his supposed fraud occasionally throughout the episode. He appears once more to take his anger out on Neil Goldman after discovering his suicide attempt was a bluff. They actually named the character Holden Caulfield.
* Family Guy where Sagan's voice was intermittently dubbed over with a hillbilly

accent replacing the scientific explanations with religious ones.
* Family Guy, where Stan Smith is a devout Christian and there's the episode "Rapture's Delight", where the Rapture occurs.
* Family Guy where Stewie gets angry and strikes his stuffed bear Rupert.
* Family Guy where Stewie is kept awake by a gang of drug dealers in the motel room next door.
* Family Guy, which airs newer episodes following Disney's purchase of Fox:
* Family Guy which lampsahded several heist movie tropes featured a "super gymnastic Asian Peter" being delivered to a house.
* Family Guy, which makes him see everyone as torch-wielding Klansmen.
* Family Guy, while their own beliefs are presented civilly and without any kind of realistic flaws.
* Family Guy who arrests them on trumped up charges simply because Cleveland is black. When it looks like their stay in prison may be indefinite, the gang opts to escape on their own, back to Quahog. When they arrive, it turns out the police force followed them, only for Joe to reveal that he anticipated this and called in Quahog's police force. The episode ends when Joe gives a speech.
* Family Guy, who criticizes the book, getting Brian to accidentally admit that the book was a hack job. Maher then completely destroys his reputation (it doesn't help that Brian wets the floor).
* Family Guy, who is depicted as just having had sex with a guy and finishes by devouring his head, praying mantis-style.
* Family Guy, who just holds in his gut while he tries to intimidate troublemakers, but as soon as he exhales, his gut pours over his waistband.
* Family Guy (who plays Chris) and Chris defended him, while everyone else insulted Seth MacFarlane except Peter, Stewie and Brian (whom Seth plays). Another time, Peter insults the animators and as a result is animated very choppily in the next scene.
* Family Guy, whose son has Down Syndrome, caused a lot of controversy. Yet, the role of Ellen was played by actress Andrea Fay Friedman, who has Down Syndrome herself. Once Palin herself criticized the show, the voice-actress wrote an open letter telling Palin to "get a sense of humor", as seen on Palin's page on this wiki.
* Family Guy, who then shoves him to the ground and opens up a flap in the back of the suit. Cut to Peter, walking past his friends in a bruised suit and commenting "The back is all mashed potatoes now."
* Family Guy who they appear to be. Actually, he never comments on them at all, one way or the other.
* Family Guy" Wickenshire, a man who has this as his default living anatomy and is shown to be very effective in a gun duel as a result, especially compared to his onscreen opponent, the equally aptly named Sir Joseph Broadfront.
* Family Guy will be gone by the next scene, unless it's a plot point.
* Family Guy will often neglect to see something shocking, carry on a perfectly normal conversation and then snap back with his patented "WHAAAAAAAAAT?!?"
* Family Guy will sometimes play this role when some salty exposition is needed, though at other times he's as oblivious as the rest of the cast.
* Family Guy with a flat joke. The two comedians and Lois recognized it as unfunny, but absolutely everybody else in the show's universe thought it was the most hilarious joke ever.
* Family Guy with an old LP of Sherman's "Camp Granada" song, stomping out the door in a huff while claiming (in a stereotypical upstate New York accent) that there are many "old Jews out there" who still want to listen to it.
* Family Guy, with another fight between Peter and Ernie The Chicken that takes them flying towards space and destroying a station with one of the astronauts blowing up after sucked into space.
* Family Guy with it on; meaning he spreads shaving cream on the side of the helmet and shaves it off (and then curses under his breath when he cuts himself with the razor). Apparently, as with Man Ray above, his helmet is his head.
* Family Guy with Kiss Save Santa, because everyone knows "Pterodactyls can't stand

the screech on an electric guitar."
* Family Guy with Meg twice with both Joe's son and the nudist boy. She does get Neil but then drives him away when he proves annoying.
* Family Guy, with Peter watching the laundry being washed like a tv show. He even talks about Meg's shirt having an affair with Chris's socks and "how fun it is to watch rich people be naughty".
* Family Guy with the serial numbers filed off) and note that they are going to go to hell by the end of the day.
* Family Guy: "Yep, it's a Meg episode. Here's the clicker; nobody would blame you."
* Family Guy: You hear that? A girl solved a math problem. You know what that means? A WITCH!
* Family Honor: A character wants to live up to their family name, and bring credit to their family.
* Family Honor: Families with a huge degree of honor and respect expect their members to live up to it.
* Family: In the climax Talia kills Silver by dropping a helicopter on his head while he's in the middle of screaming "I'M GOING TO KILL YOU A—"
* "Family", is all about his guilt and trauma over the events; he explicitly blames himself for not being strong enough to stop it.
* Family Jr. (Originally a 24/7 version of the Playhouse Disney block) Launched as both a multiplex of Family and a French-language channel, now known as Télémagino. Its name was previously used for Family's own preschool block, before it became a Disney-branded block.
* Family: Kurt begins a relationship with Talia, but he refuses to save her criminal father Gio when he suffers a heart attack. It's implied they break up over this.
* Family Law, a veteran thief client begs Rex to help his son out of a robbery arrest as the kid is so dumb "he'll never survive prison." Rex looks into the lobby to see the kid honestly believing he can stuff a ten-pound statue under his shirt with no one noticing. The kid is accused of robbing a liquor store with a paper bag "disguise" which he kept lifting up to suck on a helium balloon to "alter" his voice and fled in his own car with a vanity license plate which he had reported stolen from himself. Incredibly, Rex is able to get the kid an acquittal by successfully convincing the jury that there's no way anyone could actually be this stupid.
* Family Law has Viveca upset a man won't rent an apartment to her because he hates lawyers after a bad legal experience. Viveca tries to sue for discrimination, arguing lawyers count as a "persecuted class". The judge sums up that she's heard scores of such jokes and cracks and that in all her years as a lawyer and on the bench, "I can only conclude...we brought it on ourselves." She then dismisses the case so as not to give people even more cause to make such jokes.
* Family Law not above handling some scumbag in court for a good payday.
* Family Law to call himself an old-fashioned shyster chasing a buck, no problem taking on a crazy client if it means a big payday and even bits like encouraging Viveca to move into a crappy apartment building as "those are gold mines for personal injury lawsuits." A running bit is the rest of the firm annoyed at his TV and bus ads making them all look the same way.
* "Family Man": An accident somehow switches the souls of an auditor and family man and a fleeing serial killer called "The Family Man",
* Family Matters. A boy genius who is still so clumsy and stupid, Carl is lucky to be alive and sane (most of the time).
* Family Matters active sex life (much to her son's chagrin), was physically active, and quite often ended up serving as the voice of reason in the family.
* Family Matters, after Eddie fails his driving test but takes a girl out for a drive anyway. A bread truck comes into his view, he panics, and he swerves right into his own house.
* Family Matters, after Laura and Steve can't look at each other when Laura walks in on Steve in the shower (this was after Steve moved in with the Winslows), Eddie

puts things into perspective for them:
* Family Matters: After Urkel strained himself while trying out for the basketball team, Laura gives him one as he then happily moans and contorts in reaction. Laura then scolds him not to make the noises, so he stops, but continues to silently mime the moans while still contorting, much to her annoyance.
* Family Matters all end up in the same Home Ec class. Urkel does not have the knack for it that he has for academics and ends up with a C, which causes him to freak out. Waldo, on the other hand, plays the trope backwards by getting an A and being shocked to the point of disbelief. It was his first A ever, see...
* Family Matters along with Steve where he plans to show off his transformation chamber along side several other inventors. A subplot involves Eddie and Waldo driving down there since there aren't enough plane tickets. At one point, after waking up from a nap, Eddie asks where they are, and Waldo says they're heading towards a place called "Canyada". Eddie looks at the map and realizes he means Canada. By the time they finally make it to Disney World, everyone is getting ready to leave.
* Family Matters and had no money to pay, he was grabbed by two lackeys and carried up some stairs to be ruffed up. They only make it up a few steps, before they have to back down the stairs, with a very angry Carl following behind.
* Family Matters, and he claims they're working. He's telling the truth: the woman is a fellow police officer, and they're meeting some crooks at that hotel room as part of a sting operation.
* Family Matters and Lt. Murtaugh are playing poker with each other, both using the "All I have is two pair..." line (Murtaugh first with kings, and Urkel later in the episode with tens).
* Family Matters and the Bushwhackers stop pulling their punches, looking to actually hurt them. That this would get them suspended at the least if they were the top wrestler in the company and related to the boss isn't brought up afterward.
* Family Matters and the two get into a scuffle at school, a teacher has the two settle their differences in the ring. Urkel winds up receiving a beat down… but the others who were threatened by the bully declare their intent to fight the bully after he finishes off Urkel, causing him to run off.
* Family Matters: An early, Urkel-less Season 1 episode sees Carl bring home a 1936 Ford police car (owned by the Chicago Police Department) he had hoped to drive in a parade. He specifically admonishes the others to not drive the car. Rachel disobeys him and damages the front fender of the car when she bumps into some trash cans. Rachel does what she can to repair the damage, but Carl finds out – the fender falls off the car, Rachel having improperly reattached it – when he leaves for the parade. He drives it that way in the parade, having no other choice, and returns to get his explanation.
* Family Matters as the offender though and the family likewise think Carl was being too harsh on Buddy. Then Buddy comes to the Winslow house to bribe Carl into throwing out the offense, which the rest of the family overhears. Needless to say, their giddiness at meeting him quickly turns into this trope.
* Family Matters A teacher frequently does this with a juice box, a milk carton, and an orange, thus revealing her increasing irritation with Steve Urkel, who keeps interrupting her, then has the unmitigated gall to chastise HER for interrupting him.
* Family Matters: At stage left was the living room, which included a stairway at the left. Upstairs were four bedrooms: The master bedroom, separates bedroom for Eddie and Laura (although it is speculated Judy shared with Laura when she was part of the show), and a bedroom for Rachel (this later became Richie and still later 3J's room). Back downstairs was the bedroom for Mother Winslow and a bathroom. At stage right was the kitchen, with small pantry/foyer at the back and a back stairway. The front door opened into the living room, while the back door led to the garage and alley.
* Family Matters - Carl "Cheapskate" Winslow didn't want to shell out $3000 for new living room furniture, so he bought a bunch of stuff from the police impound for about $300. Not only did it included a carpet with a tape outline of a body, it

also included a lamp with bullet holes in the lampshade. Everything was uniformly garish - think "pimp" crossed with a velvet Elvis.
* Family Matters. Carl is called upon by the prosecution to describe the many, many, many disasters Steve has caused at their house. On cross-examination, Laura establishes that Steve has always taken responsibility for his mistakes, and asks Carl why Steve isn't claiming this one.
* Family Matters Carl mistakenly throws out Harriet's aunt's ashes and replaces them with fireplace ashes.
* Family Matters. Carl, suspicious of Eddie's claim, simply gets angry at him for getting another ticket until he speaks to the cops who pulled him over. It turns out the one in charge is indeed a bigot while the younger one was just doing his job.
* Family Matters, Carl Winslow was more than ready to be Captain, but his superior decides to give the position to his Son. However, instead of an arrogant man, the New Captain is actually a nice guy who values the Carl's opinions on every matter. When Carl manages to defuse a nasty gang war, His new Captain says that he rather go back to his old position (as he was content with it), and have Carl take it, since he's proven he deserves it. Needing no further opinions, Carl was granted the promotion.
* Family Matters: Carl yells at Harriet for leaving her wedding ring on the kitchen counter because it could fall down the drain. To teach her a lesson, Carl takes the ring the next time Harriet takes it off to wash dishes. When Harriet comes to look for it in the kitchen, Carl gloats about finding it and while telling Harriet to be more careful, he accidentally drops the ring down the drain and spends the rest of the episode fishing it out.
* Family Matters centered an episode around a do-it-yourself home bathroom repair idea. Naturally, the toilet flusher ends up turning on the shower, the sink ends up turning on the bathtub, the bathtub ends up turning on the sink, etc.
* Family Matters comes into play here also—his behavior is considered romantic and endearing, but Myra and Myrtle' s identical behavior towards him and Eddie, respectively, is portrayed as the craziness it truly is.
* Family Matters concert tickets as collateral to ensure his date wish comes true.
* Family Matters, "Dog Day Halloween", a bank robber holds up a bank where Steve and Laura had gone to to get some funds before heading to a Halloween party. After a bit of a stand off, Carl infiltrates the bank as a Jamaican pizza delivery guy, allowing him to get the drop on the robber and save the day.
* Family Matters, Eddie dates the daughter of the owner of a chain of restaurants, a franchise of which he happens to work with. When he finds out, in Eddie's house, he immediately fires Eddie, and then has an argument with his daughter about her dating habits. Eddie tries to interject.
* Family Matters, Eddie is pulled over for driving in a white neighborhood. Carl doesn't believe it at first until he hears it straight from the two cops' mouths.
* Family Matters ended with Urkel finally getting his girl, Laura, when they share a kiss after Urkel almost dies in outer space.
* Family Matters enough to chain up the fridge, they also managed to confiscate his "secret" stash of snacks.
* Family Matters episode "False Arrest", Carl is confronted by Buddy Goodrich, a celebrity whom he'd arrested earlier in the episode for assault. Goodrich tries to talk Carl out of putting him on trial because he could simply have his assistant lie to the jury to counter any bad press that would come from the incident. Carl, of course, is having none of it:
* Family Matters episode had Urkel, Laura, Myra, Eddie, and Myrtle go on a talk show to work out their differences. After it eventually disintegrated into screaming matches, Waldo (who was in the audience) was the one to help them resolve their differences.
* Family Matters episode, Laura dreamed that Steve Urkel built an atomic bomb for his science fair project.
* Family Matters, episodes tend to feature the Winslow household primarily, and Mr Winslow (a police officer) tries to get him tossed out multiple times, instead of

locking his door.
* Family Matters episode "Words Hurt", Steve is put under a sleep-induced hypnosis so he can tell the Winslows why he's been sleepwalking and attacking Carl the past few nights, and a flashback plays as he tells them.
* Family Matters-feminine and pretends to cry until he lowers the price.
* Family Matters: Frequently used with Urkel when trying to fight someone bigger and meaner than he was. Most prominently seen in:
* Family Matters girls in the room when told the terms of acceptance — agrees!!! Laura finds out, is pissed and tells Eddie that his friendship with Urkel is more important than some stupid fraternity with a bunch of jerks. Eddie wises up and in the end quits the fraternity.
* Family Matters, going so far as to blame Steve's infatuation with Laura on Laura herself.
* Family Matters, Grandmama is injured during the game, so Eddie's partner steps out and Eddie and Steve play each other 1-on-1 for the last point, where Steve jukes right past Eddie for the winning layup.
* Family Matters grounded from everything until she can bring it back up.
* Family Matters had an episode where a school lab accident was blamed on Urkel. Through some convenient lawyer skills on Laura's part, she discovered the true culprit.
* Family Matters had an example when for some reason Urkel and his buddies had to infiltrate a convent while dressed as women. Pressed for a name, Urkel blurts out "Steee—fanie." Not Stephanie, Steefanie. He claims it's Lithuanian.
* Family Matters had a scene where Steve Urkel tells a passenger stuck on a train on Christmas Eve that she should feel extra Christmas cheer because she too is "great with child", only for the woman to say she's not pregnant.
* Family Matters had Aunt Rachel and her son Richie. Aunt Rachel left the show but somehow, Richie stayed around which meant that his mother was still around somewhere. She apparently was unable to make it to a number of important events.
* Family Matters had by now become an established part of the series. Urkel annoys the neighborhood once too often—he serenaded Laura with his "rendition" of Morris Albert's "Feelings"... late at night!—and is sent to a relative's house in the south to live for a few weeks, to give the neighbors time to get over their anger with the nerd. The Winslows rejoiced long and loud that they would have two weeks without Urkel... and then, as if on cue, in walks "Cousin Urkel"... the even-more-annoying southern-belle-wannabe Myrtle!
* Family Matters had Carl emptying the urn containing the ashes of his wife's late aunt, thinking the urn was a cookie jar that had been dropped in the ashes from the fireplace. When he realizes his mistake, he desperately fills the urn back up, but it likely contains as much fireplace ash as aunt Edna. (When copping to it, he calls the ashes "Aunt Presto-Log".)
* Family Matters had Carl trying to install a second shower in the house. Before his wife finally convinced him to call a plumber, he had somehow gotten the bathroom set up so that you turn on the shower by turning off the sink (simply put, he placed the shower's faucet upstream from the tee that divided between sink and shower).
* Family Matters had Eddie rooming with Steve Urkel. When it turns out Steve has been experimenting on explosive fruit and storing them in the fridge with the real food, Eddie gets angry, and Steve holds him off with "stay away or I unpin this apple!"
* Family Matters had the Winslow family hanging out at a bowling alley or somesuch, when Carl walks up with a tray full of food from the concessions. Several reach for the food and he responds with something like, "Oh, were any of you hungry?"
* Family Matters had Urkel and Eddie infiltrate a boot camp in order to convince an emotionally hurt Waldo to leave.
* Family Matters. Harriet fears Eddie and his girlfriend are sexually active after finding a romantic-sounding note from her. Eddie informs his father that the girl's mother is an alcoholic and that he had finally convinced her to attend an Alateen meeting.

* Family Matters. He even tries to start a fight with Carl Winslow when Carl approached him over parking in a handicapped spot. And when he's arrested, tries to bribe him to get out, but fails.
* Family Matters held a contest for young Urkel impersonators. The best four impersonators appeared in an episode where Carl dreams that Laura and Steve got married and had children (with another on the way). Some of the runner-up entries were shown as the credits rolled in the same episode.
* Family Matters, he surprises everyone when he takes a home economics course and proves a natural genius as a chef, to such an extent that in one episode he reveals he was trading recipes with Wolfgang Puck. His mom is a lousy cook, so he had to fend for himself.
* Family Matters. His uniform uses generic "Police Dept." shoulder patches and a generic oval badge rather than the CPD's distinct five-pointed star.
* Family Matters how bad he is. He also almost burned the house down trying to fix a toaster, and his birdhouse was condemned by the Audubon Society. Perhaps more poignantly, he also electrocuted himself trying to fix a lamp and would have died if Steve Urkel hadn't performed CPR to save his life.
* Family Matters: In "A Ham Is Born", Carl Winslow moonlights as a security guard at a movie studio where a police drama is being filmed. The movie director is annoyed at Carl's opinion of a film scene until Carl mentions his 20-year experience as a Chicago police officer. After Carl demonstrates the actual procedure for arresting criminals, the impressed director decides to cast Carl Winslow as the new leading protagonist of the film. Ultimately, Carl quits his career as a film star because he, as a married man, refuses to kiss the leading actress, even if it was only part of the movie storyline.
* Family Matters: In "I Should Have Done Something", Carl is depressed because it's the one-year anniversary of a hostage situation he responded to that ended with the hostage getting killed. Harriette finds him up late rewinding and replaying a news broadcast from that night where he was interviewed at the scene of the crime.
* Family Matters: In one Halloween episode, the beginning has Steve scare Carl with a prank involving spring snakes. Later on, Steve and Laura end up as hostages during a bank robbery and one of the robber's demands is for a pizza. A short time later, in comes a short fat Jamaican pizza man. When the robber opens the pizza box, spring snakes startle him and Carl (who was in fact the pizza man and used Steve's snakes) jumps the robber and takes him down. He thanks Steve for giving him the idea.
* Family Matters: In the fifth-season episode "Opposites Attract," Laura is the editor for the Muskrat Times (the Vanderbilt High School newspaper), and Urkel is a staff reporter.
* Family Matters: In the Season 3 episode "Making the Team," Urkel is demoted from the last man on the bench of a basketball team ... to water boy. However, when — during a game — every available substitute is injured and the team is down to just four players (and Eddie, one of the last players standing, reminds the coach that if he forfeits, he could be fired), the coach is forced to turn to the nerd. Urkel — prepared for the moment — doffs his nerdy clothes to reveal his uniform, and displaying amazing athletic ability, engineers an amazing comeback to win the game. (Jaleel White's real-life passion for basketball was later written in to several episodes about Urkel's "mysterious" basketball ability.)
* Family Matters is a Laura-sexual for most of the series, though he does get another girlfriend later in the series who ironically turns out to be Urkel-sexual.
* Family Matters is like this at times. For example, when Carl mentioned he knew a celebrity and Eddie said "get out of here!" in surprise, Waldo said, "You can stay, Mr. Winslow."
* Family Matters: Jaleel White, playing his signature role of Steve Urkel and (on occasion starting with the second season) his southern belle-wannabe cousin Myrtle Urkel. This was a case of Urkel also playing a female character.
* Family Matters, James Avery enters to everyone's amusement (both series were produced by Warner Bros.).

* Family Matters. Judy Winslow never really gets one, only a few subplots:
* Family Matters: Judy Winslow wears her hair in braided pigtails in Seasons 1 through 3. Every single Season 1 episode she has her hair in several braided pigtails with various colored ribbons and accessories, and many Season 2 episodes have her wearing this hairstyle. Seasons 2 and 3 she often wears the more traditional two (or three) braided pigtails. Her hair is only seen down twice in Seasons 1 through 3. Her final season before she disappeared she wore her hair down, including in her opening title credit.
* Family Matters, Laura dumps a boyfriend because he starts making fun of her brother the same way she does.
* Family Matters). Laura, who spent the entire time making rude and sarcastic jabs at him, suggests he go sleep in the bathtub. After being in the bathroom about a second, he runs back out and unloads on Laura for essentially being a total bitch to him.
* Family Matters: Lt. Murtaugh, an egotistical, thinks-he's-the-greatest-cop superior officer played brilliantly by Barry Jenner. More often than not, Murtaugh would bumble his way through a given situation only for his subordinate, Carl Winslow, to handle the situation correctly and save their hides. Two other episodes highlighted serious mistakes made by Carl's other fellow officers:
* Family Matters, Maxine receives a poorly-written and poorly-addressed "Dear John" letter from Waldo.
* Family Matters means of manipulating the price should they choose to use it.
* Family Matters, more and more viewers started to look at him in a less sympathetic light.
* Family Matters Myra are both brilliant girls in their own right (although Myra is much more similar to Steve, personality-wise). He eventually ends up with Laura.
* Family Matters on gun violence, Laura's friend is shot in the arm as soon as Laura attempts to buy a pistol; in another, Laura buys a fake ID to go to a male strip club with her friends. It just happens to be on the same night her aunt and grandmother drag her mother to see the revue.
* Family Matters sequences. Steve Urkel would inevitably bring one in to test (with Carl Winslow the unwilling test subject more often than not) and no matter how sound the premise, it would inevitably malfunction and cause bodily harm, property damage, a mess, or some combination thereof.
* Family Matters status, and was later even added to the cold opening in 4 of the first 11 episodes.
* Family Matters "Stefan Urquelle", and kept escalating until Steve traveled to outer space! In fairness, Steve Urkel being the harbinger of these changes was likely incidental, but the down-to-earth family sitcom nevertheless ended with genetic engineering, cloning, and teleportation being regular elements of the plot.
* Family Matters: Steve Erkel got hit by lightning three times in one episode, one incident of which implied the lightning hit his umbrella.
* Family Matters: Steve regards Laura Winslow as the most beautiful girl in the world (as do several of the other boys who show interest in her), remaining in love with her to the point of obsession throughout the show's duration.
* Family Matters: Steve's lie detector has the added feature of giving Carl an electric shock if he doesn't tell the truth. After Carl and Steve work out the issue they were having, Harriet decides to take the opportunity to ask Carl how many women he was serious about before her, resulting in him being continuously shocked.
* Family Matters, Steve throws his hands up and triumphantly declares "Hell has frozen over!"
* Family Matters. Steve Urkel eavesdrops on Laura from the hotel room directly above hers, immediately hearing a seductive male voice that he believes to be Laura's date in her room. A couple seconds later, the voice proceeds to talk about dog food — Laura was watching TV by herself, and the voice was from a dog food commercial playing on the TV.
* Family Matters: Steve Urkel has an unrequited love for Laura. Myra has a love just as great for Steve, but Steve doesn't really reciprocate, because any love he

has for Myra is always limited by the fact that he make it painfully clear that he values the possibility of a romance with Laura more than any more attainable relationship with his girlfriend who actually loves him already.
* Family Matters: Steve Urkel pines for Laura throughout most of the series and gets taken advantage of quite often. Eventually he sees this and even accepts that this is his role. But only for Laura.
* Family Matters: Steve Urkel spends the entire run of this sitcom aggressively trying to win Laura's affections even though she is repulsed by him. His perseverance pays off in the end.
* Family Matters Steve Urkel who is treated like a fungus for most of the show's run but he eventually does end up winning Laura's heart.
* Family Matters's "What a Wonderful World"... for all of one episode, before switching to an original tune.
* Family Matters takes place firmly in the real world in its early seasons, but after Steve Urkel is introduced, has a number of science-fiction plots revolving around his inventions.
* Family Matters that Carl just buys all of his furniture in bulk now. But after he shows it to Urkel, the backups all get accidentally destroyed.
* Family Matters: The first appearance of Stephan Urkelle was a self-absorbed prick who couldn't care less about Carl's friend getting shot. However, as Steve began modifying and perfecting the formula to create him (Boss Sauce), Stephan becomes a suave and kind-hearted gentleman. Essentially, a cool and slightly less intelligent version of Steve.
* Family Matters: The Mighty Weenie has its workers don hats with hot dogs on them. When Eddie is promoted, it's explicitly said that now he gets to "take off that stupid hat".
* Family Matters. The one time it was played seriously was the Season 3 episode "Words Hurt", where Carl kicks out Urkel absolutely totally for real, leaving Urkel crushed and Carl berated for his callousness.
* Family Matters: The sixth-season episode "Sink or Swim," where Urkel's ability to pass physical education — and graduate from high school — rides on his ability to pass a simple swim test... and (predictably) the nerd can't swim. But Carl can — and this naturally leads to plenty of comedy.
* Family Matters This did, however cause Carl to realize that Steve simply needed not to think about what he was doing, so he had Laura fall in and pretend to be drowning. Steve jumped in and tried to rescue her.
* Family Matters to wonder just how he found that out, not to mention realizing that he must think about that every single time he opens his locker.
* Family Matters trip and not the warm weather activity that Eddie was hoping for. The combination of freezing conditions as well as Steve tagging along and catching all the fish makes Eddie miserable and he and Carl start arguing, only to be interrupted by the ice on the lake beginning to crack.
* Family Matters, ubernerd Steve Urkel loves to polka and plays the accordion.
* Family Matters, Urkel does this to Myra to get her to move away from his transformation chamber.
* Family Matters: Urkel, in response to some insult or threat from Laura: "Ha! Yesterday you said [more severe version of Laura's line]! I'm wearin' you dowwwwwwn, baby!"
* Family Matters: Urkel is about to step into the shower when he goes to get a loofah from his room. In the meantime, Laura steps into the shower herself, even though the water's already running, and sure enough...
* Family Matters: Urkel is the captive of a man impersonating Carl's partner. Carl hears him talking through the door and not giving the standard reply of, "Not if I see you first," when he says, "See you later." Carl baits the kidnapper by sliding money under the door that he doesn't owe him and breaks it down when he comes to get it, then apprehends the felon.
* Family Matters: Urkel saves an electrocuted Carl with CPR, he remembers to get a CPR mask out of Carl's first aid kit, preventing any mouth contact. However, true to the trope Carl revives with no apparent problems and returns home from a check-

up at the hospital that same night.
* Family Matters, Urkel's time machine appears to run on San Dimas Time; in the second episode in which it appears, Urkel and Carl are trapped in the past, with Harriet back home in 1997 wondering where they had run off to.
* Family Matters, Waldo is sent to prison in the fictional country of "Santo Porto" for trying to steal treasured artifact: A cheesy "I Heart Santo Porto" salsa bowl, technically the oldest bowl in the country. Carl and Urkel spend the episode trying to break Waldo out of jail until they're told that his bail is only $30 in US currency.
* Family Matters, Waldo takes Richie trick-or-treating and comes home with the wrong kid who was wearing the same Spider-Man costume as Richie.
* Family Matters was a toddler in the show's first season. By the second season, he's at least four or five.
* Family Matters was this with Laura Winslow. She would treat him like dirt, but he still clung on to her. But after she started appreciating all the good things, that he would do for her, she eventually started seeing him as a good friend. They would even become a couple in the last season of the show, but several fans wonder if that really was a good idea…
* Family Matters. When a criminal's brother attempts to kill Steve, he disguises himself as Carl's partner hoping to gain access to the hotel room he and Steve are hiding out in. Carl says "see you later", the man says "okay"...and Carl immediately knows what's going on because his partner would have said "not if I see you first".
* Family Matters when a friend of Steve's is getting married. As the bride walks down the aisle, she encounters an ex, who happens to be the ceremony's piano player. He invites her to grab some coffee, and she happily accepts. Despite her being female, for once, it's portrayed as an incredibly cruel and selfish thing for her to do—her ditched would-be groom tries to throw himself off the roof of the church afterwards. Fortunately, the cop sent to talk him down happens to be an ex of his.
* Family Matters: When Carl is asked to testify during an in-school "court session" about Steve's destructive tendencies, the only positive thing he can say is, "... I still have my health!"
* Family Matters when Carl's boss, Commissioner Geiss, leaves his parrot, Andre, with Carl for a couple of weeks. During that time, after being irritated by the bird, Carl says his boss is an idiot right in front of it. Fortunately, Carl doesn't get in trouble when he learns that Geiss's wife already taught the bird to say that. However, the Commissioner lands himself in a pickle of his own when he calls his wife a pain in the butt as he and the parrot are leaving.
* Family Matters, when Carl sees Steve holding a bird whistle, he's skeptical about its effectiveness in attracting birds. At Steve's encouragement, Carl tries it out. Several seconds later, a flock of birds fly above them and leaves a massive amount of droppings in their wake. Steve and Carl are unharmed because Steve holds an open umbrella over both of them, but Carl's car, which is parked outside, isn't so lucky.
* Family Matters when Harriet's boss Nick is invited to play poker with Carl and his friends.
* Family Matters, when Laura accidentally causes Steve Urkel's car to break down, Steve glares at Laura as she says, "Did I do that?"
* Family Matters, when video evidence convinces everybody on the jury except Steve Urkel, who figures out that it was edited to put the defendant's face on the real perpetrator's body.
* Family Matters, when young Richie is annoyed at having to wear a suit:
* Family Matters where Carl bought his wife a trampoline because she had complained that she needed a way to exercise more, but then she got upset that he must think she's fat. It blew over once Carl apologized, mentioned that he sometimes struggles with his weight too (throughout the entire show he's clearly much more overweight than she is), and suggested they both use it and just have fun with it instead of worrying about whether it produces weight loss or not.

* Family Matters where Carl had a dream in the style of an old Western movie. After each Scare Chord, everybody in the saloon looked around to try and find where the chord came from.
* Family Matters where Carl Winslow gets shot in the butt and ends up in the hospital next to Steve Urkel who'd just had his appendix removed, unfortunately for him.
* Family Matters, wherein Steve, Eddie, and Waldo are infiltrating a convent. Don't ask.
* Family Matters where she and Steve are an elderly married couple. A running gag during this scene is that sitting down and getting up is a 5-minute production, complete with grunts and bones cracking.
* Family Matters, with a L-train in a Christmas episode. Steve eventually teaches the grumpy passengers the true meaning of the holidays and they make a make-shift tree.
* Family Matters with the police force and arrests him. As it turns out, the killer replied to Carl with a simple, "Yeah, see ya," letting Carl instantly know it wasn't him.
* Family Matters works at Mighty Weenie and he wears a hat that has a hot dog on top.
* family members, and the planned murder of a bunch more. This gets him disowned and executed.
* Family of Choice: A group of friends are so close to one another, that they treat each other like they're related by blood.
* Family of ChoiceA group of unrelated characters decide to replace their missing family bonds by committing to always support each other as family.
* Family of Choice: Unrelated characters treat each other as though they were family.
* Family of Choice: When a group of characters who've been disowned by their own families decide to be each others' family instead.
* Family patriarch James Richards ("Grandpa Jim," Elly's father), a widower who had suffered a stroke earlier in the 2000s that left him unable to talk or care for himself, lives to welcome the birth of his fourth great grandson James Allen. In early 2010, at age 89, Jim — who had other health issues late in his life, including several heart attacks — dies peacefully in his sleep, his second wife, Iris (who had been his caretaker) at his side.
* Family Pinball table was not only genericized but slightly altered in layout.
* Family Plots (2004) (US; A&E Network show about a mortuary in San Diego)
* Family Portrait of Characterization: A family portrait tells us something about the members.
* Family Project, Chunhua gets a free piece of candy on the street as an advertisement and gives it to Tsukasa. Tsukasa trades it for a pack of cigarettes. He gives the cigarettes to a guy on the street and gets a 5000 yen gift certificate. He uses that to pay Masumi's debt at some store or another, and she gives him thirty lottery tickets, enough for three tries at a game. Chunhua tries three times and eventually gets a personal computer worth 300,000 yen. Lampshaded.
* Family Project has a tendency to either teleport into the screen or somehow sneak into the attic and from there gain access through to the bathroom ceiling to make sure he is present at any events he feels he should be at. Or at least to cling upsidedown to the bathroom ceiling. It's not exactly clear how he does strange things like this and is chalked up to the fact that he is pretty insane.
* Family Relationship Switcheroo for the child when the deception is discovered.
* Family Relationship Switcheroo: Not really used anymore since premarital sex and childrearing out-of-wedlock has become more accepted in the real world.
* "Family Remains" of their mother/sister by their father/grandfather, which led to the mother/sister killing herself out of shame and the twins killing the father/grandfather out of rage. They then hid in the walls of the home to avoid detection but emerged to kill anyone who tried to inhabit the house.
* "Family Resemblence", a bonus email included on one of the Strong Bad Email DVDs, featured Pom Pom and his hypothetical family doing a commercial for Jurvy

Skat, "the classic game of Oh-No-You-Don't", that riffs on ads for family board games.
* "Family Reunion chooses to remain aboard the flying Imperial dome rather than escape, calmly looking out over the city with a look of pure fury and hatred on her face seconds before the dome explodes.
* "Family Reunion" is about as lighthearted as it gets in the Dark World arc: before meeting the Apple/Pie family to
* Family Reunion, Scooter's twin sister Skeeter at one point pranks Miss Piggy by putting a sign reading "wide load" on her back.
* Family season video. Darby uploaded the episode to his YouTube account in 2015.
* Family: Silver Odysseus is hoping to incite a gang war that will engulf the city between his brother Gio, the current Don of the Odysseus family, and Cane, an up-and-coming gangster.
* family sitcom based on star Jim Breuer, so instead the two auditioned for O'Halloran's Dante. Neither got the part, and a no-name actor who looked nothing like O'Halloran was instead cast as Dante for the failed pilot. O'Halloran and Anderson have both gone on record saying they don't regret losing the part.
* Family-sized flying carpets are advertised as an alternative to cars in the
* Family Skeleton Mysteries), and at least one of the people attending McHades Hall.
* Family Skeleton Mysteries called, but the roommate had answered and told him Georgia already had a boyfriend in the vain hopes of winning the guy for herself. This, among other things she confessed to, left Georgia too ticked at the other woman to do anything more than hang up on her. Repeatedly.
* Family Skeleton Mysteries: College professor Georgia Thackery and her ambulatory skeleton friend Sid find themselves in this role in the first book, and keep it up.
* Family Skeleton Mysteries: Deborah is apparently afraid of inflatable arm-flailing tube men and the feel of rubber bands.
* Family Skeleton Mysteries: Despite lacking eyebrows (or flesh), Sid the skeleton is somehow able to give off the impression that he's doing this, as seen in book 2.
* Family Skeleton Mysteries: In the first book, Georgia asks her reporter boyfriend Fletcher about Dr. Jocasta Kirkland, and if he'd ever covered a murder. A while later, Dr. Kirkland's dead, and Fletcher's covering the story. Georgia notes the bizarre coincidence, and says that "I wish I'd asked you if you'd ever interviewed an English instructor who'd won a multimillion-dollar sweepstakes."
* Family Skeleton Mysteries: Madison Thackery quite happily refers to herself as one.
* Family Skeleton Mysteries raise a child by herself. But Sid was willing to believe in her, and his encouragement helped her self-confidence and allowed her to believe in herself again.
* Family Skeleton Mysteries series. He's the titular skeleton, with no memory of his pre-death life, but he and best friend Georgia, a live English professor, make a very good detective team.
* Family Skeleton Mysteries: She's a college adjunct who teaches English. He's an ambulatory skeleton. They solve murder mysteries.
* Family Skeleton Mysteries: Sid's is apparently to be there for Georgia, since she needed him and still does.
* Family Skeleton Mysteries: Sid the ambulatory (and friendly) skeleton has encountered a few, who sense there's something inherently wrong about him.
* Family Skeleton Mysteries: Sid the ambulatory skeleton can disassemble and reassemble himself as needed. In book 2, he learns how to do it from longer distances.
* Family Skeleton Mysteries: Sid the ambulatory skeleton, who's generally cheerful and loves to make bad jokes.
* Family Skeleton Mysteries: The first three books were released by the Berkley publishing company under their "Berkley Prime Crime" imprint before the author switched publishers to Diversion Books for #4 and on.
* Family Skeleton Mysteries: The Thackery family has long theorized that Sid, the titular family skeleton, is either a really skinny zombie, or this trope — a

ghost haunting his own bones. Main protagonist and narrator Georgia Thackery prefers the latter theory.
* Family Skeleton Mysteries Treasure Hunt, does this to almost everyone he meets, including himself. Among others, he refers to his son Brownlow "Brownie" Mannix as "College Boy" and Charles Peyton as "Britannica". Several of his carnival employees also go by nicknames he gave them, including Stewpot, Soda Pop and Gameboy.
* Family Skeleton Mysteries: Twice in book 2, Georgia is having a friendly chat with Adam McDaniels, and his older (and less mature) son Adam Jr. manages to interrupt both times - first by honking the horn on their car outside, and later by just snorting in disgust at their interaction.
* Family Skeleton Mysteries), who'd mailed himself to her new temporary address.
* Family's orders, then threaten Kurt (a black cop) for sleeping with her, though Talia intervenes to stop them. While it was initially a one-night stand, Talia and Kurt eventually grow closer together.
* "Family": The coach had raped one of his students in the locker room and seemed to be about to molest
* Family: The comic opens with Kurt accompanying a more seasoned cop during a police raid on a Family warehouse. He knocks Kurt unconscious when he decides to just go in guns blazing, but is almost immediately killed himself when the presumed-to-be-dead Silver Odysseus appears to blow up the building.
* Family Theme Naming: A family whose names share something in common (apart from their surname).
* Family Theme Naming is more common (such as the Apples, who are all named after apple cultivars or dishes, and Pinkie Pie's relatives, who are all named after types of rock), when family names are used at all. Although there are plenty of exceptions, there are also noticeable naming trends within the three tribes of ponies:
* Family Theme Naming, it also means "one who is victorious" Fitting for a live-stream gamer with a competitive streak in various aspects of life.
* Family: There's a send-up to the iconic shot when Talia meets with Kurt at a bar.
* Family Ties, Alex also did the Christmas shopping at a gas station and his family ended up getting presents like motor oil and a car air freshener.
* Family Ties. Alex becomes attracted to a music student he's tutoring. While this forces him to admit that he's no longer in love with his girlfriend Lauren, he realizes that the other girl isn't "The One" either and ends things with both of them.
* Family Ties: Alex fills in as coach for a single woman named Donna during Lamaze class in the Keatons' living room. He later, in typical Alex fashion, goes way over the top and becomes obsessed with his impending "fatherhood".
* Family Ties Alex had a college radio show playing old music from the Thirties and Forties.
* Family Ties. Alex has one of these, when Ellen leaves to get engaged. The only thing is Alex and Ellen hadn't yet dated at this point. He was dating her roommate, but was falling in love with Ellen.
* Family Ties Alex is roped into working a volunteer shift for a call-in crisis line. When he ends up taking an actual call from a teen who is suicidal, he goes into a panic and has no idea how to help. Frantically he searches through his written guides for something to say. When the caller demands to know if he's reading out of a book, he denies it... but then he gives himself away irretrievably.
* Family Ties: Alex learns a tough lesson on journalism ethics in Season 1's "Big Brother is Watching," when he uncovers a cheating scandal involving his sister, Mallory, and most of the popular students/athletes. Despite an admonition by the advisor not to publish the story with the names, Alex feels obliged to do so ... and he loses his job as a result. Alex adamantly defends his stance, but Steven tells him that while he was correct in publishing an unflattering story, he was unfair by publishing the names of the students involved, none of whom had had their due process yet.
* Family Ties: Alex P. Keaton was a business suit wearing Republican teenager born

to hippy parents.
* Family Ties and his parents even told her he was "willing to take a make-up test".
* Family Ties, Andrew is born late in season 3 and is played by twin babies (Garrett and Tyler Merriman) in season 4, but at the start of season 5 he's suddenly being played by a then-five-year-old Brian Bonsall, who then stays for the duration (seasons 5-7).
* Family Ties asks for a beer. He takes most of the six pack and hands one back.
* Family Ties by portraying a 9-year-old serial killer who was abused by his original parents. In real life, he became a failed rockstar, drug addict, and eventually a fugitive of justice.
* Family Ties: Dad Steve puts down "zoquo", Greek for water sports. When Alex is accused of hoarding the U's so nobody can use a Q (which doesn't make sense; a normal Scrabble set contains only one Q, which already would be in "zoquo"), he puts down "ushnuu".
* Family Ties due to her flower child background, and in general is a very kind-hearted and warm person.
* Family Ties, Elyse plays "Those Endearing Young Charms" on guitar during a pledge break at her husband's PBS station. The guitar doesn't explode during the key notes; instead, Elyse goes into labor.
* Family Ties England gets drunk in a bid to recover from Scotland and Northern Ireland leaving the Union and winds up at Wales's house at three in the morning. Once he's let in he clings onto Wales and says:
* Family Ties finds himself attracted to women who are the ideological opposite of him - while his best friend, Skippy, is the intellectual opposite of him.
* Family Ties franchise but otherwise hasn't done anything high-profile since.
* Family Ties had a guy getting ready for a date with Mallory by asking Alex for tips. Alex (who apparently was genuinely trying to help) proceeds to give a bunch of chauvinistic advice (starting with ordering for her and getting worse from there). Naturally, it doesn't end well.
* Family Ties has several of these — Skippy was the nerdy one, Nick was the punk one (well, TV-punk).
* Family Ties: "It's My Party" — an episode that aired during the summer of 1987, even though it was produced during the fourth season) — sees 14-year-old Jennifer in a funk in making friends, and bored with her unspectacular one. Pining to be one of the popular girls, she falls in with a group of snobbish rich girls that seem to be the most popular. Instead of being "cool" they prove to be a bad influence on Jennifer, as she skips school, stays out past curfew and begins disrespecting her parents. It's only when her friends try to host a beer party at the Keatons, and they also press their luck by trying to make her spurn her friend, that these aren't the friends she wants to have, and is best off with that nerdy, unspectacular friend. (And truth be told, the "cool" girls likely weren't that popular at all, and that Alex's hinted-at advice — be yourself — is advice well taken.)
* Family Ties led to "Mallory" becoming a popular girls' name, even though it was almost completely non-existent prior to the show (and was basically a last name adopted into a first name). Unlike "Madison", which came about under similar circumstances, "Mallory" died out quickly after the show ended.
* Family Ties: Mallory is frequently portrayed as a space cadet and average (at best) student who posits that there may be "special verbs for dead people" since they don't "do" anything. However, she is clearly a very talented fashion designer who nearly beats Alex in the PBS scholarship contest of her own accord.
* Family Ties, Mallory makes a mistake and her father says to her, "You're grounded until further notice." She looks at him like he's crazy, and says, "You can't ground me, I'm over 18!" Her father looks at her mother in stunned realization that she's right. "Darn, that worked so well when she was younger."
* Family Ties: neighbor boy Skippy has an unrequited crush on Mallory.
* Family Ties. Out of all of the Keaton family, he's the most studious and even has a choleric, Type A personality to boot.

* Family Ties. Quite naturally, his response has managed to alienate certain fans of the show. The speculations have arose during the 2006 US elections, where Michael J. Fox (who played Alex P. Keaton) was lobbying for the legalization of ESCR. Furthermore, Michael J. Fox has also given his input on Alex P. Keaton's current political leanings (and place of residence).
* Family Ties Republican who dreams of working on Wall Street when he grows up.
* Family Ties reveals that one of Alex's most beloved boyhood playthings was a box, which he called "Ba-ba".
* Family Ties sees Alex's nerdy best friend Skippy getting a kiss on the cheek from Mallory, on whom he's always had a crush. He says he'll never wash that cheek again, to which she replies, "Then you'll never get kissed again."
* Family Ties, Skippy's recruiting officer also serves as his drill sergeant, with an appropriate change in demeanor and volume. When Skippy goes AWOL due to his inability to cope with basic training, and the sergeant tracks him to (of course) the Keaton household, he tells Skippy that he could have him court-martialled and jailed. Then he reverts back to "nice guy" mode and informs Skippy that he's merely discharged and goes on to commend him for at least having the guts to try.
* Family Ties: The third season episode "Auntie Up" features Mallory's favorite aunt, Trudy Harris, dying of a heart attack in the living room. Mallory is deeply saddened, but the family is preoccupied with a garage sale at the house (for Alex's fraternity); a wake is held at the Keatons on the same day as the garage sale, and naturally hilarity ensues. Eventually, everyone is able to take Mallory seriously when she speaks up at the funeral and delivers an emotional eulogy.
* Family Ties to realize these guys aren't his friends. Alex is so disgusted that he quits the fraternity and tells the guys to take a hike. (And yes, as the fraternity president found out, Skippy was much smarter than they realized, as he tells them he sees them for who they are.)
* Family Ties where Alex plays chess against a Russian is an interesting case. They actually got many of the details right, including the use of the chess clock. But the presence of live commentary in the same room was more than a little silly, Alex's whole moral dilemma for the episode is created by ignoring the sealed-move rule for adjournments, and of course, for some reason, the Russian who suddenly decides he wants to lose can't simply do so by resigning.
* Family Ties) which operate as a stimulant, in an attempt to handle the stress of scholastic life. He eventually crashes, missing the big exam that has been the build-up of the entire sequence.
* Family Ties who moved onto bigger things.) Since the character is never even mentioned again, the audience is left to wonder if he ever got over his problems, or is laying drunk in an alleyway somewhere.
* Family Ties, with Alex P. Keaton. The first is where he gives very unhelpful (and sexist) advice to Mallory's French tutor, Jeff. He's a little more helpful with Skippy, until he himself falls for Skippy's love interest.
* Family Tree: Luba comes from Moldavia, which is treated as Ruritania. She frequently discusses bizarre beliefs and customs from her home country.
* Family Values Miho rollerbladed after a car, hitched onto the bumper, then climbed into the trunk without the mobsters knowing it.
* Family Values. She even intimidated one mook into killing his own brother.
* "Family Values" takes place in January 2003, by which time household robots are becoming common.
* Family Values Villain: A bad guy who believes in good old fashioned family values.
* Family Values Villain: A villain who believes in traditional family values.
* Family Values Villain: A villain who cares about setting a good example for children.
* Family Values Villain concerned with their families and "doing what's right."
* Family Values Villain: The villain cares about things being family-friendly.
* Family Values Villain: The villain still has traditional morals like those of a parent.
* Family version of Toontown is where the Warners were born and raised.

* Family Versus Career: Female characters have to choose between being valued for their relationships and being valued for their actions. Relationships often win out.
* Family, Wakko’s burping talent is revealed when Yakko gives him soda during a trip to the supermarket. He surprises Yakko and everyone around him by loudly belching. He then belches "Mary Had A Little Lamb" and "Hello I Must Be Going".
* family whether he can come and Homer says "Sure!" reflexively. D'oh!
* family, which dramatically changes the events of the previous 40 or so episodes.
* Famine, goes on profanity-laced rants, her people skills are sketchy at best, and her demeanor (horrified to nonchalant or hateful to loving in the blink of an eye) jumps all over the place, to the point where a teacher wonders if she is a junkie or suffering from some kind of premature PMS. Oh, and there are bits like this:
* Famine) makes a mental note to fire the cook because he's singing "Love Me Tender" to himself and it's clashing with the franchise-mandated canned music.
* Famine, one of the leaders of the Four Horses raider gang. Which, given that the Four Horses were introduced as antagonists, is really saying something.
* Fam: In episode 4, Shannon's neglectful, irresponsible father is said to wear Axe body spray by his ex-wife.
* Famitsu, the famous Japanese video games magazine which began as far as 1986, was spunoff from a column in LOGiN, a Japanese PC gaming magazine that began only a few years earlier. LOGiN would ceased publication in 2008, while Famitsu is still ongoing to this day, having amassed over 1,500 issues and still counting.
* Famke Janssen), much to the displeasure of his three parents. Christian seduces her in an effort to get her to stay away from Matt and immediately deduces she used to be a man (and later describes her as "the goddamned Hope Diamond of transsexuals").
* Famke Janssen (this also makes her a little taller than Tye Sheridan, who plays the teen version of Cyclops).
* Famke. Ruth, the youngest of the three, adores her oldest sister and even schemes to fix her up with a boyfriend.
* Famous 5: On The Case version of her father Quentin, as the eccentric scientist whose discoveries sometimes lead to the Five's cases.
* Famous actors, singers, and other well-known personalities being hired to tell the stories of normal customers, in their characteristic styles. The more memorable ads from this campaign feature
* famous ad campaign premieres, presumably due to Harper's prominence in that show.
* Famous Ancestor, mimicking the rivalry Terezi has with Mindfang's descendant Vriska.
* Famous Ancestor: Someone whose coolness comes from the fact that they have, well, a famous ancestor.
* Famous and macabre example: when the Chinese army attacked UN forces in Korea in the brutal winter of 1950, they surrounded the elite and famous US 1st Marine Division. Faced with utter annihilation, the division's officers rallied their men by vowing to get everyone out, including the wounded and the dead. Their convoys coming down out of the mountains, depicted in newsreel footage and several movies, reveal how brutal the fighting was and how determined they were to achieve that symbolic goal: their trucks and jeeps are festooned with frozen corpses wrapped in blankets and body bags.
* Famous British football manager turned commentator Ron Atkinson said, referring to Black French player Marcel Desailly: "He is what is known in some schools as a fucking lazy thick nigger." Although transmission in the UK had finished, his comment was broadcast to various countries in the Middle East. He had to resign from his job.
* Famous case from the 1980s: a notorious slumlord was sentenced to live in one of his own buildings. Yup, Joe Pesci's
* Famous Commodore 64 designers Jonathan Temples and David Temples are most well-known for their work on
* famous expert will solve your supernatural problems (and the occasional mundane case). And if it's an especially heinous criminal, Jules will happily give him a

horrible death.
* famous fall for it. It's one of the quintessential scams also because, like all good scams, preys upon the unsavoury characteristics of the victim (greed and unscrupulousness) in a way that if you fell for it you'd be deeply ashamed to confess it.
* Famous, Famous, Fictional: Naming famous real-life people or things, only to have the last one be of fictional origin.
* Famous Fred, Fred's owner initially thinks he's a female, but she looks at his crotch and says, "No, let's name him Fred."
* Famous Friends Subway ad insert comics from 2011, when the possibility of getting a sandwich distracts Black Manta from his actual plan.
* Famous in Love as Rainer is told that, as 20, he's legally forbidden from doing a stunt. However, he says he's really 23 as his mom, Nina, insisted on having him be younger when he started out in the business.
* Famous In Love, Nina Devon tells son Rainer that his father was a stuntman she had a fling with and died before he was born. In reality, Rainer is the product of an affair Nina had with producer turned studio chief Alan Mills who is also unaware of the truth. On a trip to China, Alan is surprised to find Rainer suffers from the same motion sickness he gets and had once had a drinking habit. When Rainer wants to do a stunt, Alan says he's only 20 but Rainer says he's really 23 and Nina just "aged me down" for his acting career. He mentions his father meeting his mom on a movie, Alan not remembering his "dad" but clearly how he and Nina were involved at the time. It pushes him to get a DNA test and confront Nina.
* Famous Italian tenor Luciano Pavarotti had often performed together with fellow Italian soprano Mirella Freni, and it helps that they were childhood friends who grew up together in Italy. Not only have the two performed together, but they've recorded albums and done concerts together.
* famous LiveJournal review points out, Mike employs sex workers for a lot of tasks: as translators, infiltrators, assasins, etc, but he always winds up acquiring an entire harem of barely-legal women for sex.
* Famous luchador and Catholic priest Fray Tormenta was inspired to wrestle to support his orphanage by two wrestling films in Mexico,
* Famously, 5'11" Boris Karloff wore platform boots and a tall headpiece to appear a towering stature as the Monster in
* famously announced that they observed neutrino particles moving faster than the speed of light, and adjusting for this technical problem revealed that the neutrinos never broke the light-speed barrier after all. The error is understandable given the complexity of the equipment involved, and the scientists should be given credit for being cautious about their "discovery" from the start.
* Famously, a Private Snafu cartoon late in the war about the importance of not blabbering too much about military matters when on leave was later pulled when the joke (Snafu telling his date all about a secret new bomb that could level an island) came a little too close to describing the then-underway
* Famously, Bill Withers' "Ain't No Sunshine" features a verse consisting of 26 repetitions of "I know" before "I oughtta leave the young thing alone"; this was originally a placeholder for lyrics to be written later, but the other musicians he was recording with insisted it be kept in. (Given that these musicians included such 60s luminaries as Stephen Stills and Graham Nash of
* famously deducted points because the controls were too good and thus the game was "too easy".
* Famously. Despite his defiant proclamation after being released, Picard admits that, towards the end, he really started to think that there were five lights.
* Famously done by Principal Skinner in "22 Short Films About Springfield" when he has Superintendent Chalmers over for dinner:
* Famously, during the McCarthy era in the USA, the FBI had many of its members infiltrate the Communist Party USA, or convince Communists to turn informer. It was estimated that, at its peak, approximately
* Famously happened during the Albigensian Crusade against Catharism in southern France. Asked by a soldier how to tell the difference between Cathar heretics and

good Catholics, the
* Famously, he once sent a telegraph to his wife: "Am in Market Harborough. Where ought I to be?" She telegraphed back, "Home."
* famously incorruptible to people trying to bribe him, and he also knows that local merchants offering discounts or free goods for watchmen isn't really altruistic; it's an attempt to get the watch on their side. Regardless, Vimes considers it too petty to get worked up about, knows that the free or discounted stuff the watch gets from merchants is a perk of the job and that attempting to curtail it would wind up with the watch up in arms. He's even willing to consider that maybe a tiny fraction of the merchants are just sincerely showing their gratitude.
* Famously inverted from the opening line: inability to support a wife is the
* Famously, Islam forbids the consumption of pork, dog meat or alcohol (the word "haram" means "forbidden"). However, in desperate situations (e.g. no other source of nourishment is available), then a Muslim is permitted to consume any of the aforementioned in order to survive. Refusing to do so to the point of dying is viewed as a
* Famously, Judas Iscariot given how he almost immediately regretted his betrayal of Jesus to the point of
* Famously, magician James Randi would expose scammers since early in his career, and continued to do so even after retiring from the stage. He is probably better known today as a skeptic rather than as an illusionist. He has exposed many psychics and faith healers as frauds. The most notorious one is probably Israeli "psychic" Uri Geller, who tried to sue Mr. Randi for libel several times. All of those cases were lost or dismissed, save for one in which
* Famously mentioned in Wouk's "The Caine Mutiny" where (right after "Navy way") the captain appends "and my way. On this ship, things will be done my way." It does not end well.
* Famously Mundane, Fictionally Magical: Something which exists in real life has supernatural features in fiction.
* Famously, when zombie-siege Sole Survivor Ben is shot and killed by the posse that mistook him for one of the undead.
* Famous-Named Foreigner: A character foreign to the writers who is named after a famous person from their country.
* famous of advantages to being beautiful, famous and wealthy that makes people who have these things whining about them particularly insufferable to people who don't.
* Famous playwright August Wilson openly defied this trope in his life and writings. Specifically, Wilson was against the idea of colorblind casting and stated that to deny the reality of race when writing or planning a show was to (pun intended) whitewash history. He refused to allow white actors to play any part he had written for African-Americans (although he did allow a Chinese production of his play
* famous references this, with Major General Stanley rattling off his knowledge of a variety of fields, only to get to his military expertise, of which there is none to speak of. The implication being that he owes his position to excellent performance in officer school, despite having no actual military experience, something that was rather common at the time.
* Famous romance-novel-cover model and sex symbol Fabio did a stint advertising
* famous Sal & Richard prank call. While calling a public access television show, the caller asks the panel if he can "ask that fat white bitch a question". One of the male panelists responds with "She's not white!" after they cut the caller off.
* Famous saying by some 19th-century Russian general: "A bullet sometimes misses; a bayonet never does." A similar saying is from Generalissimus Alexander Suvorov, who lived in the late XVIII - early XIX century: "Bullet is foolish, bayonet is bold".
* Famous singer, Dave Clark, became so obsessed with fighting the ageing process that his surgery has left him looking like some kind of
* Famous Studios — the rather racist "Japoteurs" (rarely included in

compilations), the somewhat less offensive "The Eleventh Hour", and two where Superman battled the Nazis.
* Famous Studios shortly after its inception; his name was removed from the completed cartoons he directed such as "No Mutton Fer Nuttin'".
* Famous Studios short "The Ski's the Limit", a Swiss cheese factory has a mouse serve as its cheese taster. The mouse cuts a slice, swallows the larger part, and stamps "OK" on the smaller part.
* Famous Swedish soprano Birgit Nilsson was born on a farm in rural Sweden but had a real talent for singing from a young age. After a not-so-successful debut in von Weber's
* Famous warrior turned axe crazy antagonist Mina Loveberry has this along with an
* famous "zombie apocalypse" weapons that would suck in a real zombie apocalypse. According to this article, katanas are best suited for quick draw — something totally useless against zombies — and are way too fragile and high-maintenance to be of any use in a survival situation.
* Fa Mulan disguises herself as a man by making her hair shorter and wearing a soldier's outfit so that her disabled father won't have to go.
* Fanaa to stand in for the Indian bits of the Himalayas (!). As weird as it sounds, according to the producers, this was a cost and logistics saving measure.
* Fana is one of the strongest members of the Eye of the Midnight Sun. Her Flame Magic lets her unleash incredibly destructive fire and she's implacable and merciless towards the ones she loathes. Gaining her hatred is an easy action.
* Fanart Central, in its role as the fanart equivalent to Fanfiction.net.
* Fan Art character, Me-Mow the tiny cat assassin, was introduced to the Land of Ooo in her own self-titled episode.
* Fanart depicting the canonically annoying-but-harmless Kankri Vantas of
* Fan Art in order to write a good summary for the fanfic and make it easier to search for. Then, good parodies of fanfics are harder than they seem, and for little gain: they can be painstakingly researched on what cliches to include, what the fandom usually groans at, etc.
* fanart into a guy who regularly kidnapped children and gushed about how they were 'cute.' The conversation was more or less sunk after that.
* Fanartists have taken advantage of Youmu's ability for shippy purposes, since she's a
* fanart of him was introduced, and the walls of his room were completely covered in movie posters—and that Lord English fanart was one of the posters.
* Fanart of Sauron, the title character, tends to avoid the "black and hideous" phase of his physical incarnation, or else interpret it as "evil
* Fan-art often portrayed Wonderbolt stallion Soarin as having exact same cutie mark as he does with his flight suit on. This eventually became canonical in the season 2 finale where he can briefly be seen without it.
* fan art potential, being far and away artists' most popular subjects. Similar body structures coupled with various elemental themes (and vulpine cuteness) mean they're easy to draw and provide great breadth for creativity.
* fanart shows Buster and Babs in a trench coat. They're using this disguise to try to escape from Elmyra. Buster seems fully confident this plan will work, while Babs is giving some kind of uncomfortable look, which could mean a number of things...
* Fan Art tells a lot! It got parodied in the episode "The Ring", where they point out that most girls for the Jonas Brothers (or any boy band for that matter) just go to their concerts to look at them rather than listening to their music.
* Fanatec Porsche and the Fanatec CSR wheels have a clutch pedal, and a $50 accessory is a 6 speed H-pattern stick shift. The first time you use it, you'll be grinding through the gears trying to find fifth or reverse. Have fun accidentally throwing your $800,000 Ferrari into first gear at 180 MPH!
* Fanatical monomaniac computers were one of the most frequently re-used
* Fanatical Purifiers, Devouring Swarms, and to a lesser extent, Determined Exterminators will tend to force allies among their neighbors. Considering that making these rivals is about all the peaceful interaction you have with them, and having similar rivals actually helps other empires become friendlier to you, this

opens up a lot of potential for defensive pacts and allies.
* Fanatical Purifiers have the potential to be befriended this way if you save them from their own annihilation.
* fanatical reverence use them when given half an excuse. They're considered the ultimate Wild Card, to the point that even the NCR and the Legion are scared of going up against them.
* Fanatic is a rare version not associated with shadows, darkness, or evil magic. Instead, she's a glorious, radiant angel, blazing with divine light...who sees part of her duty as striking fear into the hearts of the wicked. If the wicked are not shitting themselves eagerly enough, she will teach them fear. With flame and sword.
* Fanatic Purifiers DLC it is possible to create a Fanatic Purifier empire that originated on a Tomb World.
* Fanatic's Sacrosanct Martyr and her Prime Wardens variant's power involve hitting herself with radiant damage in order to do things. She has a bit of healing to offset it, plus armour that stops her dying and resets her health to 10. For bonus points, her most damaging one-shot scales based on how much punishment she's taken.
* Fanatic tends to take risks with her HP and rely on her life-restoring armour and access to healing effects to avoid this being lethal; Sacrosanct Martyr and her Prime Wardens version's power, in particular, reduce her HP in exchange for damage output or free plays/power uses, and another card of hers lets her discard 3 to deal damage equal to the health she's lost — one of the few cards that can deal over 20 damage in one shot without any buffs at all, but only if she's on the edge of death.
* fan-based "red pants" memes/artwork/etc and he admitted to seeing them on the Internet, Tumblr promptly went crazy, to the effect of "Oh my God he KNOWS! Hide!"
* fanbase his egomania that had caused everyone so much grief, thanks to his own fanbase, who find a shirtless half-demon who incessantly insists that no one understands him appealing.
* Fanboy and Chum Chum) are in one car at once. The roof has magical stretchiness to accommodate.
* Fanboy and Chum Chum episode "Cold War", Fanboy eats Lenny's nachos while talking to him on the phone.
* Fanboy and Chum Chum episode "Fangboy", Dr. Acula does this when Fanboy tells him he's a vampire.
* Fanboy and Chum Chum episode "Little Glop of Horrors". The titular glop served by the new lunch lady was so awful that the utensil used by one of the students dissolves.
* Fanboy and Chum Chum: Fanboy can open the top of his head at will whenever he wants. It's prominent in one episode when he loses his brain.
* Fanboy and Chum Chum: Fanboy's weeks of unbathing caused his own stench to animate his hand under the name of Stinks. It had mushrooms for eyes, and had the personality of a mobster.
* Fanboy and Chum Chum gets filled with helium, right as he's about to punch the titular characters. He notes that it's VERY hard to sound threatening with his voice like that.
* Fanboy and Chum Chum has the Rattleskunkupine, which Fanboy describes as "half rattlesnake, half porcupine, all skunk".
* Fanboy and Chum Chum have lowkey outfits, but their hats have big Frosty Freezy Freezes on them.
* Fanboy and Chum Chum. His brain is evidently not subject to the laws of gravity, because it stays in mid-air while he is falling.
* Fanboy and Chum Chum: In "Attack of the Clones" when Cloneboy and Chum Clone (the clone counterparts of the boys) taste the Frosty Freezy Freeze, we get a reenactment of the "brain freeze" sequence from the opening theme.
* Fanboy and Chum Chum in a world of wacky and over-the-top characters.
* Fanboy and Chum Chum, including claiming that Fanboy and Chum Chum are his "elf servants", not human friends. Sigmund later suggested buying them, for the price of Kyle returning to the Milkweed academy for wizards (which he has been expelled

from) and Kyle agreed - at least until he learned that Sigmund intended on blowing them up. After that, he admitted to not being as high-achieving as he painted himself at first.
* Fanboy and Chum Chum: In one episode, Fanboy gets an idea bulb, but it burns out. However, Chumchum fixes it by walking up invisible steps with a new lightbulb, and replaces the burned out one with the new lightbulb.
* Fanboy and Chum Chum: In the first episode, Chum Chum does this when Fanboy revives him with an Ice Monster Bun Bun.
* Fanboy and Chum Chum it's revealed that after Fanboy sneezed on another student's placement exam, rendering it illegible, she was sent back to kindergarten.
* Fanboy and Chum Chum. Later in the episode, when he and Chum Chum are trying to figure out how to get a dollar, he exclaims "We've got to THINK!", after which Chum Chum leaves the screen for a second to return with Fanboy's brain and places it back in his head. Throughout the episode, there's no difference in the brainless Fanboy's behaviour from his brain-equipped self (but he does make up a plan once he has his brain).
* Fanboy and Chum Chum. Let's see, now - she has a shrine dedicated to him and has repeatedly attempted to kidnap him. She fails mostly because of Fanboy, who's always protecting Chum Chum from her. So far, there were two episodes in which her uses of Fanboy's distraction/handicap to take Chum Chum away became a major plot point.
* Fanboy and Chum Chum. Many episodes end with the characters turning into things, suffering a fatal accident or revealing a dark secret about someone, but by the next episode with no explanation, everything is completely back to normal.
* Fanboy and Chum Chum says he's a preteen wizard, putting his age between 9-13, yet he sounds like he's at least 18-25.
* Fan Boy And Chum Chum: The boys wear superhero costumes that include tighty-whitey briefs on the outside. They always dress like this, even in public.
* Fanboy and Chum Chum: The Dollar-nator is a robot built by Fanboy in the future, sent to the past to help the titular duo out of jams. Not much else to do with The Terminator besides having a thick Austrian accent, imitating the speak patterns of Arnold Schwarzenegger.
* Fanboy and Chum Chum: The title characters were clearly meant to be this, but aside from wearing superhero costumes and occasionally being seen reading comic books, they don't exhibit typical fanboy behavior. Oz, their acquaintance and the owner of the local comic book shop, is a textbook example.
* Fanboy and Chum Chum they can cut the fun finger in half so they can both eat it.
* Fanboy and Chum Chum was gaining some attention), the show suddenly boomed in popularity, and it gained a dedicated - if a bit niche fandom.
* Fanboy and Chum Chum, "Wizboy", begins with wizard Kyle giving a rather drastic and realistic grand entrance. No student in the class seems to catch on except for Fanboy and Chum Chum, who cheer excitedly.
* Fanboy and Chum Chum: Yo is so genki, she can appear in two places at once.
* fanboy Dr. Felger does a spit-take when Major Carter announces to him that they'll work together on his new project.
* Fanboying and saying to each other, "Look, it's Safe Drivers Save 40%!"
* Fanboys also had a lot of issues with the dressing of the comic book store, as several post-1999 books are shown on the racks in the distance. One particularly jarring bit is a copy of the final Tag & Bink comic, which satirizes the entire Prequel Trilogy.
* Fanboys before it got turned into an actual Hollywood picture (with typical Hollywoodifacation, of course).
* Fanboys: Eric and Linus are taking out their frustrations with each other in the form of an argument about whether or not Luke and Leia were attracted to each other before the Episode VI reveal. As Linus leaves he yells back, "They were siblings, you sick bastard!"
* Fanboys for a real-life fan before the latter's death of terminal cancer in 2015.
* Fanboys. He absolutely loves his job and a number of comics shows him cracking some kind of joke just before getting to the actual reaping. He has a pet cat who

died of a bullet to the head, and he loves showing off how getting it to smoke a cigarette will make smoke come out of the wound.
* Fanboys himself turns up to secretly give the group the schematics to Lucas's mansion, provided he not be connected to it in any way.
* Fanboys. Hutch leaps through the closing blast-door-style hatch of Skywalker Ranch's memorabilia room, then reaches back through just before their diamond-shaped opening scissors shut to give the finger to Lucas's security guards.
* Fanboys they are shocked to find that his contact is none other than William Shatner.
* fanboy who successfully duplicated the accident after years of painful treatments in order to use Barry's old treadmill to go back and hang out with him.
* Fanchon the Cricket: Fanchon is full of energy, running around everywhere. She rolls around in the grass and splashes through the stream. She dances with her own shadow. She's so energetic that she can't just sit on a wooden fence, she has to bounce up and down on the beam while she sings.
* fancomic and demonstrates this trope quite nicely with a little spin to include condoms as well.
* fan-comic, she clings desperately to Eridan and screams about how she's going to die.
* Fan Community Nicknames: Nicknames given for the fans of specific franchises.
* Fan Convention costume that had the audience rolling on the floor laughing.
* Fan Convention: Places where fans gather to engage in their hobbies.
* Fan Conventions outright ban modern law enforcement and military costumes for this reason, even if the costume has some intentional liberties with the design.
* Fan Conventions, particularly the larger ones, often outgrow their venues, resulting in having to move to larger venues to keep up with demand or limit how many attendees can be in the venue at any one time. San Diego Comic-Con has had this issue for decades, resulting in a cap on how many tickets can be sold, while Anime Expo started having to enforce building maximum occupancies in 2013. Both conventions use the largest possible venues in California (the San Diego Convention Center for SDCC and the Los Angeles Convention Center for AX).
* Fan-Created Offspring: An OC who is descended from one or more canon characters.
* Fancy Apartments allows the wearer to form a link with the title building. However, it is apparently very difficult to manage.
* Fancy Apartments causes a mirror to distort the image of any person reflected in it. It's apparently rather disturbing.
* Fancy Apartments, Fancy Apartments itself is a living building, able to change its shape, know what's going on inside it, shield itself, repair itself... You know, the standard magic building package.
* Fancy Apartments features Tisa, who usually looks like a short girl, but can change form into an eight-foot jinn.
* Fancy Apartments has a number of short outtakes in the back of the book, mostly just comedy and pop-culture references.
* Fancy Apartments, the heroes are directed by the main villian to the roof for the final confrontation.
* Fancy Apartments, who hams up any line he can. It's hard to tell if that's his nature, or if he just likes being dramatic. Oddly enough, he still seems a serious threat despite it.
* Fancy Camping: When someone on a camping trip carries so many of their city comforts with them that you have to wonder why they even went at all.
* Fancy Dinner, with Wendy borrowing a fancy dress, taking her hair out of pigtails, and using makeup. Her dinner companion doesn't even recognize her at first. In context, his surprise may have a lot to do with the fact that she looks older—like a young woman rather than a child—than she does in her usual clothing.
* Fancy Feast cat food is a repeat offender. Delicate portions of delicious looking meat are served in a crystal goblet to a fabulously white longhair cat which deigns to leap (in slow motion) off its personal chaise lounge where it has been sunning in what appears to be a Mediterranean villa. After a few bites it

licks its lips and stares solemnly at the camera as if to say "I am a cat and I am richer than you."
* Fancy Free (see below), has a similar premise that can be summed up in two stage directions: "Enter Three Sailors" and "Enter Two Girls."
* Fancy hissatsu moves for the robos are practically almost necessary due to the coolness factor. Just look at
* Fancying himself the CEO of Fontaine Futuristics, the extravagantly deranged Dr. Gilbert Alexander in
* Fancy Island, according to an old newspaper seen in the Fancy Island archive page, was once an amusement park that was abandoned when the caretaker disappeared, and then became haunted by the many spirits and monsters of the game.
* Fancy Nancy book “Poison Ivy Expert”, Nancy thinks she knows what poison ivy looks like and can avoid it while gathering flowers for her teacher. She’s wrong and though the teacher is unharmed, she gets a nasty case.
* Fancy Nancy Christmas special "Nancy And The Nice List" aired on December 14, 2018. Nancy's voice actress, Mia Sinclair Jenness, turned 13 that day.
* Fancy Nancy episode "Nancy's Looth Tooth" has Nancy lose one of her baby teeth, specifically her front tooth, the day before picture day at ballet class. She then tries to hide the fact that her tooth is gone. The ending also shows Grace doing the same since she lost her tooth, and Bree loses hers as well.
* Fancy Nancy episode "Nancy's New Friend" introduces Lionel's cousin Sean, who has autism. He's voiced by George Yionoulis, who's also autistic.
* Fancy Nancy had a birthday, too. She even has the song sung in French!
* Fancy Nancy in this style, complete with the use of old-timey detective slang.
* Fancy Nancy, Nancy causes the overflowing bubbles variant when she does the dishes after taking over Mrs. Clancy's chores when she has a cold.
* Fancy Nancy , "Nancy's Ooh La La Spa", a Mother's Day episode, aired on July 20, 2018, while "Nancy's Favorite Grandpa", a Father's Day episode, aired on April 26, 2020. These are the only cases of this happening due to the other holiday episodes airing in their respective months.
* Fancy Nancy, Nancy's Uncle Pete is voiced by supervising director Jamie Mitchell.
* Fancy Nancy : Teaches kids about French culture, with a dash of fashion.
* Fancy Nancy the Musical, Nancy is cast as a tree in a ballet, despite the show having an underwater theme.
* Fancy Pants Adventure a needle scratch plays when a giant rabbit grabs Fancy Pants Man's ice cream cone while he's holding it triumphantly over his head.
* Fancy Pants Adventures, not only do Squiggles heal lost health, collecting 100 of them gets Fancy Pants Man an extra life.
* Fancy Pants Adventures who is always ready to save the day and protect Squiggleville. He has also proven to be incredibly selfless and will not hesitate to risk his life to save the day. Fancy Pants Man cares deeply about those close to him; this is displayed when he continuously tries to rescue his sister from being kidnapped by pirates, even after she sends rude notes to him and throws him in the Princess Pirate Ship dungeon.
* Fancy Pants is definitely fancy (as one of the richest and most influential unicorns in Canterlot), but like most ponies he doesn't wear pants.
* Fancy yourself a fan of fighting games? Then you must have played a
* Fandalorians, specifically for fans of Boba Fett and the Mandalorians in general.
* Fandango and won Season 4. Debuted the new Fandango gimmick in 2013. The peak of his career was when he and his entrance theme spawned a small dance craze called "Fandangoing". Now is back on NXT.
* Fandango as Fandango rebound as one-half of Breezango the Fashion Police with Tyler Breeze, while Summer was released in 2017.
* Fandango first debuted he refused to wrestle against anyone unless people pronounced his name right (Fahn-Dahn-Gohh, not Fan-Dang-Oh). He even corrected the ring announcer after he had taken a savage beating!
* Fan Dan Go where a male character, Zephyr, has candyfloss pink hair, while his female compatriot, Sarin, has sky blue hair.

* Fan-Disliked Explanation: A YMMV for when an ambiguity is resolved, but the audience dislikes the resolution.
* Fan-Disliked Explanation: The fans dislike an attempt made at explaining something because it ruins the unexplained thing's ambiguity or mystique.
* Fan Disservice: A male informant is fitted with a wire in his groin area (maybe because the detectives found him a pain in the behind and wanted to give him something to really complain about). The fitting takes place behind a closed door but we hear his complaints when the tape starts to pull at his pubic hair. He is later shown to be walking funny.
* Fan Disservice: It would be conventional fanservice, except the situation is too unpleasant or the person in question is too ugly or cruel for the scene to be considered sexy.
* Fan Disservice: Something that would conventionally qualify as fanservice is made deliberately unsexy by how gross and hideous the person looks or the circumstances are.
* Fandom: A group of people who like something vs. a group of people who dislike it.
* fandom contains groups such as the now-disbanded Burned Furs and Improved Anthropomorphics, anthropomorphic enthusiasts who believe the community has been corrupted with many of its members' obsession with risqué media, and promote a "cleansing" of the fandom to a more pure, unadulterated state. Unlike many of the above, they aren't usually taken seriously, and their attempts at changing the fandom generally don't have much impact.
* Fandom-Enraging Misconception as many people unironically compare Pokemon battling to dog or cock fighting.
* Fandom-Enraging Misconception: Getting basic facts about a work wrong will seriously piss off the fans.
* Fandom-Enraging Misconception: If you don't want to piss off the fans, make sure you don't get the basic facts about the work wrong.
* Fandom-Enraging Misconception: Make this mistake as a casual viewer, and suffer the wrath of the fandom.
* Fandom example: At least on this wiki, it appears as if the use of the term "White Devil"
* Fandom has also long speculated that someone could obtain Zeno's powers by drinking his blood, the same way Zeno gained them by drinking the blood of the Yellow Dragon God. Mizari later declares this is his intent in regards to not only Zeno's powers, but Kija's and Jaeha's as well. Zeno sets the record straight: this would not work, and he knows this for a fact, because soldiers have been doused in his blood and animals have eaten his flesh, and all of them died anyway.
* Fandom has booted the "reception wikis", several language versions of Uncyclopedia, the Random-ness Wiki, most humour/joke wikis other than UnAnything, and several
* Fandom Heresy: If you disagree with a viewpoint most other fans have, the rest of the fandom will turn on you.
* Fandom Heresy: The majority of a fandom get angry over one fan having an unpopular opinion about the franchise.
* fandom, in which Kirito is stuck playing as his little sister's avatar in the death game for years.
* Fandom Lifecycle) by fiercely dedicated and very militant fandom cores. These games often experience a resurgence whenever a new game in the series is announced as fans replay them in anticipation.
* Fandom, meaning that it's almost impossible to tell if someone's in on the joke or not.
* Fandom Nod to the "Joel vs. Mike" debates that raged over the Internet when Hodgson first left the series, debates that still go on to this day over a decade later (despite the fact that Hodgson and Nelson are good friends).
* fandom popularity is what ended up giving him a much greater role in future installments.
* Fandom Rivalry alone get along well, due to sharing a few actors and juicy

crossover potential.
* Fandom Rivalry: A rivalry between the fandoms of two different works.
* Fandom Rivalry between it and Halo is all but guaranteeing a mountain of Fanfic.
* Fandom Rivalry entries for being too casual-friendly and not as exciting to watch competitively as their favored game.
* Fandom Rivalry: In Byzantium, brawls between followers of different religious leaders were an everyday occurence, as were running fights between suporters of different chariot racing teams.
* Fandom Rivalry - In which one fandom hates another fandom, and vice-versa.
* Fandom Rivalry of the sites. However, at the time Tumblr was a relatively new and niche website most well-known for its hipster and fashion blogs run by 20-somethings. While Tumblr still has a strong fashion blog fanbase, the image of the website has changed drastically. It's more associated with political, LGBT, and fandom blogs run by young teens joining those 20-somethings on the site.
* Fandom Rivalry: The fandoms of two different works do not get along well.
* Fandom Rivalry: The fandoms of two different works don't get along well.
* Fandom Rivalry: Two different fanbases don't get along with each other.
* Fandom Rivalry: Two different fandoms hate each other, and may attack each other online.
* Fandom Rivalry wants the animators to take their time animating and producing the episodes.
* Fandom-Specific Plot for ASOIAF fics, with the White Walkers succeeding in bringing the Long Night and destroying Westeros, and various characters being sent back through time through various means (the Old Gods, the Three Eyed Raven, etc) in order to try and avert this from happening.
* Fandom-Specific Plot: For some reason, fan fiction loves using those particular plots.
* Fandom-Specific Plot is Harry being framed for murder and sent to Azkaban.
* Fandom-Specific Plot's fanfics is that Harry gets framed for a murder, and either runs away to find out who did the framing or gets sent to Azkaban, in which case he will either escape to find the truth or has to stay in Azkaban until someone (normally Voldemort) reveals it was all a frame-up to drive Harry apart from the Light side.
* Fandom-Specific Plot that the protagonist has an opposite sex twin that's part of the adventure, though you only play as one twin.
* fandom to be African-American and a throwback to the 70s. He's both an homage and a parody of a common Blacksploitation cinema archetype.
* Fandom VIP canonically look like McKay's designs (notably, South looking completely different, Wash being blond rather than brunet, and Maine being bald instead of ginger) causing some grumpiness in the fandom. However, Wyoming actually looks pretty close to McKay's design.
* Fandom VIP, Elizabeth Marmalade, appears in Arc 3 with her permission.
* Fandom VIP extrapolations from canonicity or pure fanfic, without any disclaimer being put in. It's still possible to find older Who fans quoting some of this stuff as canonical.
* Fandom VIP Stephen Briggs's birthday is Patrician Day), but it is certainly the case that any statement he made on alt.fan.pratchett (which rarely discusses the actual books) will be treated as a bit more significant than if J. Random Poster said it. Half of them would still disagree with it, because they're a bloody-minded bunch (again, taking on his mindset!) but they'd do it in a more measured way.
* fandom, which are far less ambiguous (and the exploding relays were removed entirely).
* Fandorin also has a related one where he sums up the evidence with "(Statement). That is one. (Statement) That is two," and so forth, but this is usually part way through while he is still considering hypotheses.
* Fandral the Dashing is reckoned as the best swordsman in the Nine Realms - which, considering he's a
* Fandral the Dashing of Asgard, though he rarely gets the chance to show it.
* Fan Dumb as Huge Fans clash over little details any casual observer would not

care about. With time and guidance many Huge Fans adjust to the climate of TV Tropes and become helpful tropers. Those who do not adapt generally move on to fandom-only wikis where they can be with like-minded editors. A few specimens, however, become very frustrated instead of adapting and become Destructive Types.
* Fan Dumb either, where they know it exists but choose not to; something like an example I've found in Real Life:
* Fan Dumb. Everything from what qualifies as a "world title" to how seriously wrestling should take itself. The fact that wrestling draws upon the framework of a sport while actually being entertainment creates a lot of this thinking, since fans often try to see some kind of order or hierarchy that doesn't exist.
* Fan Dumb himself, and is trying to inflict this upon his fans so they'll grow up and do something better with their lives.
* Fan Dumb, in which they assume all fans of a work to have the same negative stereotypes and viewpoints.
* Fan Dumb or whatever else can be adored) to the exclusion of all else, and anyone who doesn't do likewise is wrong!
* Fan Dumb. Scarily enough, the faction that does this is the self-proclaimed "militant" Nanoha/Fate shippers...
* Fan Dumb: The members of the fandom who give the rest of the fan base a bad name due to their idiocy and other bad traits.
* Fan Dumb theme tune) is a cover of Rod Stewart's "Faith of the Heart".
* Fanedit consistent without time-travel retcons removing the classic trilogy from the timeline.
* Fanfan la Tulipe to marry her. He escapes the wedding ceremony and engages in the French army.
* fan favourites from the very start of the show, and the two achieved the highest score in their first instant restaurant by a very large margin. Unfortunately, the fared rather poorly in their next challenges, and were sent to Sudden Death in their second People's Choice Challenge, where they were eventually eliminated for losing the Cook-off against Queenslanders Rob & Dave.
* Fan Fic (although this is Justified; he's, effectively, an advanced robot).
* fanfic, and tries to read as much as he can. He just asks that the writers don't go to the bad-fic schmoop levels of "A Special Truce".
* Fan Fic: A story based on a work of fiction written by a fan of the work and posted online.
* Fanfic author Saphroneth has professed a particular appeal about fantastical elements being applied towards space travel. In the
* Fan Fic based on his life in each one, and at least one of the characters is guaranteed to be a fan.
* fanfic, Buster and Babs do this to attend a formal so Babs could meet Burt Badger and get a part in his new movie. At first, Babs was on top, but Buster kept complaining about how much the high heels were hurting his feet, so Babs generously traded places with him for a while; they eventually swap back.
* fanfic by Blade Redwind is the epitome of this trope, questioning-his-sexuality and all.
* fanfic, each chapter begins with a passage from a (fictional) historical text that places the events of the story in a historical context, showing a world where history is changed after Hiccup Haddock and Toothless destroyed the Green Death and brought about peace between humans and dragons.
* Fanfic fanfic, partly because of the similarities in the character types (Doc and Hardison, Nathan and Zach, Shane and Spencer).
* Fanfic Fuel: Unexplained details in a work that tend to inspire fan fiction.
* Fanfic Fuel: Unexplained elements in canon that are frequently exploited in fanfiction.
* Fanfic Fuel. Why is the Fortune Teller at Termina shocked when he takes it off?
* fanfic, has it in the Kashyyyk chapter. The entire party is holed up in Jolee's cabin for the night. Bastila notices the sleeping arrangements of Kairi (Revan), Mission, and Carth with dismay.
* Fan Fic in an example without identifying the fic's parent work (if it's not

obvious from the fic's title itself).
* Fanfic involved this trope, as a fundraiser for Pentagon 9/11 victims and their families. Someone who thinks they're hot stuff- check. Someone bid on by rich, horny old lady - check. Thought it's obvious the author is a big Daniel fan.
* fanfic in which a twist in the prophecy results in Voldemort being finally slain - at the cost of Harry being cursed with immortality.
* Fanfic is also prone to having the recurring police or similar characters lampshade the
* fanfic, Nicole's room is filled with empty soda cans and messy clothes.
* Fan Fic one band he's been promoting is talked about on the radio in the store, he begins to trash them.
* Fanfic/Out of Luck Has Lynn do this by undoing her ponytail. This is done out of shame as it was her actions and belief in so-called luck that cost her EVERYTHING. Her family. Her brother. Her popularity. AND her honor plus pride. Her ponytail was a symbol of how arrogant she became and the result of said pride.
* fanfic, plays with this in chapter 29 when Wedge Antilles, who had been talking to Han Solo before, calls out to Luke as he's getting out of his cockpit that "The hero of the Battle of Yavin is here". Luke looks around innocently and then jokingly asks, "Chewbacca?" Han, despite not expecting the "quick wit", still manages to be amused by the remark.
* fanfic, Principal Kelly moans that he's trapped in China with a gargantuan idiot. Said idiot, Fred Dukes of the Brotherhood, promptly looks around in confusion.
* Fan Fic refuses to use it. Not necessarily because he hates it, however, but because it would be hard for other people to say it due to him being foreign—can you pronounce a name with a tilde in it?
* Fanfics tend to use this for Hinata, often to get her together with Neji (and potentially as a way of explaining why
* Fanfics that try to remain remotely like the original plot tend to go with the basics of Lelouch and Nunally hiding in Area 11, Lelouch meeting C.C. after Kallen's truck crashes and Lelouch making a contract with C.C.
* fanfics, wherein the Brotherhood boys (and Wanda) wind up going out to a movie store; naturally, their antics get them kicked out, but they swipe a bunch of movies and food while they're at it. Afterward, as they're driving away, Wanda (in the front passenger seat) yells at Toad (who's in the back) to watch his hands when she thinks he's trying to grope her. It turns out to be Fred (who's also in the back), who apologizes and explains that he was trying to get the package of gummy worms she had unknowingly sat on.
* Fanfictasia-style, but Lara Croft stops Indiana Jones from running, just letting it pass overhead them on its ramp. She then wonders why he didn't do that in his movie, but Indy testily answers that's because the boulder is rolling toward the exit, and that it'll be blocking it and imprisoning them inside if they don't run after it.
* fanfic that is based on the premise of a Council exploration ship discovering humanity in 2034—hours before humanity lands on Mars for the first time.
* fanfic, the radioactive spider who bites Peter Parker is female, which results in Peter not only gaining spider powers, but turning into a girl.
* Fanfiction author Khaosomega gives his self-based OC Jet Brazie a series of
* Fan Fiction cliche to have Ash be one of these, destined to wield Aura and command Legendaries.
* Fanfiction Dot Net. Turns out that it's quite popular to ship Mitchie Torres with Alex Russo. This is due to their actors real life relationship, as well as feeling each of their personalities would play off well with each other. They also feel that they would fill a similar dynamic to that of Alex/Justin.
* Fanfiction gives Vegeta enough long-lost siblings to populate a galaxy (and then some).
* Fanfiction had been shipping Mulan and Aurora due to the amount of
* Fan fiction in general can be a late-arrival spoiler. If someone new to the fandom starts looking, they may be surprised by summaries that give away important

plot points.
* Fanfiction in the late 1990s, despite having been in existence since the 1800s.
* Fanfiction is fond of using Fuu as a catalyst for Type 6 (as a), Type 9 (as a), Type 11 (as b) or Type 12 (as b) situations to get the guys together.
* FanFiction.Net has had to explicitly ban "rewriting names of characters/locations of one story in order to upload to multiple categories" (although this only concerns the most blatant version of this trope).
* FanFiction.net used to carry a particularly irritating one starring an extremely loud and irritating fly, which you had to "swat" by clicking on it. Ingenious, in an anti-social sort of way, but not really conducive to making people want to buy whatever it was they were selling.
* FanFiction.Net website, clicking a button at the bottom-left of a page allowed you, by default, to post a review. A newer version moved the review button to the bottom-centre of the page, while the default setting for the button at the bottom-left adds the currently-being-read story to favourites. You can see how a veteran used to the older version of the website might trip over it.
* Fan Fiction, on the other hand, loves to take a somewhat more cynical approach to the battling aspect.
* Fanfictions and fanart often gave Celestia an evil alter ego similar to Nightmare Moon. The name of this character varies, but popular versions include Nightmare Sun or something involving "Daybreak."
* fanfiction, Simba and Nala do this to rescue Zazu from the hyenas. They sneak into the elephant graveyard using a hyena pelt so they can pass as a hyena themselves.
* fanfiction, the main pups stack up on each other wearing a trench coat and fedora and attempt to rescue one of their adopted brothers. In the disguise, it was Lucky on top, Cadpig in the middle, Rolly on the bottom, and Spot not participating.
* fanfic, Tod and Copper do this to try to get Chief out of the pound.
* Fanfic Tropes, Roddenberry more or less thought of it as great free publicity.
* fanfic where Yoruichi and Sui-Feng end up getting married and conceiving a child together. The fic takes a chapter out to go into all the metaphysical detail of how that is possible (especially as Yoruichi was adamant that she did not want Sui-Feng growing any extra appendages to get the job done).
* fanfic which tells of the many sexual exploits of Sonic the Hedgehog as he has sexual encounters with a different woman from a different TV show, video game, cartoon, etc. in each chapter.
* Fanfiktion.de") was forbidden due to a company which produced sunglasses under that name threatening to sue the website. Cue the fury of many, many Avatar fanfic writers, who had to change their stories.
* Fan Film and film in a gravel quarry outside Ipswich, Queensland. Some background shots for the bluescreen were eventually filmed in Sturt Stony Desert.
* Fan Film and put a lot of effort into making the film look good, in order to help sell the satire. Even Saban themselves fell for it, which led to the film briefly getting taken down for copyright infringement.
* Fan Film, Aquila, the leader of the Cursed Earth outlaws, is by far the most dangerous member due to his vast telekinetic powers, which is presumably also the reason why he's in charge in the first place. When the rest of his gang is quickly picked off by the lizard creatures, he initially manages to hold them off repeatedly before numbers take their toll.
* fan-film (as evidenced by paying attention to the stock market ticker in the test film accessed by clicking the top quarter of the ring: "Largest single collapse in history since Black Mesa"), but the whole thing eventually fell through, and it was never revealed what was actually "in the box".
* Fan Film is intentionally a queer allegory. She's different from others but doesn't realize it at first. After recognizing it, she becomes more curious about it and wants to explore it more. Kimber is also bisexual in the film.
* Fan Film (that, and it was his idea and he bankrolled it). They don't show Frank with a gun as is typical of his appearances, but he does sneak in a line that is all but a dead giveaway.

* Fan Film", the severed head still sings his part: "Heads roll for Deadpool!"
* Fan Film with the ESK-1 Esky Droid (which keeps the beer cold as well as having handy legs to carry it to you), the W.B.R Barbie Droid (a barbeque on caterpillar tracks), and the LG-0 Bouncer Bot (used to defend pubs from attacking Sith Troopers).
* Fan Freak" is also a huge fangirl to Akira, refers to her as "Akira-senpai", and even follows Akira around.
* Fanfreluche, a living ragdoll who would read fairy tales to the audience and enter the book to change the plot and alter the ending.
* Fang, a guy with a spider for a head has Kitten as a girlfriend and they once are shown
* Fan Game, each of the bachelors and bachelorettes have sexualities. Some are straight, some are gay, and some are bi. Depending on your gender and their sexuality, you can woo them or not.
* fangames are lousy with Piranha Plants. And all other classic Mario enemies for that matter.
* Fang and Vanille. Nothing is exactly stated, but Fang's heavy concern for Vanille and her readiness to take on the world if it meant to protect Vanille, just made their interactions a little subtext-heavy. Same with Vanille, who went out to find Fang, after being separated from her earlier on. Whether it's intended as
* Fang blossoms are flowering vines whose blooms hide fang-lined mouths. Smaller, younger specimens limit their predations to small animals; ones left to grow unchecked eventually become large enough to swallow humans whole.
* Fangbone!, although it makes a few minor changes and some significant expansions upon the source material. Notably, the books' author Michael Rex works on the show as an executive producer and was a concept artist, giving him far more involvement in the cartoon's production than most authors of kids books do.
* Fangbone! and returned to the channel with zero fanfare before ending on a cliffhanger.
* Fangbone! and still-separated parts react to the presence of him or his minions. Fangbone and Bill witness this firsthand in "The Field Trip of Mayhem" when Drool is blown to pieces, only for his head to talk back to them.
* Fangbone! as the voice of Twinkle-stick and wrote the episode "The Ball of Clobbering".
* Fangbone! as they're called in Skullbania). Naturally, this inspires Venomous Drool to send out a dentist monster called Toothsbane to fight him, a ghoulish humanoid creature that transforms people into teeth that it then places inside its gum-lined mouth.
* Fangbone! books, adding a much larger cast of characters and building upon the setting of Skullbania. Notably, Venomous Drool is actually a much more prominent character in the show than he was in the original books.
* Fangbone! books) has a tendency to do this due to the oddities in how Skullbanians talk compared to humans. The most prominent example of his unusual speech is how he tends to say "X's Y" as "Y of X" (for example, he calls Bill's mom "Mom of Bill").
* Fangbone! (Fangbone can break rocks with his head without flinching).
* Fangbone!, Fangbone's homeworld, Skullbania, has three suns. Even weirder is that unlike out Solar System, the suns revolve around the Earth instead of the other way.
* Fangbone! has the episode "The Kat of Munching" where Fangbone and Bill eat fudge made from the pixels of Munchie-Kat. The fudge was supposed to give you a magical nice sweet feel and scent.
* Fangbone! has the episode The Kat of Munching where Fangbone and Bill eat fudge made from the pixels of Munchie-Kat. The fudge was supposed to give you a magical nice sweet feel and scent.
* Fangbone! has the Hound of Hounding, a shadowy demon dog with horns and glowing red eyes that appears to (and can only be seen by) those who are wracked with guilt, relentlessly tormenting them and feeding on their guilt until it is powerful enough to consume them.

* Fangbone!: In "The Ballad of Meh", Fangbone attempts to defend his friends from a roadside wave with a sword, having mistaken it for an aquatic demon. His friends still end up getting soaked.
* Fangbone!: In "The Duck of Always", Bill has a nightmare where he gets an F minus in 'World Saving'.
* Fangbone!: In the episode "The Pitch of Black", Venomous Drool brings his own shadow to life and sends it to attack Fangbone and his classmates while they're out camping.
* Fangbone!, simply going with the idea for the sake of grossout humor. The show goes into greater depth about this, with episodes like "The Breaker of Oaths" and "The Keeper of Toe" giving actual explanations as to the origins of the Toe of Evil.
* Fangbone!: Skullbanians like Fangbone himself are big believers in this. This is well demonstrated in the episode "The Polluted Light of Destiny", where Fangbone sees a Skullbanian omen of death in the night sky (actually a trick by Venomous Drool) and actually starts preparing for his own death as he believes he will be slain at the hands of the legendary Moonbear of No Tomorrow (including leaving the duty of Toe-Keeper in the hands of Bill).
* Fangbone! Third Grade Barbarian fantasy world) having difficulty getting used to the peaceful customs and modern technologies of suburban North America.
* Fangbone! when Fangbone becomes addicted to the game, and Munchie-Kat proceeds to drive Fangbone crazy with its endless demand to be fed.
* Fangbone! who fight together to prevent Venomous Drool from getting his evil magic toe back, taking down all sorts of monsters and other Skullbanian villains.
* Fangbone! who live to fight monsters, go on quests, and attain glory in battle. Most of their customs and traditions involve fighting or violence in some way.
* Fangbone!, who was so bloodthirsty she was abandoned by her entire clan for constantly picking fights for the sheer sake of it and now roams Skullbania on a constant search for the strongest opponents to defeat in battle.
* Fangbone! work together to fight Venomous Drool's monster and other forces of evil. Fangbone even refers to Bill as his "battle-brother".
* Fang could also qualify. She's aloof, cold, and snarky to everyone except Vanille. In her own words "I'll tear down the sky to save her."
* fang enlarges slightly and a short gold and black horn grows from the center of her forehead.
* "Fanger" is also used for vampires, while "fangbanger" is used for either people in some sort of relationship with a vampire or just generally anyone sympathetic to them (by the more fanatical detractors).
* Fangface so it won't bite him. Eventually the fish man is arrested and the shark, thoroughly confused by the experience, returns to the sea.
* Fangface to convince the alien vanguard that the Earth is full of contagious diseases, and that a full-scale invasion would be a very bad idea.
* Fangface would transform whenever his human form saw the full moon... or a photograph of it... or anything which vaguely reminded him of it. The reverse transformation was similarly triggered by the sun. Or any other sun-like image.
* Fang from the same game was initially conceived as a sexy male character, but eventually became a sexy female character (letting them desexualise Lightning, which they wanted to do). As a result, she ended up
* F.A.N.G. has him chase a female scientist and kill her this way. Her melting isn't shown onscreen as the scene cuts to black, but all that's left of her afterwards is a puddle of purple goo, with F.A.N.G. nastily licking some of it.
* Fangirl example mentions, have a sizable number of real-life shippers.
* Fangirl. Girl admits to wanting to sleep with a male celebrity, complete with fanart? That's cute, since girls are innocent and childlike, never sinister or dangerous. Guy admits he wants to sleep with a female celebrity, complete with fanart? Creepy stalker who needs to stop fapping to girls he will never have.
* Fangirls. A news report on his kidnapping even describes him as "the young man known to his fans simply as Harry".
* Fangirls: As can be surmised from the title, all of the teenage characters are

fangirls: obsessed fans of Harry, the lead singer of the boy band True Connection.
* Fangirls, Brianna has this reaction to the 'joke' Jules' boyfriend texts about the abduction of the lead singer of True Connection ("One down, four to go"). Even though the joke is in extremely poor taste, she is even more upset about Jules pretending to find it funny.
* Fangirls Catherine. Her father is never mentioned, and it is obvious that he has never had a role in his daughter's life.
* Fangirls, Edna lists (in song) all of the items she has in her backpack that will allow she and Harry to go on the run together.
* Fangirls, Harry does not endear himself to Edna when he addresses her as "Emma".
* Fangirls Harry, she shouts out the first thing to enter her head, which is "I'm naked!". This confuses her mother more than anything else.
* Fangirls, Lily starts describing how a crush is perfectly named because it feels like your internal organs are being crushed. However, she attempts to elaborate with another analogy about being a dental floss dispenser, only for them to get mixed and she winds up describing having her intestines drawn out through her belly button.
* Fangirls, Lily threatens to cut Harry's kidnapper's eyelids off with a set of toenail clippers.
* Fangirl somehow makes it work to become one of the most popular wrestlers in NXT.
* Fangirls opens with a scene of Edna and Harry escaping from the police and running away together, which is then revealed to be part of Edna's fanfic.
* Fangirls 'Salty Pringl' is only ever identified by his online handle.
* Fangirls, this is 14-year old Brianna's biggest insecurity. During the "What If This is It?" number, she describes herself as "flat as a pancake" and declares she is "too old to not have tits".
* Fangirls to being a loony fan towards the end of act one when, unable to attend the concert, she concocts a scheme to abduct Harry; convinced that he will run away with her once he realises how much she understands him.
* fangirl that she never realized he was the protagonist of a comedic puzzle-adventure game.
* Fangirl, who gushes about how well the author writes. Cath decides not to break the news to her, but quietly relishes the praise.
* Fang of the Sun Dougram is more or less Che Guevara with an eyepatch. Not surprisingly, he's the show's local avatar of the god of Badass.
* Fang of the Sun Dougram pilots going AWOL to avenge the deaths of their comrades. When command orders them to retreat, the older one cuts off the radio saying that this is personal.
* Fang of the Sun Dougram, this role is split between Professor Samarin and Dick Raltaff. Samarin is the leader the liberation movement, but is especially close to the protagonist and his team, while Raltaff is more of a mentor.
* Fangorn Forest had a pretty bad reputation, probably due to the Ents' (a race of ultimately benevolent, though still dangerous,
* Fangs & Fins, first cousins James and Arianna are forced into an arranged marriage.
* Fangs And Frights where his head should be, which seriously unnerves him.
* Fangs But No Fangs, included the short comic "A Horror in One." The comic followed the gang as they contended with a wolf-monster who appeared at the horror-themed "Golf Wolf Mini-Golf Course," all while Freddie competed in a mini-golf tournament.
* Fang ThpeakMispronouncing [s] as [θ]. In fiction, this is common with vampires or other fanged characters.
* Fan Hater: A person who doesn't only dislike a particular work, but also has it in for anyone who likes the work they dislike.
* Fan Hater, in that they hate both the work and the fans of that work. If they hate just the work, it's the latter trope.
* Fan Hater, there is no such thing as Fandom. There is only Fan Dumb.
* Fan Hater: You're a fan of this crap? You're a loser who needs to get a life!
* Fanhunter (an army of comic-book fans, otakus, geeks, gamers, nerds, roleplayers,

etc.).
* Fanhunter comic there's Belit. She keeps her badassery even after giving birth to John and Erika.
* Fanhunter: Father Merrin uses bibles, signed by Mike Tyson and Jet Li for extra "oomph", as throwing weapons with a force stated to be akin to a Stinger missile.
* Fanhunter introduced the generic character of the "Ninja Granny" (original: "Ag? ninja"; later concretized in at least one individual), who supposedly learned ninjitsu in some Age Concern course, kicking the players' collective ass and them intending them to eat her "coqrettes" (original "cocretas" instead of "croquetas").
* Fanhunter's author, Cels Piñol, appears in the comics as Cels Denbrough, a fanpire (sort of a living dead who eats comics, movies and so, given that he hasn't read/watched them previously). Kicks as much butt and is as butt-kicked as every other character, and though he's one of the protagonists, he doesn't steal the spotlight.
* Fanhunter the role-playing game, Fanhunter troops sometimes use captured mutants as "hounds" ("psicario", a portmanteau of psy- preffix and "sicario", Spanish for minion). To prevent those mutants from running away and from turning against the troops, the Fanhunters use one of these.
* Fanime, period. A lot of time and effort is put into videos that few people will ever see, and the whole production is often written and animated by one person.
* fan-made sequel has 324-florazine iodase (street name "stardust"), which is a regulated but legal antidepressant for humans, and an illegal drug for several alien species.
* FanMadeStuff fan video "Guy Fawkes vs The Joker". However, they got next to no following out of it, with almost all of their other videos having around 20,000 views at best. The only exception is the behind-the-scenes video for their fanmade ERB, and even that one didn't come close to the ERB's success/notoriety.
* fan-made tribute movie...). Better yet, the last scene on the reel is when one actor (a black guy) accidentally gets his lip busted open and comments on the scenario, which makes everyone die laughing:
* Fan Myopia: Assuming that a work being popular automatically means everyone is familiar with it.
* Fan Myopia: Assuming that everyone is familiar with the works you like.
* Fan Myopia: Fans assume that everyone's familiar with the works that they like.
* Fan-named counts, although personality-wise he's almost more of a male fangirl.
* Fan Nickname: A nickname that fans of a work give to one of the characters.
* Fan Nickname: A nickname to a work or a character from it given by the fans.
* Fan Nickname Automatic Caption "steven magnet" below him (YouTube captions tend to be hilariously wrong and nonsensical at times).
* Fan Nickname, because Wargaming.net and PAW are actually cross-merchandising.
* Fan Nickname before that, taken from the in-universe Centauri deity.
* Fan Nickname for Fluttershy's vampire bat form, is very popular in the fan fiction. This is ignoring the fact that Fluttershy was turned into it accidentally and the process was very traumatic for her and friends but she does willingly turn back into this form in a dream in a later episode.
* Fan Nickname for players that focus more on combat then healing when playing as the Medic. As mentioned earlier, this isn't always a good thing, and can frustrate your team if you're not healing them often enough.
* Fan Nickname his game, which has a bad tendency to happen when his team needs him most (see: the playoffs), he stops pucks about as well as a block of Swiss cheese.
* Fan Nickname: Many abbreviations for common terms among fans, including:
* Fan Nickname: Many famous opera singers have a designated title or nickname, mostly referring to their singing skills, but also as a variation of their name as well.
* Fan Nickname of D&D 3.75 it unsurprisingly also has humans as the Jack race. They gain a +2 bonus to one stat of the player's choice, making humans as viable as any race in their field. Half-elves and Half-orcs were modified to make them Jack races as well. Bards and Inquisitors are both Jack classes, with Bards receiving upgrades to make them much more useful than they were in D&D 2-3. Bards in

D&D 1 worked in a completely different manner.
* Fan Nickname of "Palm Tree" (or sometimes "Aloe") for their default form's long spiky wild hairstyle. It’s also colored green in both anime adaptations.
* Fan Nickname show purposely drew attention to the psychopathic level of glee seventeen-year-old Shinichi took in working out the method and motive for the messy instant beheading that happened on the roller-coaster behind him. Being a kid again and having to avoid the showing off that has been his whole life seems to render him slowly more human. Although his desensitization remains extreme.
* Fan Nicknames was popular at the time news covered famine in Ethiopia.
* Fan Nickname that had been used by the fans since the character's introduction.
* Fan Nickname to be able to find a book on anything anywhere. She has a rule book for a "goof-off", for example with Spike claiming that Twilight has a rule book for everything.
* Fan Nickname "Trollzyn", in no small part due to the "thank you" letter from him to an Inquisitor that appears on his character sheet.
* Fan Nickname, which was from Eric O'Grady's perspective. Officially though, the character's name is Ragnarok.
* Fanny and Alexander, when Fanny, Alexander, some other kids, and the maid have a pillow fight on Christmas, complete with a pillow exploding into a cloud of feathers.
* Fanny dislikes the idea of Mary marrying Edmund because she's in love with him herself and because she thinks Mary is not good enough for him.
* Fanny: Marius and Cesar's English friend are talking about Cesar's bosomy girlfriend.
* Fanny: Marius climbs into his bedroom window to try and hide the fact that he didn't sleep at home. Unfortunately for him Fanny's mother Honorine already caught them together.
* Fanny Price in her first major act of independence and defiance refuses to marry the despicable Henry Crawford because she does not love him and knows what's
* Fanny Squeers to Nicholas, because she's ugly, ill-tempered, and the daughter of Wackford Squeers, who abuses the children in his care.
* Fanny, the Millington sisters are half-Filipina, originally from Manila
* Fanny: Used multiple times to make Leslie Caron look just that much more beautiful.
* Fan of the Past: Characters in the future have a fondness for the things of the past.
* Fan of the Past: Some people in the future will have nostalgic feelings for the past.
* Fanon and enslave and/or destroy all other species. In-series, however, only Zim himself seems to have this direct hatred of other species - the other Irkens seem to be merely acting out of a desire for power and a sense of superiority.
* Fanon and his "accidents" are intentional, calculated screw-ups designed to save the world from a madman without losing his best and only friend.
* Fanon, brought him back to life, and resolved never to use his power lightly again. Although he did do it to a fig tree (God hates figs?) in the Gospels.
* Fanon Discontinuity: Fans choose to ignore episodes or installments of the series that they dislike.
* Fanon Discontinuity, something about the work that is not a misconception but an actual fact. Fandoms are usually embarrased by those ones and try to ignore them, so they get pissed when someone criticizes the work because of them.
* Fanon Discontinuity, so there is ample room to re-write what happened to the SDF-3.
* Fanon Discontinuity: The fandom disapproves of an installment in a franchise enough that fans pretend that it's not canon.
* Fanon Discontinuity: When the fans choose to ignore episodes or installments of the series that they dislike.
* Fanon. Even though he demonstrates his ability to swear, among other things, several times (at least in some translations.)
* Fanon evidence in canon to support the idea that trolls are hermaphroditic

(though there's just as much evidence that they're not), but most of the details are left to speculation, probably due to the fact that most of the cast is underage.
* Fanon: Fans come up with their own interpretation of information that the official canon ignores, glosses over, or doesn't explain in detail.
* Fanon: Fans' interpretation of details not explained or shown in the actual work.
* Fanon: Fans' interpretations of what isn't confirmed within the work or by the work's creators.
* Fanon guesses that the "disturbing attraction" incident led the Project to fine-tune the connection between Al and Sam so it wouldn't happen again.
* Fanon. However, Mandy barged back in the Shay loft to stay there overnight in one of her episodes. When Carly asked her how she entered with the door locked, Mandy replied, "But not all your windows are."
* Fanon initially, but as they are forced to be together they become friends and gradually fall in love with each other. When someone finally figures out how to end the bond, one of the following things usually happens: Either they have already figured out that they are in love and they choose to stay bonded, or they are in denial, end the bond, realise that they miss each other and re-bond.
* Fanon involving characters who knew her have never mentioned anything bad had happened to her.
* Fanon is that every time he loses a piece of himself, it eventually grows into another Wolverine.
* Fanon made a comment about 'roaring manga fireplaces' shortly after his introduction.
* fanon name gained popularity due to crows being considered harbingers of misfortune and death, the creators only stated they adopted the name because they liked it.
* Fanon Naomi is usually portrayed as only using Otacon's affections to further her own goals.
* Fanon never states that there are three Magi, never even gives a definite number, and doesn't specify that they were male. It also doesn't specify that the fruit Adam and Eve ate was an apple, and doesn't refer to Mary Magdalene as a prostitute.
* Fanon often posits Yuuka and Flandre to be insane mass murderers (or at least, the latter would be if unleashed), from Yuuka's genocide jokes in Mystic Square, to Flandre's stated-but-nebulous insanity and destructive power. Koishi also gets this treatment on occasion from doujin artists who believe reading a subconscious can drive one to insanity.
* Fanon of their respective countries' people, culture and national identity, not any political entities. They die when their culture fades away and no one identifies with them anymore.
* Fanon, Picard frequently swears in French (something he actually did onscreen, if only rarely).
* Fanon's fourth season used both ideas, with both Elsa and the Snow Queen appearing. And the Snow Queen is quickly revealed to have been Elsa's aunt.
* Fanon simply said it was wrong to assume Rainbow Dash is a lesbian simply based on stereotypes.
* Fanon tends to portray this as the major driving force for Yukari and Yuuka, but canon doesn't particularly back this up. In Yukari's case, canon holds that she spends most of her time simply sleeping.
* Fanon that Cinderella and the Baker will probably end up together and about 90% of the fandom ships them.
* Fanon that Ginger, the Asian Fireside Girl, was Stacy's little sister (probably due to there not being too many other Asian people in Danville). The season 4 premiere "For Your Ice Only" officially made this the case.
* Fanon: The fans' interpretation of stuff not depicted in the work itself.
* fanon, the Holmes family were county squires, Sherlock and Mycroft must have an older brother, or else Mycroft would be the squire and would therefore be maintaining the estate up in Yorkshire. The development gag is that Baring-Gould named this brother "Sherrinford"; Doyle originally called Holmes "Sherrinford

Hope".
* Fanon The Room of Requirement has also been known to fulfill this purpose.
* Fanon, this can happen - a lot of fandom members tend to assume everybody is on board with their fandom lore, the running gags, the personalities invented (and accepted) by them or have read all the popular fanfiction recommendations. This can lead to some new fans wondering where on earth this is coming from.
* Fanon though, that it counts down Kanda's lifetime and belongs to a curse.
* Fanon to prevent confusion and other potential issues from taking the kayfabe too far.
* Fanon usually portrays "normal" Earth Ponies as the shortest lived race. Unicorns are usually the longest-lived of the main three races while pegasus are the middle ground (though they have a high mortality rate so many don't make it to old age).
* Fanon Welding: A work that is considered to be set in the same universe as another work by most fans.
* Fanon Welding: Fans believe Show X and Show Y are secretly canon to one another.
* Fanon Welding: Fans believe Show X secretly shares the same continuity/universe as Show Y.
* Fanon Welding: The author never said his work shares a continuity or universe with another different work, but the fans believe so.
* Fanon: What fans of a work claim happens in the story and/or setting, regardless of what the author says.
* fanon when one thinks about just how much bigger the US is than the UK...
* Fan outcry at Batman being drawn with a pointed chin was so great that it was squared off starting in the fourth season.
* Fan-Preferred Couple among fans due to the circumstances that gave rise to the pairing becoming canon.
* Fan-Preferred Couple as a whole, as their romantic drama completely dominated that season.
* Fan-Preferred Couple, but by season four onwards and especially season five, their popularity dwindled due their relationship becoming stale.
* Fan-Preferred Couple: Fans choose to ship the characters they want to be together, even if the official canon has them hook up with other people instead.
* Fan-Preferred Couple. It's hinted in the 5th and 6th seasons that there is some Green-Eyed-Monster on Dr. Clarkson's side. In the end, Mrs. Crawley chooses Lord Merton.
* Fan-Preferred Couple: It won't happen even though some people are rooting for it.
* Fan-Preferred Couple sides of things, the actresses who play Lola and Mattie — Annie Briggs and Sophia Walker, respectively — get this as well, though it's not as ubiquitous as Negovanman is. Again, a ship name exists: Wriggs.
* Fan-Preferred Couple: Viewers become emotionally invested in a romance you're not writing (probably in lieu of the one you are).
* Fan-Preferred Couple (who Gwen was also starting to become friends with).
* Fan Pro adds a new batch of characters every week, with at least 1000 total having been confirmed. One of the goals of the fandom is to break the world record for the largest amount of characters in a work.
* fan reaction than anything that actually happens in the game, but for some reason, an alarming number of naughty
* Fan re-dubbed clip-shows, originating from god-knows-where, are generally referred to in their respective forms and themes by the originators of them. Examples include:
* Fan regard for works set after the original graphic novel are even
* Fan Remake and he hasn't changed a bit. Even his super special attack magnifies his...personality by having him slap his ass and hip thrust several times, dealing massive damage to all enemies on screen all while the background is turned pink and with hearts.
* Fan Remake but every attempt seems to have been canceled due to time restraints and other commitments, and every website from the developers seem to be lost.
* Fan Remake is a little better about this, since escape pods are treated as cargo on the scanners and the game has an in-built bounty / insurance reward system for

delivering captured/rescued pilots. It's still an option, though.
* Fan Remake. Kissing Valanice won't break the spell, leaving Graham to resort to another method to break the enchantment.
* Fan Remake, Muzak plays inside a restroom on Vohaul's asteroid fortress. A tinny version of the Monolith Burger theme also plays outside the entrance to the titular restaurant nearby.
* Fan Remake: Sort by categories of enhancements working from the original engine and assets, engine recreations using the original assets and complete remakes like Black Mesa/DFMod/Starry Expanse?
* Fan Remake takes this trope and runs with it in Xen, the aliens' home base. Much of their technology seems to an equal mix of mechanical parts and living materials.
* Fan Remake, the librarian won't let you take any books, but will choose a book for you to read. She ends up picking a book about whatever place you're going to have to explore next to advance the plot.
* Fans! (a comic which itself focused on fans of various sci-fi/fantasy shows) played with this concept when it introduced the character of Tim the Fanboy, a geeky stereotypical 'fanboy' who was a near-obsessive fan of the main characters. Unfortunately for them, once he realized that they weren't perfect, he felt betrayed and in turn betrayed them to become the 'fan' of a psychopathic time-traveling warlord who was doing her very best to wipe them out of existence.
* Fans! actually turns out to have included both terrible interviewees and the actual candidates who end up selected, most of whom perform the job well.
* Fansadox, a parallel universe that can be entered into through either science, magic or a combination of the two.
* Fans!, Ally and (world-class martial artist) Rumi, like this: "One of them is one of the most amazing fighters I've ever seen, and the other one is Rumiko Tanaka Oberf!" Note that he's not disparaging Rumy, but acknowledging the strength of Ally, a seasoned chain-fighter who succeeded in beating back a life-threatening disease and her own darker side.
* Fans!, Ally loudly announced that she would be studying for her nursing exams with death metal playing on her iPod, while Rikk and Rumy were together in the bedroom.
* Fans also often wonder what, exactly, happened when Danny first gained his powers, and in the month after that, since the show more-or-less skips over those things - the
* Fans also want to know who killed Brian. The creators jokingly claim it was Justin Bieber.
* Fans and Authors argue about the Three Sphere Cataclysm. Some feel that making it too cosmic runs the risk of causing the pre-cataclysm era to be fundamentally unrelatable as a storytelling medium. Others feel that letting her destroy 90% of just raw landmass isn't grand enough for a newly-minted horror. The deepest fan-theories hold that she annihilated Creation's Dynamic Link Library (its card catalog), thus making it impossible for anyone in the world to feel like the world as a whole makes sense... which, granted, is the one thing she would've coveted over the purely physical parts of reality.
* Fans and critics both criticized the absurd increase in chart density in
* Fans!), and we found out his unabbreviated name was Timin, whereas the other Tim is presumably a Timothy.
* Fans are probably never going to see an adaptation of the Jinchuu arc of
* Fans!. As of two or so years of the revival, all three relationships are still doing well (although Will and Shanna have had some stumbling blocks).
* Fans! aspect of his personality (helped along by one of the fans deciding it would be a good idea to sleep with him) and becomes a romance novelist instead.
* Fans assumed that the four-winged Great Blue Windrunner, from the 100 million years AD segment, was inspired by
* Fans!), but the author has acknowledged that Tim wouldn't have escaped on his own, and he has to be awakened by the others.
* Fans!), but when he wakes up in his chair, he promptly takes it as one rather than accept the idea of life after death.

* Fans came to the consensus that Rich used to have a lisp before his Squip made him work past it. This never received any nod in the Off-Broadway run, but it became canon once it moved to Broadway - at the end of the show,
* Fans can't seem to determine whether Eevee is supposed to be a fox, cat, or some sort of small dog. It doesn't help that its evolutions can have either canine and/or feline traits.
* Fans credit this with Taco Bell's creation of the Crunchwrap Supreme, as it is very similar in concept to the naco. Taco Bell would also introduce Diablo sauce in black packets much like the ones on the show.
* Fans decided that among Hans's many brothers there must be at least one set of twins. The
* Fans don't even need to make them themselves for the bloodlines of
* Fan Sequel decides to take Nikki out of commission so she can take her place as Juliet and kiss Neil, leading to this exchange...
* Fan Sequel has quite a few references and nods to quite a few of the works set later in the series' timeline, both of the overt and the more subtle variety:
* Fan Sequels Yoshiki, Yuka and Satoshi all wound up dead after their visit to Heavenly Host. Ayumi and Naomi both suffer from survivor guilt, each with added complications.
* Fan Sequel), the titular judge writes a report to his superiors stressing that there isn't enough food being brought in to the capital Chang-An. The administration promptly takes action and... decides to exile a large fraction of the capital's population (decided by lottery, using family names) to a town hundreds of miles away. The judge is given responsibility over the convoy, but soon figures out the route was planned to have as many people die on the way as possible (confirmed when the Empress has some noble families added to the list as they might be politically dangerous to her). He does what he can to save as many as possible, which is made even worse when they finally arrive and it turns out no one expected that many people to get dumped on a town mostly used as a resort for noble families.
* Fan Sequel where D The Superior (the Emperor) calls Gospel of Luke "Baby idiot".
* Fanservice and how a series should never rely on it to gain viewers. Because at the end of the day all you've done is objectify and humiliate a human being.
* fanservice. Anytime the main character activates her powers she changes from a slender teen into an adult version of herself with massive breasts. So any top she's wearing gets torn to sheds.
* fanservice are given more agency and direct action scenes in the arcs they were introduced in.
* Fanservice - but if there's more of one than the other, you can bet the opposite gender will be annoyed.
* Fanservice Characters: Characters and characterizations where fanservice is a major aspect.
* Fanservice Costumes: Clothes or outfits where fanservice is the primary aspect.
* Fanservice Cover: Boost sales by putting fanservice on the cover of your magazine.
* Fanservice Extra: A minor character who exists solely to provide fanservice.
* Fanservice Extra: A minor character whose purpose is to provide some fanservice.
* Fanservice Faux Fight: Characters engage in a playful fight for the sole purpose of fanservice.
* Fanservice feel between "this character is objectified and I should not like her" versus "I find playing as her to be empowering," it makes one suspect that there's an actual gamer or two on the writing staff.
* Fanservice for their omission). Has a touch of realism in it — real nudist organizations often have a pattern of children dropping out as they enter adolescence, then returning in middle age after they become comfortable with their bodies again.
* Fanservice in lingerie or swimsuits, whose voluptuous figures were photographed by eager soldiers, painted on the noses of aircrafts or tattooed on sailors' bodies. The decade also gave us bikinis in 1946.

* Fanservice in the company did things start changing, reportedly with much kicking and screaming from the boss.
* Fanservice itself generally refers to anything put into a work specifically to please its fans (a scene between two fan-favourite characters for instance) - but it's most commonly associated with titillation or sexy stuff.
* Fanservice, making moves look more impactful. It is for this reason that a lot of women—and even men too—will wrestle with their hair down.
* Fanservice, making underwear based on its characters is remarkably odd.
* Fan Service Model footage STARDOM chose to promote her with. As the years have passed, STARDOM has mined from SHIMMER and its two spinoffs SHINE and RISE fairly heavily, and the reverse is definitely true, as SHIMMER fans have gone onto rate matches based on how well they measure up to whatever is happening in STARDOM.
* Fanservice. Now, it's unlikely most fans expected them to follow through (this was basic cable, after all) and they did not; they pixelated the Divas' "nudity", which was actually them with flesh-colored underwear.
* Fanservice, of course. Because nothing turns people on more than water! Sometimes it's a way to get away with a nude scene without being too erotic.
* Fanservice Pack: A character that becomes more fanservice worthy over time.
* Fanservice: Put a hot girl or a hot guy in front of a product and you've got a winner; for both sexes.
* Fanservice reveals (through Jibril) that Flügel people's wings are filled with erogenous zones.
* Fanservice shows that, yes, the assassin duo take showers with their guns within reach.
* Fanservice shows up, one of them says: "They've got all the bases covered with this one."
* Fanservice spends most of his screentime sensually removing his clothes for no reason at all.
* Fanservice's relationship with a terminally-ill child at the hospital.
* Fanservice than practicality. Sure it's sexy - as Sanya remarks on seeing her, 'sometimes I love this job' - but Lea shows its effectiveness by having her servant shoot Susan. The bullet is flattened and Susan doesn't even feel it. It also lets her turn invisible at will.
* fanservice way of looking out the window from her chair is to sit on her knees, which would be impractical on a swivel chair.
* Fanservice with a Smile: Women who work at a restaurant while wearing sensual attire.
* Fanservice-y that was added in a patch covers more and is less provocative.
* fansessions that have sprung up, it can be argued that Paradox Space itself is a shared universe, albeit one where only the creator has official rights to it.
* Fans everywhere create their own Ghostbusters files, ranging from the 50 states to some foreign countries (though a few make sure to put a disclaimer on their website that they cannot do paranormal stuff exactly like the movie).
* Fans! fetus emerges, leaving Rumy exhausted but physically unharmed.
* Fans frequently assume that Kimber's name is a shortening for "Kimberly". Her name is just "Kimber", which a real but obscure name.
* Fans gave ONI somewhat of a pass when they were fighting to save humanity from extinction at the hands of the
* fans gets a steady flow of hate mail for his first video, in which he bashed a genuinely good game for fun.
* Fans! gives us Will and Shanna, and (in the Badass Threesome category), Rikk, Rumy and Ally.
* Fans! had a short where Tim wakes up to find that he's the only person left on Earth. Two aliens offer him a series of female human clones modeled after people from his memories, so he can repopulate the world. The story ends with Tim finding out that 1) this is not earth 2) he's a clone too and 3) this was all the aliens' experiment to breed humans.
* Fans! had a tendency to try and monopolise Will's attention while practically rubbing it in his face that he wouldn't get anywhere with her, to the point where

she at one point showily rejected him in front of everyone only to also showily start flirting with someone else in his presence. Unfortunately, this ended up backfiring on her, since his friends — who, since she was deep down rather lonely, she'd also started to think of as her friends — bluntly pointed out that they didn't like her very much as a direct result of this cruelty, and when she did try to seriously pursue him (albeit still more for her own narcissistic reasons than a genuine interest in him) he eventually overcame his initial feelings and rejected her for someone else, leaving her alone.
* Fans had been wondering for forty-three years whether or not the Doctor and the Master had a thing going on. 2014 finally revealed that, yep, they have a thing going on. What
* Fans! had its Fantasmagorical Integration Board, or FIB, whose theoretical purpose was the defense of the world from destructive forces. Initially antagonists, then untrusted allies, then antagonists again, then... and so on. Largely a sort of over-arching sendup of this concept and all related ones. Most notably, "Miller" and "Sully" were agents, and "The XYZ-Files" was a way for them to cover their tracks using fiction. They were semi-sympathetic, which was exactly what their "first" leader wanted. It's easier to get away with things when they like you.
* Fans had long speculated that the reason Goten and Trunks were able to become Super Saiyans at such a young age was because their fathers had already achieved the transformation by the time the two were conceived.
* Fans had mused over the possibility that not all of the Pinkie clones from
* Fans had repeatedly commented on how young pegasus pony Scootaloo never flies on-screen, some wondering if she could at all. In second-season episode "Ponyville Confidential", a nod was made to this where she frantically flaps her wings while falling out of a tree, but still lands in the mud. Eventually, "Sleepless in Ponyville" shows her in real danger due to not being able to fly, and the fourth-season episode "Flight to the Finish"
* Fans! had the villains remove all written language from history, resulting in worldwide illiteracy and an inability to communicate by writing.
* Fans! had this strip involving Rikk, Aly and Rumi eating pot-laced brownies. "Don't do drugs, kids, or they might impair your ability to enjoy drugs later in life!"
* Fans! has a confrontation with his abusive wife murdering father after he gets sprung from jail as part of a greater conspiracy against him and his friends. To add insult to injury, after Will beats the bastard into the ground, he gets shot full of bullets by FIB agents, and then his corpse gets pistol-whipped by Will's girlfriend Shanna.
* Fans! has this in spades. It's surprising that the villains don't use it against him more often.
* Fans have attempted to do the most complicated logic gymnastics possible to try and reconcile the various bits of backstory for the Constructicons that were revealed throughout the course of the G1 cartoon. Season 1 claims the group was created by Megatron on Earth within the timeframe covered by the cartoon. Season 2 posits that they were benign Decepticons (as in, not inherently evil) who were friends with Omega Supreme before the war, but were captured and brainwashed by Megatron to serve his cause. Season 3 shows them as being present
* Fans! have been seen engaging in some light bondage on occasion, with Aly as the dominatrix.
* Fans have noted that, the way Accelerator's powers work, he could be a
* Fans have plenty of fun writing for the nations, with all the history between them.
* Fans have produced countless third-party maps and mods for all three
* Fans have theorized that Artorias' injury is the only thing that makes him feasibly beatable by players. Fighting him with a functional shield arm and his darkness-nullifying shield
* Fans have tons of jokes about Sonic which essentially revolve around him spamming his "You're too slow!" taunt over and over.

* Fans! helped along in no small part by the sexual tension between the two romantic rivals themselves.
* Fans in the U.S. really don't like Kenzo Suzuki, or KENSO as he is known in
* Fans! Later, when she's no longer pretending to be closeted, she's still pretending to be a mundane, but she has started watching classic science fiction late at night. Katherine agrees to be Shanna's "beard," this time giving her an excuse to be with the fans she won't really admit she likes.
* Fans!. Master Kana's training of Rumy involves making her do chores around the house. When she finds out she's just being used, she attacks Kana and they start fighting. During the fight, Kana reveals that he was trying to make her angry, so she wouldn't hold back while they fight.
* Fans!: Meighan secretly hired Julia to the staff of Station 13, a company she co-founded with Tim and Guthrie, largely to get Tim and Julia together.
* Fans! (notably the whole of Book 5) centered around a power-object called the 23-Sider, an RPG die with 23 identical sides. When the 23-Sider was formed in Book 5 it warped reality.
* Fans of Argentina's football teams also have some. For example, Boca Juniors: Bosteros (manure handlers) or Xeneizes (a word from Genoese dialect that refers to people from Genoa
* Fans of British radio star Terry Wogan are either TOGs (Terry's Old Geezers/Gals) or TYGs (Terry's Young Guys/Girls). There are also a number of other terms no longer in widespread use, such as TWITs (Terry Wogan Is Top).
* Fans of General Mills cereals Count Chocula, Boo Berry, and Franken Berry might not remember that they had another "
* Fans of Glee fanfic writer Caitlin (also known as "Keitorin Asthore" or "redbullandcupcake batter") refer to themselves as "Cake Pops". They also refer to Caitlin herself as "Mama Cake Pop".
* Fans of his bass player Tommy Joe Ratliff call themselves Badgers after an old hairstyle.
* Fans of historically successful NFL franchises typically get viewed this way by other fans.
* Fans of Jim Lee's X-Men run have suffered this as well, as his last couple of issues of X-Men have never been published, leaving "Mutant Genesis" with major cliff-hangers as far as the Mojo/Longshot storyline.
* Fans of Jiraiya deny that he died, despite the fact that he was impaled through the chest repeatedly, lost copious amounts of blood, had emotional flashbacks reflecting on his failures and accomplishments in life, transferred his knowledge of the enemy to a frog messenger for Naruto, and sunk to the bottom of a lake while his vision faded to blackness. The fan rationale? It was just one of his shadow clones (even though those would disappear after even
* Fans of many BBC shows have a common saying that goes similar to "BBC: 15 ACTORS, 8 PROPS, 3 SHOOTING AREAS, AND ONE STORYLINE".
* Fans of Marvel and Mortal Kombat are getting along with the point of some
* Fans of Matt Fraction and Kelly Sue DeConnick are extremely close with each other, which is rather fitting given that the two are married in
* Fans of most iconic demonic heroes from four biggest American publishers -
* Fans of Real Ales / Craft beers /IPAs know that said beers often vary greatly in taste. Some of them have particularly strong flavors and it's not uncommon to say it tastes like piss, especially if the aftertaste is salty and bitter.
* Fans of Stanford University's sports teams will not hesitate to loudly and frequently remind you that their team is the Stanford
* Fans often point out one of Pat's last sketches, in which Pat tilts her head back slightly when kissed, as evidence that the character is a woman. This was unintentional by the actress, Julia Sweeney, but she decided that Pat was officially female for this reason.
* Fans often tend to complain at the 'dead crowds' on WWE television. The seemingly uninterested crowd are in fact very animated but the sound is just not being captured. If you watch fan footage recorded on someone's phone from the crowd, the noise is deafening. WWE just doesn't mic up the crowd because it runs

the risk of people's personal conversations being broadcast on the air among other things. So the only time you'll actually hear a lively crowd is if they're screaming insanely at the top of their voices.
* Fans of the Broadway Musical are also unaware (or at least don’t acknowledge) that in
* Fans of the Chicago Bears still hold blame on kicker Cody Parkey for missing a field goal that would have won a 2018 NFC Wild Card playoff game against the Philadelphia Eagles. Parkey's kick had hit the left end of the goal post and then bounced off the crossbar, and the play ended up earning the nickname "The Double Doink." What is often overlooked, however, is that the ball had briefly grazed the fingers of Eagles defensive lineman Trayvon Hester, and it was later ruled a blocked kick. Nevertheless, Parkey was treated as Public Enemy #1 in Chicago until the Bears released him in the offseason.
* Fans of the Critic may be surprised to see that in the character's first ever appearance, he is commenting on the first live-action
* Fans of the Denmark men's national team have chants in their own language, but perhaps their most famous is in English—"We are red, we are white, we are Danish Dynamite!"
* Fans of the Empire are often called the 501st Legion, after Vader's personal army (the largest
* Fans of the English dub will likely imagine the characters in those voices; Dan Green as Atem, Eric Stuart as Kaiba, Megan Hollingshead as Mai Valentine, Greg Abbey as Tristan Taylor etc.
* Fans of the first two games were unpleasantly surprised by this one turning bodies of water more than ankle-deep into deathtraps, surprising because in the first games, not only could master thief Garrett swim, it was
* Fans of the franchise tend to focus on one of the series' many Godzillas. Some fans play the games to explore the vast worlds. Other fans want to do
* Fans of the Los Angeles Dodgers (based in L.A. proper) and the Los Angeles Angels (based in and formerly representing Anaheim) are completely comfortable in each other's presence, even in Dodgers vs. Angels games, due to their close geographical proximity leading to both teams' fans visiting the other team frequently. It also helps that they rarely play each other, due to being in opposite leagues.
* Fans of the newer actors may be familiar with the words "Fantastic" and "Geronimo!"
* Fans of the San Diego Padres absolutely hate the Dodgers, bitter at how Dodgers fans have a habit of traveling en masse to San Diego for games and often nullifying their home-field advantage, as well as how the Dodgers are simply their closest geographical rivals in general. Unfortunately for them, their hatred can never be reciprocated, as the Dodgers tend to save all their hate for the Giants, their ancient enemy.
* Fans of the show often try to build their own bots at home—unfortunately, most of the assorted household goods and novelty toys used to build the bots are no longer manufactured and go for
* Fans of the show took the show-wide colour-theme-naming and ran with it to
* Fans of TNA wrestling were so disgusted with how matches were booked, that some fans started "Fire Russo!" chants, aimed at writer
* Fans of Yahtzee often express virtually the same opinion: That because he's principally an entertainer, the content of his reviews cannot be criticized because he's "joking".
* Fans! once had a character perform in a musical adaptation of the Book of Leviticus.
* Fans! once programmed a spaceship the size of a 2' cube to engage in evasive atmospheric entry, dodging all enemy fire on the way down, then taunted an otherwise invulnerable foe to walk directly under it just as it slammed into the earth (all while being just outside the blast radius).
* "Fan Song" - for the search radar for the SA-2 and SA-6 among others.
* fans outside America (or at least some outside Nixon's generation) Vice

Presidents.
* Fans! over the course of the story. However, Feddyg even comments on the resemblance, in a way that makes it clear there's no connection between them.
* Fans!" part of it; the other part is laying the smack down on the pursuers.
* fan speculation about Western/Eastern name order, until Volume 4 confirmed that he goes by his surname.
* Fans Prefer the New Her: A character's makeover is treated as a bad thing even though the fans like it vs. the makeover is treated as a good thing even though the fans don't like it.
* Fans Prefer the New Her: A character's makeover or change in appearance is hated in-universe but fans think it's preferable to how they were before.
* Fans Prefer the New Her: This character physically changed for the better, according to audiences.
* Fans refering to "Yuan-Tiffany" gave the yuan-ti her name, though she was
* Fans referred to him as Pantskat combines a shirt and pair of pants in the Alchemiter, he gets a pair of absurdly long pants. And at another point, Karkat self-deprecates spectacularly about wearing pants hiked up to his armpits as punishment. And then, when Karkat's ancestor is finally shown, he is indeed wearing pants hiked up to his armpits as punishment. Said pants become holy relics of his followers.
* Fans say the decision to make Greedo shoot first in the "Special Edition" version of
* Fans!, secretly loyal to the time-traveling conqueror General Maximiliana. But "Jesse" is still his core personality, and while Jesspin is imprisoned by AEGIS, "Jesse" is secretly using Jesspin's mind and body to further Rikk Oberf's plans for the future. When Jesspin tells "Jesse" that no one will know he isn't a traitor, "Jesse" smiles and says, "That's what will make this fun. I do my best work in the dark."
* Fans! secrets for another four, until the heroes take them over, too.
* Fans shipped Harry Styles and Louis Tomlinson and nobody thought much of it. Then all public contact between the two suddenly stopped and they awkwardly denied it a few times. Now the fans have
* Fans showing their support of wrestlers by throwing streamers during their entrances is a tradition that goes back at least to the founding of
* Fans speculated that despite being consumed by James Heller at the end of his boss fight in
* Fans!'s plots was to go back in time and insert more instances of this trope into fiction — thus making all of humanity stupider as a whole.
* Fans! story as a donation drive incentive, but found he had so many ideas for new stories and characters that he and artist Jason Waltrip instead relaunched the webcomic entirely, picking up five in-universe years from the previous storyline. This relaunch lasted until 2012, when Campbell once again felt the story had reached a suitable ending.
* Fans! surfed through several bodies in order to avoid dying of old age. At one point, Will Erikson allowed Fitz to swap bodies with him in order to insure Fitz' loyalty to Rikk and AEGIS. Fitz is currently inhabiting the body of a fire-breathing dragon and loving every minute of it.
* Fans suspected every major class update of being the Spy update since Goldrush, on the assumption that Valve would "disguise" it as another class's update (since, after all, that's exactly what the Spy does).
* Fans tend to forget that Marlin is supposed to be middle-aged and instead humanize him as a handsome, red-haired, young-looking father. Some give him greys but he's usually younger.
* Fans tend to think that Nidoking and Nidoqueen are a strange combination of a rabbit and a rhino. In reality, they're based off of the kaiju
* Fans then began theorizing there were more than six villages per region and we just never saw the rest.
* Fans theorized that this was why Whitebeard was called "the World's Strongest Man". Obviously, someone's going to rise to his level and beat him in battle, most

likely the main character or a future
* Fans!, this trope backfires. Feddyg captures Hilda and replaces her with a duplicate controlled by him, ultimately sending it to kill Rikk; Hilda, instead, causes it (apparently her) to shoot itself in front of him, who's already anxious about the new program. Might have thought that one out better.
* Fans throwing money has become a protest means if the grievance is over the millions, possibly billions, being sent around as sports has become such a massive industry.
* Fans!), Tim ends up married to Julia. In a conversation between Guthrie and Meighan, it is more or less revealed that Meighan had hired Julia (an old friend of hers from college) for the express purpose of setting her up with Tim.
* Fans translated the gravestones of Anna and Elsa's parents as bearing the names "Agdar" and "Idunn". It was initially unconfirmed if those were their names or just placeholder names, but eventually
* Fan Sub: A foreign work is unofficially given translating subtitles by fans.
* fansubbing groups often release Gag Subs of their current anime projects. (Example: Dattebayo's "You Have Been Trolled" subs...)
* Fan Sub: There aren't any subtitles officially available in a country, so viewers write their own.
* Fans! were bisexual. This is probably because there's no shortage of gay and bisexual characters in the rest of the cast. It's also his word that outed Guth, after a half-joking comment followed by an off-panel discussion.
* Fans were called on to decide the fate of a key character and voted via 1-900 number.
* Fans were not happy with the explanation given for why the old Digimon could no longer reach Ultimate for multiple reasons, mainly because it felt like an excuse to
* Fans were quick to notice that if Danny had the opportunity to return to the living world two weeks after his Cyberman body was killed, similar means could be used to resurrect any other character killed in the episode.
* Fans were under the impression Luna's turn into Nightmare Moon was purely the result of her giving in to her own feelings of being overshadowed and under-appreciated by the ponies of Equestria, in line with the opening narration of the show. The IDW comics however would explain that it was an outside source that was the cause of the transformation, having taken advantage of this feelings rather than Luna herself deliberately turning against Celestia. When these events were finally shown it was kept ambiguous whether Luna was in full control or not, and showed that Nightmare Moon's "reign" lasted for about an hour at most consisting of a very brief fight between her and Princess Celestia before Nightmare Moon was defeated and banished. Overall, fans found this underwhelming to say the least, felt the show's detailing of the events
* Fans who grew up watching certain Disney shows aimed at Younger ones with a
* Fans who have studied the Discworld Mapp in detail and/or used it for plotting fanfic have pointed out
* Fans who read into series extensively note the positioning of Rufus when he emerges from Ron's pocket when Kim is around.
* Fans will occasionally invent names for forms and techniques to fill in gaps left behind in official information. One such example: fans tend to refer to the base forms of
* Fans will often associate Nanoha as a lover of strawberry and cream based deserts and foods even though there is little to no evidence of this matter.
* Fant4stic's assets, including the cinematic rights to the Fantastic Four. Thus, Fox's attempts to keep the rights out of Marvel's hands were all for nothing.
* Fantadroms began and ended with a shot of Indrikis (the show's main character) sneezing, for whatever reason.
* Fantadroms features a shapeshifting cat robot named Indrikis as its main character. Receklite, one of the show's secondary characters, is also a cat robot with this ability.
* Fantadroms is entirely composed of this. The extremely bizarre visuals are

further accented by the lack of dialogue (in order to cross language barriers) and the near-constant synthpop soundtrack.
* Fantadroms lacks dialogue of any kind, but the show's characters do make sounds such as gasps, laughs, etc. Justified, as the show was made to be understandable to everyone around the world without dubbing the show into other languages being a problem.
* Fantaghirò is actually a monster's mouth, and the rose is its uvula. The cave even gave its name to most translations.
* Fantasia 2000 also appears during the commentary for his segment, "Pomp and Circumstance", but his input is less than helpful.
* Fantasia 2000, Donald and Daisy spend their voyage on Noah's Arc believing the other has drowned in the flood, leading them to stare mournfully at all the other animal couples around them.
* Fantasia 2000, Donald wears a red robe while Daisy wears a blue one.
* Fantasia 2000, each of whom thought the other had died, reunite when they both reach for the same locket.
* Fantasia 2000 includes a dedication to executive producer Roy E. Disney (who had lived to see the movie premiere in theaters, but died about 11 months before it came to Blu-Ray).
* Fantasia 2000 moment. The two combined are nearly enough to give the viewer a heart attack.
* Fantasia 2000 on the Ballerina, and tries to kill her lover, the Tin Soldier.
* Fantasia 2000 on the Ballerina. He's quite frightening and cruel in his attempts to kill the Tin Soldier.
* Fantasia 2000, or a commercialized trainwreck brought down by cheesy celebrity appearances? It is an ongoing debate among Disney fans.
* Fantasia 2000 takes a little kid's scooter (one of those home-made Depression era deals, basically a box with roller skates and a couple of planks), but at least has the decency to pay for it first.
* Fantasia 2000. The artwork was inspired by New York caricaturist Al Hirschfeld, whose cartoons chronicled the Broadway scene for the New York Times theater section.
* Fantasia 2000, the Rhapsody in Blue segment utilizes this to an even greater extent, being more directly based on Hirschfeld.
* Fantasia 2000, the spring sprite seems to reach safety after scrambling up a tall tree, but the Firebird rises back into its bird form and towers over her.
* Fantasia 2000: "The Steadfast Tin Soldier" features the titular soldier, a music box ballerina, and a jack-in-the-box, all inexplicably alive.
* Fantasia 2000: This occurs to the man in the diner during the "Rhapsody in Blue" segment.
* Fantasia 2000. To say this trope was fully into effect at the time of the release is putting it mildly. Even Roy Disney asked that viewers not take it as the same art piece the original was intended to be.
* Fantasia, admitting the result was unfinished bordering on unplayable.
* Fantasia, all of this was actually cut from the final version of the film, and as a result, all of this was replaced by a scene where the entire Earth gets lashed by earthquakes before finally being flooded by a massive tidal wave caused by a solar eclipse.
* Fantasia, also the most well-known segment, somewhat for this reason, probably more due to Mickey Mouse as the apprentice.
* Fantasia, and may even have indirectly contributed to the Ghetto as we know it.
* Fantasia, as a stripe of varying width, just out of sight past the edge of the frame.)
* Fantasia as its final segment. Among the many, many damned souls that fly at their master Chernobog's beckoning one can easily the ghosts of his devotees, there are witches that use their ghostly brooms in a perpetuation of what they did in life.
* Fantasia, Bacchus comes in riding a tiny unicorn-donkey (which the animators called Jackus), both tipsy from drinking wine.

* Fantasia boarding the ark and turns to the audience with a baffled expression.
* Fantasia: Chernobog, the Slavic dark god, in the "Night on Bald Mountain" segment.
* Fantasia during the "Dance of the Hours" segment. Ben Ali Gator is chasing Hyacinth Hippo, who hides behind a column that is far too narrow for her to hide behind. Ben runs around the column a couple of times but can't seem to find her, until she comes from behind and tramples him.
* Fantasia. Each of the animated segments is produced to correspond to a piece of existing music.
* Fantasia, especially the glorious coke-bottle scene done to Ravel's "Bolero".
* Fantasia Faust, an iron golem under a permanent all-senses illusion (it looked like a sexy woman) was sent to attack the
* Fantasia has it that the entire "Dance of the Hours" section is meant to suggest a performance by an amateur ballet company, i.e. it might have funny moments due to the dancers' limited skill, but isn't being played for laughs.
* Fantasia, Hyacinth Hippo yawns, and the camera focuses in on her uvula before zooming out as she closes her mouth.
* Fantasia: Mickey Mouse hacking the enchanted broom to bits in "The Sorcerer's Apprentice" is done this way. As originally planned, we were to have seen this moment played out right in front of the camera. It was restaged in silhouette specifically to make it less scary.
* Fantasia movie tries to kill the titular soldier because the ballerina loves the soldier and not him. Luckily, he doesn't succeed.
* Fantasia" or "the centaurs". Additionally, its unique nature makes it pretty much the least known of the five Golden Age Disney films.
* Fantasia Otome Game Series, who much prefers to be called the Demon Lord.
* Fantasia: Pictured above is Chernabog. Appropriately enough, his name means "Black God".
* Fantasia: Requiem of the Abyss, Faye jumps into the line of fire to save Cyrus and Valen from certain death.
* Fantasia -- Requiem of the Abyss, Valen's confession to Cain was like this.
* Fantasia returning to sleep as a procession of churchgoers with lanterns walk by while Franz Schubert's "Ave Maria" plays, signaling the restoration of order and the triumph of good over evil. Many children found this disappointing, preferring the energy and excitement of the diabolical revelry to the pious solemnity of the final scene.
* Fantasia. She's a female centaur who is drawn like a black caricature (wide lips and a body like a donkey) and acts as a servant to the white-featured centaurs. She has been removed from the movie since the 60s, but she has her share of fans. There is rather a lot of fan art depicting her as a little more realistically drawn and unsubmissive.
* Fantasia, starring a dancing troupe consisting of ostriches, hippos, elephants and crocodiles.
* Fantasia's version accompanying the dancing ostriches and other animals.
* Fantasia: The battle between the Stegosaurus and Tyrannosaurus Rex could never have happened, given that the species were separated by 20 million years at the very least. That's not to mention a few anatomy errors of both. But no one's complaining. Wicked music, great animation, incredible synchronization? Sit back and relax.
* Fantasia, the magical "robot" broom Mickey made to do his chores for him turns out to be uncontrollable.
* Fantasia. The narrator informs us that the demons and ghosts are celebrating Walpurgis Night.
* Fantasia, the peak of the mountain itself is if formed by the demonic Chernabog's enormous folded wings.
* Fantasia. The snowflakes at the very end of the "Nutcracker" segment were actually filmed in live-action with the animated sprites composited on top of them, evoking the same kind of jarring contrast, thus providing a case of Conspicuous Live-Action.

* Fantasia, though not officially regarded as a package film, basically fits the format in that it consists of multiple unrelated segments tied together with narration.
* Fantasia Times has its main trio Andi, Sera, and Scarlett, who brought all the crossover characters together in the first place.
* Fantasia to come and be filmed as a model for this scene. They photographed him in his cape to capture his movements, flourishes, facial expressions and signature hand gestures to bring their Satan to life.
* Fantasia was banned but then recut on initial release to remove the Rite of Spring part, which a censor believed "gave an entirely materialistic view on the origin of life" (most likely because said scene focuses on the Big Bang, something that would have been at odds with traditional Catholic beliefs). It has since been released entirely uncut.
* Fantasia was considered to be a pachycephalosaur, which explains its oddly-shaped head.
* Fantasia was finally released in 2000, sixty years after the original.
* Fantasia, when the host introduces the sequence based on "The Nutcracker Suite", he mentions that Tchaikovsky, the composer, did not consider it his best work, while it is unquestionably the most popular of all his compositions.
* Fantasia would later borrow some elements of the originally planned sequence for the Keyblade Graveyard final battles.
* Fantasista Doll masters to even leave their cellphones. They cannot walk too far from their masters without vanishing back into them (though the distance can be increased with cards.) There is a verbal contract with mutual master/doll obligations, though the actual relationships between them vary.
* fantasista (roughly, calling someone a "daydreamer" in a derogatory fashion) twice. By Nami in Enies Lobby, and by Perona in the Whereabouts stories.
* Fantastic Aesop fairly well and the Astral Drops are not used at all for the rest of the season, though more likely because of Nerissa's ability instead of the girls actually learning their lesson.
* Fantastic Aesop: The story has a moral or lesson that isn't really applicable to real life.
* Fantastic Aesop: Viewers mock your Aesop because it has no real world application (e.g. "Never stop time to save your love interest.")
* Fantastic Alice, most of which would be pointless if you don't know the references.
* fantastically complex underground structures. You think this one is impressive then the largest one know, under Hokkaidō, has an area of roughly 2.7 square kilometers.
* Fantastically Indifferent: Magic? Monsters? The supernatural? Eh, whatever.
* Fantastic Arousal: A humanoid alien-type creature gets sexually aroused if someone touches a place that's neither human anatomy nor their privates.
* Fantastic Arousal: A humanoid alien-type creature gets sexually aroused if someone touches a place that's neither human anatomy, nor their privates.
* Fantastic Beasts’s take on the character (though most agree he got better as the films wore on).
* Fantastic Beasts and Where to Find Them. A cop tries to claim the destruction at Kowalski's apartment is the result of a gas leak, only for all the witnesses to berate him and point out the lack of gas's scent. One man steps up to say that they all saw a magical beast cause the destruction, but before he can, Newt casts a spell over all of the witnesses and they suddenly agree that it was a gas leak that caused everything.
* Fantastic Beasts and Where to Find Them: Although the end of the film jumps ahead one week, the rest of it takes place over two days.
* Fantastic Beasts and Where to Find Them, a magical beast gets loose and bites a non-magical citizen, leaving a former wizard cop to furiously question Newt Scamander, the owner of the beast. Newt tries to reassure her that the bite is mostly harmless and lists off a series of minor symptoms of the bite, until he stutters and tries to avoid the subject before being forced to list the last

symptom: shooting fire from the anus.
* Fantastic Beasts and Where to Find Them and several dozen of wizards completely makes it impossible to mind wipe every No Mag in New York... Until Newt remembers that a specific potion he has has an Obliviate effect and a thunderbird can create storms.
* Fantastic Beasts and Where to Find Them assert that the wizarding world is real, and these books are magically copied (with a foreword added by Dumbledore) from real books from Hogwarts. Complete with graffiti written in the margins by Harry and his friends, no less.
* Fantastic Beasts and Where to Find Them but have acknowledged that he did exist.
* Fantastic Beasts and Where to Find Them, crop circles are caused by Mooncalfs doing their mating dance in fields of wheat.
* Fantastic Beasts and Where to Find Them describes Crups, wizard-bred dogs that resemble Jack Russell Terriers except for their forked tails, which are hypersensitive to Muggles.
* Fantastic Beasts and Where to Find Them describes Lethifolds, which look like shadows but are actually just very flat black creatures.
* Fantastic Beasts and Where to Find Them, Dodos are actually magical creatures who used their powers to avoid Muggles after the Muggles started hunting them. Only the Muggles still believe they are extinct.
* Fantastic Beasts and Where to Find Them for Harry. As a result, a lot of people expected one to show up in the final books of the franchise, probably as a weapon used by Voldemort, but it never featured until a decade later in the movie of the same name (see above).
* Fantastic Beasts and Where to Find Them. Given that it was Grindelwald who was impersonating him and he did it by using transfiguration and not polyjuice potion, it’s hard to imagine he’s alive somewhere.
* Fantastic Beasts and Where to Find Them had a sub-plot about Jacob getting dumped by his fiancée Mildred (played by Sinead Matthews) cut entirely from the final product. However, Matthews is credited for her role in it.
* Fantastic Beasts and Where to Find Them he has a blazer with a sharp red piping, a waistcoat with contrasting lapels, and scorpion tie pins with jeweled eyes. Also, spats.
* Fantastic Beasts and Where to Find Them, he showed up to present his arguments wearing nothing but a hat, which turned out to be a dead badger.
* Fantastic Beasts and Where to Find Them is interrupted by what appears to be an ominous wind and sound emitting from the pipe organ in the balcony of the event space. What comes out of the pipe organ is much worse than ominous music.
* Fantastic Beasts and Where to Find Them is said to consume the brains of its prey, although Newt's are tame enough not to do so to the opponents it overpowers.
* Fantastic Beasts and Where to Find Them is set in a subway like this in New York. Being set in the 1930s, it feels creepier than a modern subway, too.
* Fantastic Beasts and Where to Find Them, is set nine months afterward in 1927. Subsequent films are expected to take place between the year 1927 and 1945, the year of Grindelwald's defeat.
* Fantastic Beasts and Where to Find Them; it's revealed that her organization actually descends from magical Loyalists from the Revolutionary War.
* Fantastic Beasts and Where to Find Them mentions the Nundu, a gigantic leopard-like creature whose mere breath causes a disease bad enough to wipe out entire villages, and the Fwooper, a bird whose song causes insanity.
* Fantastic Beasts and Where to Find Them, Newt Scamander saves Tina Goldstein from being executed. She has since been friendlier to him, and canon establishes that they will get married.
* Fantastic Beasts and Where to Find Them, seems to be the magical equivalent of an animal control expert.
* Fantastic Beasts and Where to Find Them, setting several zoo animals free.
* Fantastic Beasts and Where to Find Them, several characters use it as a verb.
* Fantastic Beasts and Where to Find Them, Snape claims the kappa is found in Mongolia; one of Harry's notes has the sentence stating that the kappa is Japanese

underlined and a scrawled "Snape hasn't read this").
* Fantastic Beasts and Where to Find Them. Some fans are excited, others would have preferred if it just stuck to cool animals.
* Fantastic Beasts and Where to Find Them, some of the animals escape and cause trouble.
* Fantastic Beasts and Where to Find Them starts with a montage of papers covering the fight against Grindlewald.
* Fantastic Beasts and Where to Find Them stating being in New York, his creatures are in danger being surrounded by the most dangerous beasts of all.
* Fantastic Beasts and Where to Find Them; The Augurey's mournful cry was once believed to foretell the death of whoever heard it (in reality, they were predicting rain). The entry goes on to mention how several wizards suffered fatal fear-based heart attacks after hearing an unseen Augurey's cry.
* Fantastic Beasts and Where to Find Them: The film is set in December 1926 exclusively in New York City. Some of the tropes associated with the era are featured and given magical twists, what with Queenie being a flapper and a visit to a wizarding speakeasy.
* Fantastic Beasts and Where to Find Them: When Newt tracks his niffler down at a jewelry store, it first tries to pose as a display dummy. He isn't fooled.
* Fantastic Beasts and Where to Find Them when she finally gets through to her.
* Fantastic Beasts and Where to Find Them when they realized they were being hunted. Apparently, the Ministry of Magic decided not to allow Muggles to become aware that the Diricawls still exist, as the belief that they had hunted them all to extinction led to them becoming more environmentally conscious.
* Fantastic Beasts and Where to Find Them where many shady characters hang out, including Tina's informant, Gnarlak.
* Fantastic Beasts and Where to Find Them who suffered abuse at the hands of her violently anti-magical mother, is a prime candidate for Obscurial-hood. Well, everyone might think so, but the Obscurial is actually her older brother, Credence. He managed to survive as long as he did because his magic was so insanely powerful that it kept him alive despite his Obscurus.
* Fantastic Beasts and Where to Find Them with a Niffler, a magical creature resembling a platypus that can hide a nigh-unlimited amount of riches inside its pouch. When Newt catches one inside a bank vault he divests it of hundreds of pounds of gold and jewelry by this method.
* Fantastic Beasts franchise, in particular in the first film, whose long bangs highlights his great shyness and solitary behaviour, especially as he also avoids eye-contacts most of the time.
* Fantastic Beasts, Grindlewald, because he can’t. He also fights Grindlewald himself in the climax of the first film. He also looks Grindlewald directly in the eye when he won’t do it with anyone else.
* Fantastic Beasts, is nine years younger than his brother Theseus. The actor who plays Theseus, Callum Turner, is eight years younger than Redmayne.
* Fantastic Beasts like him. They're both dark haired half-bloods and she was in her school's equivalent to Gryffindor.
* Fantastic Beasts series is a huge fan of this trope so far - nearly every character gets their own. There's Newt's off-grey and blue coats, Tina's grey one in the first film, and then her badass black leather trench in the second, Queenie's pink floor-length, Jacob's brown one, Grindelwald's black, the leather trench coats of the Aurors, Dumbledore's corduroy number, Seraphina Picquery's black coat with the bedazzled thunderbird insignia on the back, and the velvet and leather long coats of Grindelwald's acolytes, namely Vinda Rosier, Krall, Carrow, and Abernathy.
* Fantastic Beasts stating his character Newt Scamander has Asperger's Syndrome and he portrays him as such, but due to Autism Spectrum Disorders not being recognized at the time the series is set, there is no official diagnosis.
* Fantastic Beasts: The Crimes of Grindelwald, American Queenie has a breakdown in the middle of Paris because she’s being drowned out by a cacophony of gibberish she can’t understand because it’s in French and not English.

* Fantastic Beasts: The Crimes of Grindelwald and his editing team had to make the tough call to prioritize plot over exposition and characters to work within the runtime.
* Fantastic Beasts: The Crimes of Grindelwald film was converted into a Parisian backlot.
* Fantastic Beasts: The Crimes of Grindelwald, Grindelwald clings to the underside of the carriage that is supposed to be taking him to Europe to face punishment for his crimes.
* Fantastic Beasts: The Crimes of Grindelwald in his hunt to kill Credence. It's later revealed that he literally has to kill Credence (or so he thinks) because of an unbreakable vow he made with his father to avenge his mother or he will die. He thinks Creedence is Corvus Lestrange V under a fake name. Corvus's father raped his mother who then died giving birth to his (Yusuf's) half-sister, Leta. His father made him vow to get revenge on the one person Leta's father loved, Corvus. Once Leta tells him that Corvus is long dead and therefore the vow is null and void, he joins the good guys in fighting Grindelwald. He doesn't even feel any ill will toward Leta.
* Fantastic Beasts: The Crimes of Grindelwald is pretty much an Apocalypse.
* Fantastic Beasts: The Crimes of Grindelwald, Leta Lestrange tells Newt and Theseus she loves them before she attacks Grindelwald to buy them time to escape.
* Fantastic Beasts: The Crimes of Grindelwald—something Rowling even confirmed with unreleased concept art!
* Fantastic Beasts: The Crimes of Grindelwald: Newt Scamander is enamored with how Tina Goldstein's eyes are like a salamander's. There's also him digressing a bit when he notices how narrow Tina's footprints are.
* Fantastic Beasts: The Crimes of Grindelwald, there was another character listed named Sebastian who doesn't appear in the film. Although it's also speculated that it might have been a code for Newt's brother Theseus since there was apparently a scene between the two of them as teenagers that didn't make the cut.
* Fantastic Beasts: The Crimes of Grindelwald: The sequel to the above. It takes place (mostly) in Paris in September 1927. The era's tropes are given less emphasis, with the time period treated more as incidental than it was in the previous movie.
* Fantastic Beasts: The Crimes of Grindelwald would just wonder why a nebbish scientist is the main pivot of the conflict and not the actually-relevant Dumbledore. This was already a bit of a divide in the first film, which had wacky scenes of Newt rounding up magical critters being intercut with scenes emphasizing Credence's abuse.
* Fantastic Beasts. The upcoming, untitled third film is doing some aerial filming in Vietnam (rumored to be standing in for China) but is using sets once again for Rio de Janeiro and Berlin. This is justified as these places don't look the same today as they did in the 1920s and '30s.
* Fantastic Beasts, which is a fictional guide with nothing resembling a plot.
* fantastic cadets' uniforms. It is also responsible for training officers of the US Space Force, which is part of the Department of the Air Force and does not have its own academy.
* Fantastic Caste System, and he didn't care how much suffering he was causing. It's clear that what made Sisko such a good emissary was the fact that he didn't want to be emissary, and thus he couldn't abuse his power because he was too reluctant to even acknowledge he had it. Similarly, Worf thought Martok would make a good chancellor because he refused to seek the position, even though he could have taken it.
* Fantastic Caste System, and legitimized by an official state religion. The Killiks are run by a hive mind. The Chosen are dominated by the warlord-conqueror Nuso Esva, with racial and religious allusions suggesting that any beings of other species are considered inferior (though the groups he pressures or tricks into his alliance aren't initially aware of this). The closest thing to a free society outside of the "known galaxy" may be the Chiss Ascendancy, but even their government is dominated by Ruling Families suggesting an aristocratic rather than

democratic arrangement.
* Fantastic Caste System: A society divided into very different and distinct cultures, and nearly always lacking individual freedom to move between them.
* Fantastic Caste System in the hopes of earning money and status, as is the case with players who pick the "Dwarf Commoner" origin.
* Fantastic Caste System in the setting, and there's many remarks made to the effect that a person with a Crest is inherently a lot more dangerous than a person without one, with factions engaging in human experimentation to empower their crests. In gameplay, Crests provide fairly minor benefits, almost all of which are dependent on luck (i.e. a 10-20% chance to get in an extra attack, or a 10-20% chance to not spend a use of healing magic). The practical difference between a unit with a crest and one without is very small.
* Fantastic Caste System. It is the proper term for lower caste people with darker colored eyes (compared to lighteyes), but it is also frequently used as an insult by lighteyes speaking down to darkeyes. The polite version is supposed to be "darkling," but it's rarely used and just comes off as patronizing.
* Fantastic Caste System. Later it turned out to be an integral part of their society with castes strictly enforced. Very early on, though, the hierarchy was portrayed much more casually, with Sollux even being unaware of the order the colours go in.
* Fantastic Caste System, not as important. At least one time on record the Jackals attempted to sterilize the Grunt population due to incidents involving the Grunts accidentially infringing on and destroying Jackal eggs in their nesting grounds, which led to at least one Grunt Rebellion as a whole.
* Fantastic Caste System of the troop and Moonlight being of the lowest rank. They fell in love but the rest of their troop didn't agree. During the war that broke out as a result, Sunrise was killed and Moonlight later died of a broken heart. Since then inter-rank pairings have been banned amongst baboons.
* Fantastic Caste Systems, and other thoroughly nondemocratic systems of government. It's downplayed in that, again, some of the human worlds are nondemocratic as well.
* Fantastic Caste System: Social classes are ingrained in the setting.
* Fantastic Children could be considered as a mystery at first. However, as time went on, the work brought other genres into the mix such as adventure, coming of age story, mystery, tragedy, history, fantasy, and romance. There's a bit of science-fiction too.
* Fantastic Children features an example. The people of Greecia have the power to travel to the land of the dead. They can reincarnate themselves and live several lifetimes. They can even put a soul into a mechanical body. Yet they're still a monarchy. They're ruled by a senile and slightly insane king to add extra insult to the injury.
* Fantastic Children fits this perfectly and it's even a large part of the plot. He seems to eventually accept to live with it. The guy she picks is a good guy and all, but it is still a bit of a downer.
* Fantastic Children has this trope. The Greecians bodies are capable of assimilating technology, they can even locate the souls of dead Greecians and humans and beam them back into their respective bodies. What do they fight with? Swords. What do they wear? just about anything medieval. Also, the planet of Greecia is a monarchy. King's word is law, even if it leads to the main problems in the series and makes everybody suffer in the long run. Yep.
* Fantastic Children, Wilhelm Conrad Röntgen was an alien, sort of.
* Fantastic Comedies feature only one fantastic element, with the rest of the setting being fairly realistic.
* Fantastic Comedy: A comic work, usually a sitcom, with minor but central fantastical elements.
* Fantastic Contraption). The fact that you can save and share your contraptions for others to watch in action helps quite a bit.
* Fantastic convinced the NCR to give him a job fixing an advanced power plant through this trope:

* Fantastic Drug: A fictional drug that appears in a sci-fi or fantasy-based story; also sometimes referred to as a designer drug.
* Fantastic Drug, also known as Halfling Cheese, mind cheese, and cheeeese. To humans it's a rather unpleasant dairy product; to halflings it's the most powerful narcotic imaginable.
* Fantastic Drug that can "make you feel nothing". It's also an item that can be used to give any character temporary, but ridiculously potent stat boosts. The downside is that anyone who has used Joy will get withdrawals if they don't take the drug frequently, which will make them practically useless outside of using magic attacks or support. To make things worse, Joy is a very scarce resource. Some party members, like Brad, Dick and Queen, come with Joy addiction and will have withdrawals regardless of whether you feed them Joy or not.
* Fantastic Fauna Counterpart: Either a made-up species that behaves like a certain real species, or an extant species that behaves like another, more familiar species.
* Fantastic Fighting Style story "The Adventure of the Empty House", 1903.
* Fantastic Four #1 and was only later localized (for a time) in the Bermuda Triangle, but it more frequently linked to the Godzilla mythos (Marvel once published a Godzilla comic) and thus localized near Japan.
* Fantastic Four (2005) also has this. Johnny has been trying to master flight ever since he got his powers (with no one really believing he can do it), when Doom fires a heat-seeking missile at the Baxter Building he leaps off the edge to try and lure it away and right before he splatters all over the pavement he finally nails it.
* Fantastic Four (2005), Ben Grimm's fiancee silently indicates that she can't love a seven-foot-tall mound of sentient orange rock by taking off the engagement ring he gave her and setting it on the pavement before walking away. To further twist the knife, Grimm's fingers are now so thick that he can't even pick up the discarded ring.
* Fantastic Four (2005), but only because her powers have switched with her brother Johnny's, and her clothes instead burn off.
* Fantastic Four (2005) had several action scenes that were in the trailers but removed from the movie itself.
* Fantastic Four (2005): Mailman Willie Lumpkin (the first time he played one of his own characters).
* Fantastic Four (2005) met Cash Warren on the set and one year after the second film came out, she got married and had three children.
* Fantastic Four (2005) movie begins with Reed and Ben visiting Victor Von Doom to get funding for Reed's experiment; the two pause to watch as a gigantic statue of Doom is being erected outside his offices.
* Fantastic Four (2005) movie, the Human Torch flies next to the plane in which the rest of the Fantastic Four is flying, annoying the Thing. Yes, you read that right, the Fantastic Four were flying on an ordinary, mundane plane. Johnny had told them, "I don't fly coach."
* Fantastic Four (2005) movie, when Reed reaches out to catch a glass Sue knocked over, and discovers his powers this way.
* Fantastic Four (2005): Reed invents a machine that removes The Thing's powers and makes him look normal. He later uses it to get his powers back to fight Doctor Doom but the idea of using the machine to give other people superpowers or having The Thing change back and forth before and after missions is never brought up.
* Fantastic Four (2005), Reed runs into his ex-girlfriend Sue when he asks his old friend Victor, who Sue works for and is currently dating, for a favour. This causes some tension and old feelings to resurface and continues to grow when they get their powers. Eventually, Reed and Sue would reconcile and become engaged at the end of the film.
* Fantastic Four (2005), Reed's stretching power first reveals itself when Sue knocks a bottle of wine off a table and he reflexively extends his forearm — by about three feet — to catch it before it can break.
* Fantastic Four (2005), the Human Torch shielded a young girl from an explosion.

Because of his fire abilities, the blast didn't harm him.
* Fantastic Four (2005): to no one's surprise, as the crate carrying von Doom's remains is shown departing, there's a hint of life.
* Fantastic Four (2005) was wearing a costume made of basketballs. Doctor Doom also suffered, with his iconic metal mask looking like cheap plastic and his armor and green robes being replaced with a green overcoat worn over business slacks.
* Fantastic Four (2005) when he's lamenting on the Brooklyn Bridge over his mutation.
* Fantastic Four (2015) as a point of reference. Unfortunately, Trank was not interested, and he lost enthusiasm for the story once the team got their powers in the second act. Because of this, the shooting script lacked a third act, and 20th Century Fox had to hastily cobble one together during reshoots.
* Fantastic Four (2015) barely took the time to set up Reed and Sue as the iconic couple from the comics. Instead, they dwelled on how Ben Grimm, friends with Reed since childhood, helped him reach the scholarship he'd always dreamed of, how Ben (and not Reed's parents) helped Reed move into the Baxter Foundation, how Reed could not consider deploying the teleporter without Ben there, the list goes on. The emotional peak of the movie is when Reed abandons Ben (specifically Ben) in a government facility to save himself from being experimented on... and Ben's reaction is not that unlike a scorned lover. Deleted drafts of the script had Ben consider enlisting in the army once he realizes Reed is moving on with his life and forgetting him. Uh...
* Fantastic Four (2015) example. The movie was screened for critics a mere two days before it was released in the United States. However, the movie was intended to be premiered in several regions before then - which did not have screenings for critics either. And then the international premieres were delayed until after the United States premiere, which essentially means that the movie was only screened for critics at the eleventh hour, at which point it might as well not have been screened for them at all. The online embargo lasted until two days before the release date and the print embargo lasted until the release date. The movie was unsurprisingly savaged by anyone who saw it, critic or not.
* Fantastic Four (2015) is driven by Victor, Reed, Johnny, and Ben going on a drunken transdimensional trip to Planet Zero, where they mess around with a strange substance that gives them their powers. Sue doesn't go along on the trip — she's just there when they get back and gets splattered by the substance.
* Fantastic Four (2015). One of the most detested changes to the source material is changing the Thing's catchphrase of "It's clobberin' time!" into what his brother says before beating him.
* Fantastic Four (2015)". On the Fantastic Four themselves, human Ben Grimm is a lot smaller than his counterpart in the comic, and Johnny Storm has been given a race lift, no longer the blonde Caucasian in the comic.
* Fantastic Four (2015) opens with Reed as a kid trying to build his quantum teleporter and befriending Ben Grimm. We then cut to "seven years later", where Reed and Ben have finally got the thing to work.
* Fantastic Four (2015) was shot mostly on a sound stage in Baton Rouge, Louisiana, with exterior shots of the city used to stand-in for New York. They even brought in authentic-looking New York buses to try and add to the illusion.
* Fantastic Four #32, he tells his children Sue and Johnny not to be sad, as he'll finally be reunited with his beloved wife (who'd been killed in a car accident years earlier).
* Fantastic Four #511, the Fantastic Four go to meet God, and find Jack Kirby at his drawing board.
* Fantastic Four #527: Ben Grimm experiences a significant windfall, and rushes off to do this, so he can send the picture to Bill Gates (The Other B.G.). Bill wonders why the Fantastic Four sent him a picture of the Grand Canyon.
* Fantastic Four #91-93, the robot gladiator Torgo leads a gladiator revolt on the Skrull controlled planet of Kral, after the Fantastic Four arrives to rescue the captive Thing from the gladiator pits.
* Fantastic Four. A better example would be Johnny Storm, who's even MORE of a

dumbass and has no higher learning backstory (he got his powers in high school). Yet on one occasion he was able to sum up a chain reaction streaming from unlocking unstable molecules and think of a way to contain the problem. Again, sharing living space with the smartest man in the world helps.
* Fantastic Four: A dire situation that required Ben and Johnny to get from Earth to Reed and Sue on Mars was mentioned to take too long before Reed explains he developed "space folding" technology that drastically cuts transit time. They use it in a later arc to travel to a different galaxy within hours.
* Fantastic Four against the shared threat of Onslaught, declaring, "In the words of my dearest friend, It's Clobberin' Time."
* Fantastic Four against the Thing years later, when Alicia and the Thing start dating.
* Fantastic Four also being released concurrently focusing on the non Fantastic Four members of the Future Foundation.
* Fantastic Four, and, as one might guess based on the above, Battlin' Jack Kirby becomes the ever-lovin' blue eyed thing!
* Fantastic Four and makes a set of gear to replicate their powers. They end up regaining their powers confronting Doom with the aid of Daredevil.
* Fantastic Four and smashing his alarm clock to bits when he went to turn it off. The next panel would usually show him tossing it onto a pile of similarly smashed clocks.
* Fantastic Four, and so they give him the artifact, which leads to their victory.
* Fantastic Four, and they spend several years trying to find a way home.
* Fantastic Four and was villainous the first time and relatively benevolent the second time.
* Fantastic Four, and without her its pretty obvious the team wouldn't be able to do that.
* Fantastic Four animated series, where Frankie deliberately tries to use her powers to find Galactus suitable planets to devour that don't hold any sentient life, saying that she could never live with herself otherwise.
* Fantastic Four are involved in an ongoing escalating prank war with each other.
* Fantastic Four are the nemeses of the respective heroes because they start out as being a certain way and, due to their differences with the hero, grow to hate them and eventually focus on them. Doom, on the other hand, is a supervillain who branches out to become an enemy of every single Marvel superhero out there, but every single thing he does can be eventually traced back to his hatred of Reed Richards.
* Fantastic Four, as ruler of Latveria, enjoys the head-of-state version when on official visits, but he's fair game when visiting on other occasions.
* Fantastic Four assassinated, only to die of a heart attack one day later." Dr. Doom mentions that the "for want of a nail" theory of time travel is a lie spread throughout the timestream by Kang to prevent the emergence of rival time-travelers.
* Fantastic Four as the Hitachi Virtual Storage Platform helps thwart the data slowing efforts of M.O.D.O.K. and the corrupted data monster Datazilla.
* Fantastic Four, at the beginning of their superhero career defeated a group of Skrull spies. Reed Richards brainwashed them into becoming cows and retaining that form for life. The milk from these cows affected a small dairy town named King's Crossing, causing the inhabitants to develop shapeshifting powers and become paranoid and insular. The Fantastic Four, via a girl Johnny Storm was dating, ended up investigating the town and neutralizing the threat.
* Fantastic Four attitude clashes with his own morality and sense of family.
* Fantastic Four, a villain known as the Over-Mind telepathically took control of Mister Fantastic. This caused Doctor Doom to team up with the FF to try to defeat the Over-Mind.
* Fantastic Four because the production company didn't have his TV rights.
* Fantastic Four. Black Panther lures the Fantastic Four to his hidden jungle hideout and hunts them down one by one, basically 'playing the villain', and only when he's finally defeated does he reveal that he's actually one of the good guys, and that he was just hunting them to test himself before going up against his

archnemesis, Klaw. After Black Panther makes it up to them with a grand welcome to his kingdom, they all play baseball together. The Thing pitches, Johnny swings a Vibranium Bat, and Mr. Fantastic catches the ball - 30 feet up in the air. As for the Invisible Woman, she trips up her husband to give the mere mortals a fighting chance...
* Fantastic Four both had different costumes that accommodated their powers and past costumes while Reed and Susan Richards had identical suits with their chest emblems slightly different. Their children had gender-based uniforms.
* Fantastic Four briefly dated a villainess from the future known as Psionics. Johnny Storm also dated (and eventually married) a Skrull named Lyja who impersonated Alicia Masters (Ben Grimm's longtime girlfriend). Arguably, as this was all part of a plot and the Torch didn't know who she really was, this may not count. But the two later revealed that they had indeed developed strong feelings for each other.
* Fantastic Four called "Central City". It took a few issues before it became established that their adventures (as well as most of Marvel's other superhero comics) take place in New York City. Today, of course, stories set in New York are arguably Marvel's trademark, so it's hard to think of the series taking place anywhere else.
* Fantastic Four called "Dreadface." She's spent most of the last twenty years in comic book limbo.
* Fantastic Four can afford to use this as his modus operandi, since he's smart enough to pull a master plan that would take anyone else days to draw up out of his ass at random, or cobble together an interdimensional continuity de-snarler out of a handful of kitchen utensils.
* Fantastic Four cartoon, Ben has passed the (ahem) torch of alarm clock abuse to Johnny Storm, who keeps melting his.
* Fantastic Four cartoon, Johnny was afraid this had occurred when he kissed this foxy redhead and she immediately burst into flame. Turned out she had some kind of mutant power she'd repressed due to accidentally burning her house down as a child.. Then played straight when she got extra powers from Galactus in order to become his herald.
* Fantastic Four cartoon, Puppet Master takes one last stab at ultimate power and imagines ruling the world, complete with montage.
* Fantastic Four co-creator Jerry Siegel wrote a couple of issues as "Joe Carter"
* Fantastic Four comic book had the "hero won't fall for it but the villain is right" version. Reed captures Doom, who points out that Reed has sacrificed far more than it's worth to take him in.
* Fantastic Four comics, a common way of depicting that Shit Is Getting Real would be to depict the normally clean-shaven and fastidiously neat Mister Fantastic as becoming increasingly unkempt and unshaven as he spends longer and longer in his laboratory trying obsessively to find a solution to the team's current problem. This has been downplayed in recent years as the creators have updated his image to just show him growing and keeping a beard (likely to spare him the hassle of having to remember to shave), though he still normally keeps himself neat and tidy.
* Fantastic Four comics and cartoon is a trickster-like alien who can turn into all kinds of crazy things. In an episode of the 90's series titled "Hopelessly Impossible", he turns into Galactus, Lawrence Limburger, Hulk, Lockjaw, and a Ninja Turtle.
* Fantastic Four comics. Applicants included an overweight cabbie in a bird suit ("The Osprey") and Captain Ultra, whose strength, flight, and gullibility made him a shoo-in... Until he fainted in the presence of a lit match.
* Fantastic Four comics, she's dating the hulking but gentle robot Elektro; it's very cute.
* Fantastic Four comics, who doesn't much like having a superhero team in his building but can't evict them.
* Fantastic Four comic. The Watcher actually picked him up and brought him into space so both he and Byrne could watch the trial of Reed Richards.
* Fantastic Four costume was a failure that fans and critics alike hated; even the

biggest fans of She-Hulk and Power Girl don't see Sue as the type.
* Fantastic Four, Denny's came out with a bacon cheeseburger called "the Thing". Not only does it have nothing to do with the movie, Ben Grimm (a.k.a the Thing) is Jewish, and bacon is the least Kosher thing imaginable.
* Fantastic Four, Doctor Doom captures Reed Richards by freezing him in ice, then sadistically bends his fingers the other way. Luckily, they don't snap off, but Reed groans in agony.
* Fantastic Four: Doctor Doom once had his hands crushed by The Thing. As as a result, he hates Ben Grimm almost as much as he hates Reed Richards.
* Fantastic Four does this now and again as well. Justified in that his powers are to stretch his body to any length, and width.
* Fantastic Four, during their conflict with Hyperstorm. Some characters were stranded in the past, and others continued their actions in the future. A change of plots said "Meanwhile... if the word makes any sense in this context...".
* Fantastic Four each correspond to one of the four classical elements. Johnny Storm is Fire and Ben Grimm / The Thing is Earth, of course. Reed Richards is fluid like Water, and Sue Storm can become invisible like Air.
* Fantastic Four, especially as the two of them share an incredibly advanced intellect.
* Fantastic Four, especially when it comes to getting three square meals apparently.
* Fantastic Four, everything is changed when — a team member dies, there is a huge change to the team roster, a relative of a team member shows up from another dimension, or Doctor Doom does something totally different this time and never brings it up again.
* Fantastic Four. Feedback and sales were positive enough for them to "graduate" to their own ongoing series, starting in October, 1961. It lasted to 1967.
* Fantastic Four filled with elevator music enticing the player to take a nap instead of continue playing.
* Fantastic Four finally used it to return to his home planet Galador.
* Fantastic Four first season had done the story a disservice, and sought to adapt it right this time.)
* Fantastic Four for aid. After defeating the Sphinx, Galactus decided to dish out a punishment by sending the man back in time to ancient Egypt just before he gained his powers and force him to live out his entire life over again. It's hinted the Sphinx was trapped in this loop, unable to tell anyone what was happening and, despite all his attempts, unable to alter his fate. That is, until a woman's attempt to rewrite reality managed to break him free of the loop.
* Fantastic Four for that particular side of Marvel, it's usually him.
* Fantastic Four for the first time, it was clear that they had no way of defeating an omnipotent cosmic being. Instead, Johnny was sent to retrieve the Ultimate Nullifier — that most infamous of comic book asspulls — to cow Galactus into leaving Earth.
* Fantastic Four fought the Wizard (faked it using advanced tech he invented) and Miracle Man (faked it using mass hypnosis).
* Fantastic Four: Frequently forgotten is that Susan Storm knew and had a thing for Reed Richards since he was a college undergrad… and she was 13. At least one writer since then has retconned this in their version of the Four's backstory, explicitly ditching this element and establishing their first meeting as occurring when the two of them are both in college and at around the same age.
* Fantastic Four gain their powers in the 2015 film is implied to be this, as rocks and fire from Planet Zero get into the pods of Ben Grimm and Johnny Storm, respectively, as they're being teleported back to earth, whilst Sue Storm (who didn't go on the mission) accidentally gets caught in the blast radius as the teleporter comes back.
* Fantastic Four had a 50 Foot Whatever make Iron Man a sandwich, thinking he was actually an ally from way back when. The sandwich he made? It was two walls, a tanker truck, and a radio tower needle thing.
* Fantastic Four had five Rembrandts. Then he had one burned because he didn't like

it.
* Fantastic Four had issues dealing with his entry in a super-powered wrestling federation in both the FF series and his own self-titled series. This federation is called "Unlimited Wrestling Federation" and he is an undefeated champion.
* Fantastic Four has a future version of Namor and Black Panther coming to the present for some reason or another. It's revealed that Reed's devotion to his work would eventually drive his family away from him, culminating in Susan running off with Namor (as she's been on the verge of doing before). Reed takes this news calmly, then shoots Namor in the head. In this case, he suspected, but did not know for certain, that this was a plot orchestrated by Doom, and that the future Namor and Black Panther were robot impostors. Reed based his decision on "well I can't believe Doom solved that external power supply problem for that type of force field so Namor and Black Panther must be androids holding the power supplies." He was so certain Doom couldn't have solved a problem he couldn't even from decades into the future that he was willing to risk killing what was possibly the real Namor to prove himself right. Presumably, he shot the Namor android because he'd care a lot less about Namor dying if he turned out to be wrong.
* Fantastic Four has recently learned that her invisibility powers are simply the ability to manipulate light waves and thus she can use this to change her appearance.
* Fantastic Four, has sometimes been a victim of unwanted public nudity, usually just narrowly avoiding complete and utter humiliation by turning invisible.
* Fantastic Four has the newly flame-powered Frankie Raye bursting into song. Johnny interrupts her with a kiss, mainly because the next lyric is considered inappropriate for a kids' show.
* Fantastic Four has the Yancy Street gang, a band of jerks who love to play pranks on the Thing and make his life miserable.
* Fantastic Four, has this happen. It's only a minor inconvenience, though, and she goes around as a ghost for a while before eventually resurrecting herself.
* Fantastic Four has this with Tommy able to shape-shift into animals.
* Fantastic Four have relatively simple costumes; their opponents generally do not.
* Fantastic Four have written; the highlight was a war between Doctor Doom and an impostor who believed he was Doom, in which both assembled teams of supervillains to fight on their sides. Once the real FF are freed, and Aron and his fakes vanquished, Franklin Richards goes to find "Harkness" to help fix the FF's now bad public image.
* Fantastic Four), he meets the (slightly goofy but also rather adorable) local Parisian superhero team, Les Heroes de Paris, including the Phantom Detective, a ghost who haunts the Louvre until the day he can solve his own murder. Ben pokes fun at him for just hanging about the Louvre all day and calls him a layabout, to which he responds "The dead have a right to lay about, Monsieur!"
* Fantastic Four, he uses what appears to be a table-stand-washer from the model house he's building. Though to be honest, he seems to have planned it and it could have been an actual engagement ring that had just been hidden there for convenience.
* Fantastic Four. His fear of rejection mostly stems from self-loathing due to his appearance, and early encounters before his fame took off.
* Fantastic Four, his fellow Avengers and his clone Kaine know who Spider-Man is under the mask.
* Fantastic Four. His teammates too, although they can pass for ordinary people in a way he can't.
* Fantastic Four his transformation he counted (albeit in a less extreme way). He's not called "the Ever-Lovin' Blue-Eyed Thing" for nothing.
* Fantastic Four: Human Torch, Invisible Woman, and The Thing are fighting a horrifying monster. The following exchange occurs:
* Fantastic Four. Hyperstorm was sent to a dimensional void with Galactus, who returned. Hyperstorm was never seen again. In six chapters of five thousand words or more, describe Jonathan Richards growing up in his own timeline before becoming a villain, how he returns from the dimensional void, what he plans to do in modern

day, how he defeats the X-men and the Fantastic Four at the same time, and how he fights in ridiculous energy battles versus Rachel Summers, Hope Summers, and maybe Nate Grey, or Vulcan, he hasn't done a whole lot lately. Just like KRPBLRRR BLRPSHKRR like explosions everywhere.
* Fantastic Four: In issue #232, the titular super-team faces the villainous Elementals of Doom. One of them, Fire, is a sentient, vaguely-humanoid flame.
* Fantastic Four in short order and attempt to either kill or enslave all humans, starting with him.
* Fantastic Four in the second movie, where Johnny asks Ben about the details. Ben is not amused.
* Fantastic Four in the two-part premiere "The Origin of the Fantastic Four".
* Fantastic Four into such a device: They thought they were living idyllic normal lives in a place called Liddleville (though Reed was tormented by Doom himself in the guise of professor Victor Vaughn), when in fact their minds had been transferred into miniature clones of themselves, and the town was an intricate scale model.
* Fantastic Four: Invisible Woman shamed Ben Grimm into piloting the ship during the first issue. She was also told to distract many of the Silver Age male supervillains. After Psycho Man temporarily turned her into Malice she used her knowledge of Reed and Psycho Man's personalities to track him down and take revenge on him. When Dr. Doom stole the power cosmic from the Silver Surfer, she tricked him into flying into outer space when he couldn't. During the Civil War, she spied on Reed. As any real chessmaster/manipulative bastard/guile hero would tell you, the greatest achievements in theses tropes is to make certain that your opponents don't realize you are a social expert.
* Fantastic Four in which Magneto forms the X-Men when Charles Xavier dies. The story builds intriguingly as Magneto draws mutants to his side, who would normally be either X-Men and Brotherhood members in the regular continuity, taking out other superhumans in the name of protecting mutantkind - and it ends with Galactus destroying the Earth, because the Fantastic Four were dead and thus unable to stop him. Writing for the Marvel Appendix page, Mikel Midnight sums up the main problem:
* Fantastic Four is a petty, vindictive, murderous tyrant whose grudge against Reed is based on envy and a mistaken belief that Reed was responsible for scarring him. Despite being far worse than Reed and far less aware of his flaws, a segment of fans view Doom in a more sympathetic and heroic light than Reed.
* Fantastic Four. It was phased out in favor of a captured Skrull starship.
* Fantastic Four, Katie Power from the future tells Katie Power that Franklin Richards was her first boyfriend; young Katie insists that "boys are gross" but future herself calmly tells her that, in a few years, she'll change her mind.
* Fantastic Four kept his mother in the dark about being a villain. He even explained that he changed his name when he became a criminal so she wouldn't find out.
* Fantastic Four likes to describe himself as "The Living Death That Walks."
* Fantastic Four: Lilandra's reaction to Reed Richards saving planet-devouring Galactus.
* Fantastic Four main manners of death this trope describes: cutting, crushing, popping, and internal blockage.
* Fantastic Four, making it arguably the most blatant example of "radiation = magic" in comics.
* Fantastic Four — enough that she could successfully infiltrate the FF! This hasn't really been mentioned since, but logically means that not only were Reed Richards and Ben Grimm in love with identical women, so was Johnny Storm, in one storyline... and the woman looked exactly like his sister!
* Fantastic Four miniseries, "Isla de la Muerte" (Island of Death), has the superheroes coming to Puerto Rico to deal with the Chupacabra.
* Fantastic Four much more than the outline of what he's wearing anyway). Generally only Reed is guaranteed to stick with the original outfit. Makes sense since he's the one who designed it.
* Fantastic Four never get their powers. As it turns out, this has absolutely no

bearing on their ability to kick Mole Man's ass.
* Fantastic Four, notably for copying the grounded yet campy tone of Raimi's films and changing the character Doctor Doom into a Norman Osborn knock-off.
* Fantastic Four of the storyline, using his motto, but the Thing, annoyed Spidey's going this route, grabs him by the back of his shirt, lifts him aside, and psyches up his godchild his own way.
* Fantastic Four of the team wears less clothing, even if she's a Big Girl.)
* Fantastic Four: On Earth-98570, Reed Richards gains superpowers from the Nazis and becomes head of their party. On Earth-76611, Nazi access to vibranium wins them the war.
* Fantastic Four. One of his inventions was the "Methuselah Treatment", which has extended everyone's life expectancy into centuries.
* Fantastic Four., over two-thirds of the population). Meanwhile, while the Persians were conquerors and slavers they were conspicuous for how they tolerated the customs and institutions of the peoples they conquered — their general policy was that as long as they paid proper tribute to the empire and didn't rebel, their conquered states could self-govern, maintain their traditions and beliefs, and generally go on much as they had before being conquered. This is generally believed to have been a major contributor to the success of their empire, as it tended to make rebellion a much less attractive proposition than it might otherwise be.
* Fantastic Four. Part of it comes from the fact that they don't have to talk down to each other — smartest men in the world and all that.
* Fantastic Four Popularity Power in action - the Star and Strips logo must be a reality breaker.
* Fantastic Four reasons that kids and teens in the sixties bought Marvel Comics, taking the company from perpetual number two to a legitimate rival for DC Comics.
* Fantastic Four received their powers as a result of exposure to space-radiation.
* Fantastic Four, Reed has made good financially, and Sue is wearing one heck of a giant, shiny rock.
* Fantastic Four: Reed Richards is generally considered the most competent and effective leader and scientist in the entire universe and the Four's adventures generally are all about their adventures and inventing and exploring somehow always saving the day.
* Fantastic Four, Reed Richards often turns his super-elastic body into a human parachute when he needs to save himself and his family from a fall.
* Fantastic Four, returning the titles back to their former glory with very popular creative teams.
* Fantastic Four: Rise of the Silver Surfer an astronaut with all the education and training that would entail.
* Fantastic Four: Rise of the Silver Surfer as he hovers above the planet, having a snack. This would at least strip away Earth's atmosphere with the shock wave or, far more likely, just disintegrate Earth entirely. But no, the Richards/Storm wedding goes off as planned.
* Fantastic Four: Rise of the Silver Surfer has a gag where paparazzi photographs Johnny Storm while he's kneeling in front of Ben Grimm and holding a bouquet.
* Fantastic Four: Rise of the Silver Surfer mentions Rigel III as the previous planet eaten by Galactus.
* Fantastic Four: Rise of the Silver Surfer mothership times a hundred, plus whatever damage you would expect from having huge, miles deep holes buried in the planet's crust.
* Fantastic Four: Rise of the Silver Surfer: Reed Richards and General Hager butt heads over how to stop the titular Silver Surfer from destroying Earth. Hager makes it clear he has little respect for Reed (it's mentioned the two knew each other in high school and didn't get along back then either), and even goes as far as recruiting the far less trustworthy Dr. Doom simply because both of them can't stand Reed. Hager ultimately pays the price for his foolishness when Doom kills him to get the Surfer's board.
* Fantastic Four: Rise of the Silver Surfer shows friction between Reed Richards

and General Hager. Hager berates Reed for not being at his beck and call to design something to catch the Surfer, Reed lets Hager know when he's making destructively stupid decisions. Note that in the comics, Reed was a WWII vet, which is mostly ignored today.
* Fantastic Four: Rise of the Silver Surfer sitting in a rotating chair with LCD screens on its armrests in a room where the walls are covered with larger monitors. Shame so little of it was shown, as it looked rather cool.
* Fantastic Four: Rise of the Silver Surfer spinoff, which never happened.
* Fantastic Four: Rise of the Silver Surfer, Sue threatens Dr. Doom by informing him she has the ability to create a force field inside of someone and then expand it until the person explodes (an ability well within the range of her comic counterpart, see above).
* Fantastic Four: Rise of the Silver Surfer, the Critic accidentally messes up the title this way:
* Fantastic Four: Rise of the Silver Surfer, the London Eye breaks down and has to be rescued, although it had more to do with the Silver Surfer destroying the surrounding area than just a random failure. While the London Eye is not quite a Ferris Wheel but an observation wheel (its gondolas are motorized), it's similar enough to count.
* Fantastic Four: Rise of the Silver Surfer, they decide that the only way to get the Silver Surfer's board back from Dr. Doom is to use The Human Torch's new "powers" to combine all their abilities to allow him to fly, but also be as strong as The Thing, and be invisible so he can sneak up on Doom. It works perfectly and he gets to within 2 feet of Doom. But rather than just knock him out, he has to say "To quote a friend, It's clobbering time." thus blowing the cover and starting a drawn out battle... all while the Earth is about to be destroyed. Great priorities there.
* Fantastic Four: Rise of the Silver Surfer This creates the following problems:
* Fantastic Four: Rise of the Silver Surfer to transfer and even accumulate superpowers. It causes no end of trouble for the group before helping them to save the world.
* Fantastic Four (Romantic) while Reed Richards represents the Enlightenment.
* Fantastic Four run, a shrink-rayed Ben is combing the Baxter Building's air ducts for an alien bug. Reed, talking to him via intercom, keeps cracking up over his "little helium voice" and asks him to say "It's clobberin' time."
* Fantastic Four's black and white costumes from a few years back were clearly aiming at a Genius Bar aesthetic.
* Fantastic Four sculptures of people the FF have met just by hearing them described.
* Fantastic Four's Fantasticar are able to separate into mini-vehicles each of the Four can pilot.
* Fantastic Four's Human Torch was this back in the Silver Age, when he was a student around the same age as Spider-Man, and the quartet's youngest member.
* Fantastic Four's "In The Hills, The Cities" (see Literature, below).
* Fantastic Four, so he mainly uses the Cosmic Control Rod to halt his aging. The other powers the Rod possesses also make him generally very difficult to hurt or kill by other means, too.
* Fantastic Four's original uniforms consisted of a sky-blue suit with a white circular badge featuring the number 4 on the chest. The second one, intruduced during John Byrne's run, wasn't much better: dark blue, but with white gauntlets and boots, and with a similar bullseye badge. Oh, and the only members who did not wear this exact uniform are the Thing and She-Hulk — who instead wore cut-down versions that showed as much of their brightly coloured skin as possible.
* Fantastic Four's run, Petunia (she prefers 'Penny') was revealed to be his uncle's second wife and an attractive woman about the Thing's own age.
* Fantastic Four's story arc "Planet Skrull" revolves around a group of Skrulls enslaving a whole planet and Reed Richards' family sparking a successful rebellion.
* Fantastic Four started the Future Foundation, they started wearing white spandex with black piping, as did their pupils- that included Spider-Man (though he only

wore it when appearing specifically in that title, presumably giving him a chance to air out his standard red-and-blue).
* Fantastic Four starting in issue #101, he maintained a secret identity in his home town of Glenville — the inhabitants of which knew his sister Sue was the Invisible Girl, but ostensibly don't know who the Torch was (the four schoolmates who do know who he is are now out-of-town graduates who were sworn to secrecy). #106 had him discover that everyone knew who he really is, after all, they just respected his privacy.
* Fantastic Four stories, she's the girlfriend of shrunken-giant-robot Elektro. It's very cute.
* Fantastic Four story had an ancient artifact called the Resurrection Stone which had to be retrieved for contrived reasons. It was in two parts, one would animate the body (but leave it a soulless husk) and the other would replace the soul (in an inanimate body). The people who used the two pieces are also driven completely insane by using them.
* Fantastic Four story involved the team witnessing alternate universe versions of themselves. In one, set in an Elizabethan milieu, Chamberlain Grimm announces, "Milady, 'tis the clobbering hour."
* Fantastic Four story, "This Man... This Monster!", featured another Changeling (must be something with the name), though quite different from the X-Man. This mystery man steals the Thing's powers simultaneously turning himself into a rock monster and returning Ben Grimm to his much-desired human form. While assisting his hated rival, Mr. Fantastic, with his experiment - a portal to the Negative Zone - "The Thing" sacrifices himself to save Richards after realizing that, for all his jealousy at Richards, Mr. Fantastic was a selfless individual and that the Changeling has been the one who had never done anything helpful with his life.
* Fantastic Four story when a middle aged milquetoast has the mutant power of omnipotence… but being a milquetoast, he always caves to other’s needs and therefore, never realizes he had it... in that issue, Earth is devastated by a gravitational pulse from Ego the Living Planet, and when he sees the Fantastic Four flying into space to deal with Ego he assumes they're fleeing Earth and he wishes things were as they were before, his power burns out in the process of reverting Earth to how it was prior to the attack (although it doesn't recall the FF).
* Fantastic Four, Sue was always more or less Reed's Number Two, but it was a role she rarely had to play. Then Reed was killed off for a couple of years, and during that time, Sue had to step up to become team leader. This became a part of her personality and changed the team dynamic a bit. Reed still calls the shots (and Sue prefers it that way), but when he's absent, she'll easily take charge.
* Fantastic Four Susan "Sue" Storm was this to her brother Johnny when they were growing up.
* Fantastic Four switches bodies with Reed Richards. When Reed escapes the prison Doom had him in, he visits Alicia Masters to ask for help. She immediately realizes that it's not the voice of Mr. Fantastic.
* Fantastic Four that took place during the second season, as the ToyBiz execs disliked the fact that the new FF costumes did not look like the ones featured in the show's action figure line.
* Fantastic Four. The ending shows Jack-Jack has highly variable superpowers (among these, setting himself on fire like the Human Torch), and Franklin Richards, the child of Mr. Fantastic and the Invisible Woman had very ill-defined but vast superpowers. Even their costumes and name (Fantastic/Incredible) are similar. Their villain, Syndrome, is a somewhat more rotund Doctor Doom, a villain whose primary superpowers are simply being so good at super-technology that his super-suit is more powerful than the family combined. Syndrome also has Doctor Doom's 'petty grudge blown WAY out of proportion' motivation for his enmity as well.
* Fantastic Four. The first issue of Mark Waid's run, is just one example.
* Fantastic Four, the Four and the Avengers try to rescue Central City which had been encased in a black dome. Iron Man goes inside with the panel showing him entering and exiting in virtually the same instant. Tearing off his helmet, a bearded and ravaged Tony Stark talks about how he almost exhausted his energy and

food packs and demands to know why no one came after him. Told he was gone less than a second, he's stunned as to him it was almost three months.
* Fantastic Four. There's only time to send one of the Inhumans to rescue Reed, who's stuck in the Negative Zone; Black Bolt chooses Triton, the merman, because space is like an ocean.
* Fantastic Four, the team's phone number is revealed to be, aptly enough, 555-4444.
* Fantastic Four: The Thing once befriended a robot named Torgo from the planet Mekka; Mekka's organic population had died out in a disaster long ago, but their robot servants had survived and gone on to build a civilization of their own. Torgo and Ben were both prisoners of the Skrulls at the time, and became friends while trying to escape.
* Fantastic Four, the U-Foes, are named after the member whose idea it was to get bombarded with cosmic rays in the first place: Simon Utrecht, alias Vector. It's important to note, though, that this was Ironclad's idea.
* Fantastic Four. The Ultimate Version has no such powers, instead relying on an "anti-assassination" suit which allows him to duplicate the powers of any superhuman within a thousand mile radius. He is beaten by a human Ben Grimm who had no powers for the suit to duplicate.
* Fantastic Four: The villain Molecule Man has the power to transmute anything into anything else and telepathically control his creations, and yet he's only a minor villain because he lacks imagination, intelligence, and a killing instinct. If he was actually competent he'd be one of the biggest threats in the world.
* Fantastic Four), they gave him a custom variation of their new mostly white uniforms, bearing a large spider symbol instead of the Future Foundation's three block logo.
* Fantastic Four", though oddly not emphasizing that they shared a writer and producer (Simon Kinberg).
* Fantastic Four (though the shot itself is fired offscreen). Despite this, there's no blood or wounds of any sort on the corpse.
* Fantastic Four to the team to replace Johnny, who had specifically named his old pal Spidey for the position in his will, bringing Doctor Doom and Mister Fantastic's time traveling father along for the ride and becoming a sort of superhero think tank. This new series ended up being well received.
* Fantastic Four, usually of the semi-derogatory kind: "Stretch", "Stretcho", "Rubber Head", "Big Brains", "Professor", "Doc", "High Pockets", etc for Reed; "Match-head" "Matchstick", "Bic-head", "Flame-Brain", "Hothead", "Sparky", "Firefly", etc for Johnny. He always calls Sue by the pet names "Suzy" or "Suzy-Q" however, possibly since she's the one who pisses him off the least.
* Fantastic Four villain Diablo (who was living proof that it was) at first thinking he was some sort of illusionist like Mysterio. (Of course, seeing as most scientists tend to universally regard alchemy as a "fake science", it was hard to blame Peter, someone who had studied biochemistry and other physical sciences most of his life.)
* Fantastic Four villain Ivan Kragoff/The Red Ghost has this ability. Like Shadowcat, he can float to avoid the falling through the floor problem. While he is intangible, he doesn't have to eat or breathe for a very long time. He can make parts of his body be intangible, so he can carry objects while staying relatively safe.
* Fantastic Four villains the Mole Man and Kala (both rulers of subterranean realms, incidentally) have had a relationship that has been rocky and tumultuous. They have been married and divorced more than once, and Kala has betrayed him at least once. When last seen, they seemed to have reconciled, at least for now.
* Fantastic Four villain, the Hate-Monger, has a purple costume with an "H" on it, but his hood is suspiciously cone-shaped, and he spreads bigotry wherever he goes, using a combination of rhetoric and mind-control rays. Only natural, since he's (a clone of) Adolf Hitler.
* Fantastic Four Vol. 1 #241. Several Russian scientists end up this way, mystifying Reed Richards. Explained later; the Big Bad has vast cosmic powers and

just simply likes disposing of malcontents this way.
* Fantastic Four was being mind-controlled by Psycho-Man into becoming the murderous Malice, Reed was able to free her from Psycho-Man's control by berating her (and even slapping her across the face) in order to make her hate him, however briefly.
* Fantastic Four were stuck in space thanks to the Baxter Building being launched into space (and then blown up) Reed Richards had Sue, who was keeping them all alive with her forcefield, open up a very small hole in said field. It let a little of their air out, but very slowly—and helped them get back to terra firma.
* Fantastic Four, when everyone holds a birthday party for Franklin, his hyper-intelligent sister Valeria says, "Happy birthday, Retard." After the party, when mysterious stranger approaches Valeria to give her some cryptic warnings, Val recognizes him as an adult Franklin from the future and tells him, "Happy birthday, Retard."
* Fantastic Four when he becomes a member of the team, mostly because Ben Grimm is deathly serious.
* Fantastic Four, when Johnny asks how Ben and Alicia manage a physical relationship, joking that he doesn't want to learn that she died under "a rockslide." All Ben is willing to say is that they have some arrangement worked out.
* Fantastic Four, when the FF testify at a congressional hearing, a bunch of mentally-manipulated D-grade villains enter the room, dressed in trenchcoats and hats, and attack them.
* Fantastic Four where Reed and Sue Richards do not want to give their children up to Child Protective Services. They realize how dangerous their lives are, but they also believe they are the only ones capable of protecting the children. They make a deal with the CPS agent to announce on TV that they had given up the children, but the safehouse location was secret. In less than a few hours, the undisclosed safehouse was destroyed by rockets; the children had never been moved and were allowed to stay with their parents.
* Fantastic Four which scarred his perfect face. Taken even further in some versions of his origin, where the scarring is fairly minor, but he insists on putting on his famous mask before it's finished cooling, due to his need to "conceal" the imperfection.
* Fantastic Four, who used to be a star football player in high school. He became fast friends with the intellectual Reed Richards, a.k.a. Mr. Fantastic, once the two of them met in college.
* Fantastic Four, who usually are having relationships with each other.
* Fantastic Four with a fake Ultimate Nullifier. After Galactus left, the Watcher, who was bound by his code of ethics to never interfere with other living beings, revealed that he had telepathically entered Reed's mind to prevent Galactus from sensing his plan, claiming he was simply observing the event from Reed's point of view. As he left, he added "Can one help it if one's mere presence brings about a more desired outcome? Can one?"
* Fantastic Four, with Johnny claiming that he was a huge fan of the original Torch as a child. It was even implied that Johnny's subconscious desire to be like his idol may have somehow influenced his transformation into the new Human Torch way back when the Four first got their powers from the cosmic rays. This had never been brought up before in any other comic, and in fact, when the Human Torch met his Golden Age counterpart back in the 60s, he seemed to have absolutely no idea who the hell he was.
* Fantastic Four, without being particularly bothered by the theological implications of it as far as the reader gets to see. Teaming up with Thor, Hercules, and Wonder Woman has rarely if ever influenced heroes' beliefs, even if they get to visit Asgard or Thymescria and learn that, yes, there really is something supernatural to them.
* Fantastic Four, without getting beaten or captured once. While this was arguably justified by Wolverine being given additional support by HYDRA (such as being teleported in and out on top of his targets, or given supplementary weapons), the

key word is "arguably".
* Fantastic Four) - with the most significant of these decisions being their lack of dual identities. One popular in-story explanation implies Reed does so to not make the others, especially Ben Grimm (for whom keeping a secret identity is basically impossible), feel ashamed of their abilities.
* Fantastic Four with the rival Kree Empire, later because they've managed to make enemies of Earth's many superheroes). They normally keep their victims alive just in case they might be useful in the future.
* Fantastic Four: World's Greatest Heroes about being the Thing and depressed at being left out of the team. He still manages to save the day before returning to normal.
* Fantastic Four: World's Greatest Heroes as he was about to attack Johnny.
* Fantastic Four: World's Greatest Heroes", a shrunken Reed desperately tries to get Alicia's attention when she comes over for a date with Ben. She thinks she hears him, but then passes it off and leaves.
* Fantastic Four: World's Greatest Heroes Ben Grimm watches it from home. Then it goes back to when Reed is about to try another way to turn the Thing back into Ben Grimm.
* Fantastic Four: World's Greatest Heroes breaks a nail and is somewhat upset over it...
* Fantastic Four: World's Greatest Heroes does a rather impressive one upon seeing the large crowd of Negative Zone bugs after Ben's energy pack.
* Fantastic Four: World's Greatest Heroes, Dr Doom sends the Baxter Building into space. Reed has to fly it like a spaceship, using Doombots as thrusters, before crashing it into the Latverian Embasssy. Most of the building's residents are terrified by all this, but one dotty old lady wants to do it again.
* Fantastic Four: World's Greatest Heroes", Dr. Doom unintentionally creates a Doombot which can think and feel. HERBIE, the computer Reed created to run the Baxter Building, also seems neurotic enough to qualify, but Reed himself dismisses him in favor of the Doombot as not a true AI.
* Fantastic Four: World's Greatest Heroes episode "Impossible", this is one of Impossible Man's major characteristics.
* Fantastic Four: World's Greatest Heroes giving a flaming thumbs-up".
* Fantastic Four: World's Greatest Heroes has one with each member of the team making the team's symbol, a four in a circle.
* Fantastic Four: World's Greatest Heroes", HERBIE frantically reminds Susan, Ben, and Johnny of this rule, alleging that "the universe could implode!... or something" if it's not followed.
* Fantastic Four: World's Greatest Heroes, Johnny causes some of their problems by burning something, or messing with Reed's stuff, and ends up unleashing a giant inter-dimensional insect.
* Fantastic Four: World's Greatest Heroes — it's clobbering time!"
* Fantastic Four: World's Greatest Heroes," Reed Richards refuses to believe Diablo's magic is anything more that sufficiently advanced technology until he defeats Diablo and yells "HA! TAKE THAT MAGIC!".
* Fantastic Four: World's Greatest Heroes Reed Richards starts asking questions like "Do you remember when we first met? Was it... five hundred years ago? On the moon? Remember, you flew up there in your bathtub?" and "I always loved your wings, Mrs. Smith. They're so white and fluffy. Would you show them to me, please?"
* Fantastic Four: World's Greatest Heroes series, but they're drifting that way.
* Fantastic Four: World's Greatest Heroes, subverting what would have otherwise been a Heartwarming Moment where he apologized to Ben for all the crummy stuff he'd done to him in the past.
* Fantastic Four: World's Greatest Heroes tells him that Ben's own bad luck will prevent this. Sure enough, a giant alien invades moments afterwards. And just to cap it all, Ben forgets to tape the game, preventing him from watching it later.
* Fantastic Four: World's Greatest Heroes that water from her sink once attacked her.
* Fantastic Four: World's Greatest Heroes: The penultimate episode, "Doom's Word is

Law", ends with Doctor Doom getting caught in an explosion. It isn't clear whether or not he survived. While Johnny does mention Doom as if he were still alive in the final episode "Scavenger Hunt", one can make the argument that Johnny simply wasn't aware that Doom was killed.
* Fantastic Four: World's Greatest Heroes There is a sound of screeching tires, honking horns, and Ben yelling, "Hey, I'm landing here!"
* Fantastic Four: World's Greatest Heroes this, commenting on "how far she's fallen."
* Fantastic Four: World's Greatest Heroes", this is discussed by the Thing.
* Fantastic Four would would have gladly died rather than leave Sue and Johnny behind, the entire universe is about to be annihilated and without Reed, the others along for the ride — Thor, Iron Man, and Ms. Marvel — would have no chance in hell of saving it.
* Fantastic Four. (written by the same dude), they really, really worked very, very hard at it.
* Fantastic Foxes, the Korean Gumiho is, unlike the Japanese Kitsune, traditionally depicted as a vicious man-eating fox that uses its guise of a beautiful human maiden to get men alone so it can feast on their livers or hearts. The Chinese Huli Jing is also sometimes portrayed this way, but feeds on spiritual energy rather than flesh.
* Fantastic Fraulein Mumor., being a Japanese MMORPG, was bound to have this eventually.
* Fantastic Fruits and Vegetables: Peculiar fictional fruits or vegetables.
* Fantastic Fruits and Vegetables: Produce with strange and unusual properties.
* Fantastic Honorifics: This culture uses unusual manners of address to show status.
* Fantastic Legal Weirdness: The presence of the supernatural interacts pretty weirdly with legal processes.
* Fantastic Max where FX was able to carry Max on his shoulders, despite the fact that he's a little bit smaller than Max.
* Fantastic Medicinal Bodily Product: A creature has a bodily product, such as blood, spittle, etc. that has healing properties.
* Fantastic Medicinal Bodily Product: A creature's body part has healing properties.
* Fantastic Mr. Fox: All swear words are efficiently replaced with "cuss". People in the audience who catch on shouldn't have any trouble deciphering the uses of "cluster-cuss" and "cussin' with their heads", for example. In the background of one scene, "CUSS" is written in graffiti on a wall.
* Fantastic Mr. Fox, all swear words are replaced with "cuss", including the graffiti.
* Fantastic Mr. Fox and Mark Gustafson, this is notable in the fact that the film's cinematographer mentioned that Gustafson spent much more time on set working on the animation and with crew while Anderson would direct scenes by e-mail and therefore felt that Anderson's credit shouldn't have been as high as it was)
* Fantastic Mr. Fox and perhaps also the film's unusual visual style and introspective nature. It is also a stop-motion film, which, despite a growing number of them, have typically had a harder time with families than 2D animation or 3D CGI.
* Fantastic Mr. Fox, Ash wants a bandit hat like Mr. Fox, Kylie, and Kristofferson, so he cuts eye-holes in a tube sock and wears that on his face.
* Fantastic Mr. Fox can be seen in the background for a full minute before he makes his presence known.
* Fantastic Mr. Fox doesn't eat any solid food at all, drinking gallons of fiery, home-brewed, alcoholic apple cider.
* Fantastic Mr. Fox ends with Mr. Fox and his family dancing in the supermarket.
* Fantastic Mr. Fox film by the way). This is then averted near the end of the movie when the rat villain gets shocked: He actually dies from it.
* Fantastic Mr. Fox, Fox chooses to ignore his real estate agent's advice not to move into Boggis, Bunce and Bean territory. However it wasn't because he lived

there that they hated him, it was because he stole from them.
* Fantastic Mr. Fox. Fox is more surprised that Kylie is eligible for a Titanium card.
* Fantastic Mr. Fox have most of the stereotypes associated with the animals: Fox is clever and cunning, Mole is shy, Badger is aggressive (as a lawyer should be), Weasel is sneaky, to name a few.
* Fantastic Mr. Fox... "If what I think is happening, is happening, it better not be."
* Fantastic Mr. Fox is actually older than his unbearably perfect cousin Kristofferson but he otherwise fits the character trope with his resentful ill temper. However, he dramatically matures in the story and becomes a nice kit at the end.
* Fantastic Mr. Fox of Mr. Fox and his companions infiltrating the farms in "bandit hats". (He bought them for 40% off from a newspaper ad at the beginning of the movie.)
* Fantastic Mr. Fox. So when Bunce sarcastically asks if Bean has another idea to catch the titular fox, Bean says he can't hear him. Thus, Bunce has to shout into his ear.
* Fantastic Mr. Fox the animals are hiding out underground while the farmers guard their main escape route, and find it's actually quite comfortable. They decide to stay. "The farmers sat around the hole, watching. As far as I know, they are still sitting there."
* Fantastic Mr. Fox, the animal school's official sport is Whackbat, an incomprehensible game similar to baseball and cricket played with a flaming pinecone. A sequence of the game in play features animals hitting the pinecone, running around in random directions, and spinning in place.
* Fantastic Mr. Fox, the eponymous fox and his wife have a conversation next to a mineral deposit that appears to be diamonds (or some other equally shiny gemstones). The foxes ignore this because, well, they're animals.
* Fantastic Mr. Fox, the farmers and the animals each send the other a cut-and-paste note. Neither side understands why, because they already know each other's identities. Fox even signs his name.
* Fantastic Mr. Fox This is only a partial example of this trope as the song is actually sung by schoolchildren, and is not used ironically. Mr. Badger even invokes it in order to dissuade Mr. Fox from buying a house next to said farmers.
* Fantastic Mr. Fox, though he doesn't just flip over the table; he destroys just about everything in his office.
* Fantastic Mr. Fox voices the Weasel who sells the tree home to Mr. Fox.
* Fantastic Mr. Fox: With Bean when he has a temper tantrum and trashes the inside of the trailer.
* Fantastic Naming Convention: People in this culture have names in an unusual format.
* Fantastic Naming Convention, the wolves of the Packlands are named after a trait the elders observe in them. One of Swift-Pad's litter-mates is Giggle-Snort, who would love to forget that he was named for the noise he made when he was first being groomed as a pup.
* Fantastic Nature Reserve, and his cell is lit with red starlight as he would have had on Krypton, sapping away his powers. He only gets them back when he makes his way into a cell holding a dodo... with artificial sunlight.
* Fantastic Nature Reserve: A park or reserve where magical, alien, or otherwise fictional creatures live.
* Fantastic Nature Reserve: A zoo, wildlife reserve, or other home for supposedly extinct or mythical creatures.
* Fantastic Nature Reserve. Much of the world was once like Gensokyo, but now aside from a few persistent stragglers all those mystical beings are either extinct, or endangered and confined to one small region.
* Fantastic Nuke making the flashiest, most powerful Explosion she can. She has no other spells, no other abilities, and only enough MP to cast ONE Explosion. Because of this, she is absolutely useless as a mage most of the time.

* Fantastic Nuke relatable to any audience, and invoking the destruction of nuclear bombs, regardless of what makes them, instantly gets across that this is a weapon above the setting's norm.
* fantastic of this trope) — there's a scene where the protagonist is looking into a bathroom, and Adams spends several paragraphs describing the contents of the room, the paneling on the walls, the scuffs on the floor, and so forth, in intricate detail, only to end with "There was also a large horse in the room, taking up most of it."
* Fantastic Planet by Stefan Wul. That it's never been translated into English, well, didn't help.
* Fantastic Planet: Draags notice that humans (whom they call Oms) can speak and imitate their speech, but they doubt that Oms are actually intelligent. They treat Oms as pets and pests.
* Fantastic Planet has the protagonist being chased by a personal rain cloud. It was being controlled by his Draag owner, and even zapped him in the face with lightning.
* Fantastic Planet is hardly G-rated, the film abounds with drug imagery, drug effects, hallucinatory other-worlds — and yet, no real drugs.
* Fantastic Planet, they're essentially hairless, blue-skinned, red-eyed humans.
* Fantastic Planet, this was the method used by the giants to exterminate the little people.
* Fantastic Planet was a collaboration involving various French and Czech companies.
* Fantastic Planet. Young Draag Tiwa makes a housepet out of an Om named Terr, who also narrates parts of the story.
* Fantastic Race Weapon Affinity: When a fictional species or culture strongly favors the use of one type of weapon.
* Fantastic Racism and a comically incompetent government. The one time a character does get to argue with wizards, it's the Prime Minister of the UK, who is bewildered at how badly they've been managing the war with Voldemort, and it's pretty clear that he's got a point.
* Fantastic Racism and argue that races considered as "inferior" are often sacrificed. Romantic works argue that man's natural ability to love will always triumph over man's tendency for hatred and prejudice.
* Fantastic Racism and disgust toward the kind of she might have thought they were having.
* Fantastic Racism, and thus has to conduct the ever-increasingly difficult tests in order to prove, quote, "humanity's worth".
* Fantastic Racism and thus would have no experience with Earth's history of racism.
* Fantastic Racism apparently built his entire academic career out of this (and taunting Sisko in particular).
* Fantastic Racism as you can get without them actually running around with swastikas.
* Fantastic Racism being subjected to prejudice by humans (the lyrics in the trailer include "treated like a worthless animal", to make it clear the song is about them). This ends up spoiling, or at least strongly hinting at, the fact that Blake is actually a Faunus disguised as a human, which is a twist revealed in the second-to-last episode of Volume 1.
* Fantastic Racism, but a seriously bad aesop as it seemed to imply it was wrong for a kid to work for an allowance).
* Fantastic Racism, but they point out that he has it easier than them because he's royalty and has lots of money.
* Fantastic Racism courtesy of the tyrannic Principal Kelly) after Jean Grey is exposed as a telepath, she has all of her achievements revoked and is banned from the soccer team because Kelly insists that she used her mind reading to get an advantage (although in reality in the few episodes where her abilities have been explored, it's been shown that it would have been more like playing while having a very loud set of headphones on her head that she can't remove or shut down, but

again, Kelly's a racist asshole).
* Fantastic Racism... diverted at "air-breathers", i.e. normal humans.
* Fantastic Racism gets referred to as a "filthy genie" by Jorgen, just like he was in the cartoon. Meanwhile, he regularly refers to fairies as "wand-wavers."
* Fantastic Racism has plenty of these. Some of the most common include "rockhounds" for the people of Rock, "toad" and "reptile" for Bone (or at least Femur), "hothead" and "lavahead" for Fire, and "ice fleas" & "insects" for the people of Ice.
* Fantastic Racism: Hatred of non-humans by humans, hatred of humans by non-humans, or hatred of one kind of non-human by another kind of non-human.
* Fantastic Racism. He's still snarky in a friendly, playful way, but definitely un-broken.
* Fantastic Racism. His massive army was quickly routed, allowing the Faunus to win not only the day but ultimately the war. Now, he is remembered as nothing but a failure, used as an example of why battlefield intelligence is vital.
* Fantastic Racism in a cocktail of vileness concocted by Skeeter and Malfoy and his cronies.
* Fantastic Racism in a whole kingdom of magic users. And they happen to have a cautionary legend about someone who borns with no magic will be destined to destroy said kingdom and everyone on it. So they're more or less indignant that the one they're supposed to slay in order to stay alive also happens to be royalty, which they can't legally do anything about without either being executed or incarcerated for life.
* Fantastic Racism in the comics was a prevalent feature as the comic left its goofy roots.
* Fantastic Racism in the series, and are particularly close to Dumbledore.
* Fantastic Racism of one or more of the original 800 warriors with which the program began. Similarly, given that only Bloodnamed warriors are included in the breeding program and the politicized nature of Trials of Bloodright, "best" is often synonymous with "most politically connected."
* Fantastic Racism, particularly as, by the time the story begins, it is expected Quirklessness will disappear altogether within one or two generations. One of the first things we see Bakugou do in the series is goad the Quirkless Midoriya into killing himself, on the logic that he might get lucky and come back with a Quirk.
* Fantastic Racism: People in this culture are racist for unusual reasons.
* Fantastic Racism.) Perhaps mercifully, this has since been quietly buried.
* Fantastic Racism rather than limiting themselves to real dangers or even investigating enough to know a mad archmage from a hedge-witch with a power set revolving around brewing the perfect cup of tea.
* Fantastic Racism, she is reinstated as Hogwarts headmistress and openly supports Voldemort.
* Fantastic Racism), so some monsters (the ones who know what humans look like) will attack you on sight. That, and some monsters genuinely don't realize that they're putting you in danger; Vulkin, for example, mistakenly believes that the lava they shoot heals people.
* Fantastic Racism the government has taken a more active stance in the superhuman world.
* Fantastic Racism threw a hard wrench into this by introducing the Hrothgar as a playable race, who are completely anthropomorphic cat men, yet the story doesn't change at all to acknowledge the fact that Hrothgar fit pretty much every description of beastmen (except for having a primal they worship and being less verboise than your average person), and you face no more adversity on your path to becoming a worshipped hero than a more human character would.
* Fantastic Racism to carry potentially deadly weapons with them everywhere they go that can sometimes fire without the carriers even pulling the trigger.
* Fantastic Racism to go around. One such example is that soldiers will often leave the bodes tied to the ground face-up, spitting in the face of traditional face-down burial which allows their souls to move on properly.
* Fantastic Racism toward Muggle-born Wizards. This would lead Slytherin to leave

Hogwarts forever.
* Fantastic Racism uses two distinct terms for Neosapiens: "Sape" as a slur, and "Neo" as a neutral descriptor. It's also notable that "Terran" is used by many Neosapiens on either side (both Marsala and Phaeton use it) to refer to non-Neosapiens, as Neosapiens are engineered from human DNA and are thus human as well, yet you'll hear non-Neosapiens (on either side) refer to themselves as "human".
* Fantastic Racism, who was raised on Avalon where humans and gargoyles live in harmony. She also hopes more than is wise or reasonable that her mother Demona can change or be redeemed.
* Fantastic Racist, a murderer, a terrorist, and eventually a traitor.
* Fantastic Radiation Shielding — A fictional means of deflecting radiation.
* Fantastic Rank System: This culture's military uses a fictional system of ranks.
* Fantastic Science: Someone who studies the fantastical elements of a work (e.g. a biologist who studies dragons).
* Fantastic Slurs: Slurs aimed at people who are discriminated for their species rather than their ethnicity.
* Fantastic Slur than spiders, especially the Warriors and the Tankers.
* Fantastic Terrorists: Extremist militants whose goals and ideology are in some way motivated by conflict and prejudice between fantasy races.
* Fantastic: The existence of sentient extra-terrestrial life, and the far-ranging implications it brings with it, could be a center pillar of the work.
* "Fantastic Three" when the Funk Brothers decide to retaliate against the bullies with pranks, this is Abbas' (wac's) prank of choice.
* Fantastic Time Management: If someone is pressed for time, they use time travel as a solution.
* Fantastic Underclass: The lowest level of a fictional social hierarchy, consisting of races or species who are despised and oppressed by their social superiors.
* Fantastic Vermin: Magical, alien, or otherwise otherworldly everyday pests.
* Fantastic Voyage cartoon had Guru, "master of mysterious powers". He wore a turban and had the mandatory slightly lower albedo. Yeah.
* Fantastic Voyage, characters mention that the political maps have changed over the years. The maps used to show "Us" (and allies) as a pure pristine white and "Them" (and their allies) as a deep, brooding, bloody red, but now both sides are depicted in pastel shades. It's also implied that the political ideologies have drifted closer together.
* Fantastic Voyage episode "Revenge of the Spy". When Lisette Clochard shows up, she and Jonathan Kidd start flirting with each other. Doctor Erica Lane (who has a crush on Kidd) turns and gives the camera an annoyed look.
* "Fantastic Voyage" Plot by not shrinking Ren in order to get into Stimpy's body and help him, but by enlarging Stimpy through bike pump inflation.
* "Fantastic Voyage" Plot: Curing a sick person by shrinking and entering their body to confront the germs.
* Fantastic Voyage that is sabotaged, and the only source for parts to fix it is the radio.
* Fantastic Voyage: The science team that shrinks down to enter a human body and remove a blood clot.
* Fantastic Voyage, the shrink ray room had hexagons all over the floor. The ship rose up on one of them once it got small enough, so that it could be shrunk one more time, and then readied for insertion into the guy's body.
* Fantastic Voyage , the shrunken crew escapes via the patient's tear duct after the sub is destroyed.
* Fantastic Voyage, The Watson is secret agent and former combat swimmer Charles Grant. Asimov's version makes him a bit less of a dunce; on occasion, Grant can actually figure something out from his general knowledge of human anatomy, instead of needing the knowledge spoonfed to him.
* Fantastic Voyage: White blood cells are mentioned but not seen until near the end, antibodies make an earlier appearance.
* Fantastik Plastik characters are pre-Pop Funko characters that were given Pop

designs.
* Fantasy also has Wulfric the Wanderer, a champion of Chaos with the unique ability to force anyone to duel him one-on-one, allowing him to take out heroes not suited for melee such as wizards, or even just weaker heroes who would normally want to avoid fighting him.
* Fantasy Americana: Magic, fantastic creatures, and figures of folklore lie in the wilds of North America, just beyond the reaches of civilization.
* Fantasy Americana: The wilderness of North America as a fantasy setting.
* Fantasy artist Robin Wood's "Theory of Cat Gravity": The sun has gravity in spades. Cats lie in the sun to absorb gravity. Cats then lie on their owners, using the stored gravity to pin them in place. This is why it's so hard to bring yourself to get up off the couch when a cat is lying on you.
* Fantasy author J. Robert King was once the most prolific author for the
* Fantasy Battle Grom found a veritable army of loyal followers flocking to his banner. Grom led one of the most successful WAAAGH!!!s in recent history, ravaging the Empire and successfully invading Ulthuan before Grom disappeared.
* Fantasy Bishoujo Juniku Ojisan to and he actively admires Tachibana's ability to befriend almost anyone.
* Fantasy Bishoujo Juniku Ojisan to ever fallen for a woman before Tachibana became one, generally found women repellent, and had very strong feelings towards Tachibana specifically.
* Fantasy Bishoujo Juniku Ojisan to: Jinguuji is level 70 at the start of the story, already in a much higher level and much more powerful than any being they find (the next strongest person they find is level 52). Whenever there's a physical challenge, he can easily cheese through it.
* Fantasy Bishoujo Juniku Ojisan to: Subverted. Tachibana is supposed to take this role, as his only skill is to charm others into doing things for him and his main stat as he levels up is luck, however, he tends to be too hot headed and impulsive to actually pull off this role.
* Fantasy Bishoujo Juniku Ojisan to: The heroes chosen by the fantasy world's gods have a mark on them identifying which god they are associated with. The Goddess of Love left her mark on the back of Tachibana's neck, marking him as her chosen one. Jinguuji, brought along with Tachibana, does not have such a mark since he is technically Tachibana's weapon/champion, not the goddess's.
* Fantasy Bishoujo Juniku Ojisan to to avoid causing chaos everywhere he goes.
* Fantasy Bishoujo Juniku Ojisan to: When salarymen Tachibana and Jinguuji are sent to another world by that world's Goddess of Love to be its heroes and, in the process, turns Tachibana into a girl, they upset the goddess enough that she places a curse on them. Immediately after, Tachibana and Jinguuji are resisting attraction to one another, prompting to assume that's the curse. However, Tachibana soon realizes that the goddess never actually specified what the curse was, Jinguuji tends to ignore women generally and greatly favor Tachibana even before all this, and it's later revealed that Tachibana can passively charm people, meaning that they could simply attracted to one another, and the curse is something else entirely. Tachibana is reluctant to face that idea, however, so he never seriously tries to confirm it.
* Fantasy Character Classes of some kind, though this is not a necessary element. If it's not a game it may still feature some of the character archetypes that inspired the modern classes.
* Fantasy Character ClassesThe most common character classes in a medieval fantasy setting.
* Fantasy Conflict Counterpart, 1879, with two fictional cities standing in for France and Germany.
* Fantasy Counterpart, and most dwarfs ignore the Campaign for Equal Heights as politely as possible.
* Fantasy Counterpart Appliance: For putting certain anachronisms in fictional settings that primarily resemble certain time periods, but aren't meant to fully represent said time period accurately.
* Fantasy Counterpart Culture. Amestrian-by-birth Roy Mustang also has black hair

and eyes. Combined with his noticeably Asian appearance, this has led to some (unconfirmed) fandom speculation that his family may have roots in Xing.
* Fantasy Counterpart Culture, and thus came from a culture which no longer exists.
* Fantasy Counterpart Culture: Cultures on non-Earth worlds that are similar to real ones.
* Fantasy Counterpart Culture Elemental Bears coalesced from the ice and snow that makes up their homeland.
* Fantasy Counterpart Culture for Renaissance Italy), the Tarot is a key tool used by the Fate Witches as part of their magic.
* Fantasy Counterpart Culture Ga Buidhe decides to disobey her master Ga Jiarg and kill the protagonists, intending to protect him and her people against them despite his willingness to negotiate. When she fails, she tells the protagonists that she's willing to pay with her life, until Ga Jiarg arrives and says that, despite her disobedience, her death isn't necessary.
* Fantasy Counterpart Culture Gallia is also located in roughly the real-life location of Lithuania (part of the USSR during World War II), rather than in central "Europa".
* Fantasy Counterpart Culture has the largely European-flavored (though apparently California-dwelling) Califans conquered and ruled by the pseudo-Aztec Huitzils.
* Fantasy Counterpart Culture, human cultists of the god of murder and the barbaric descendants of people trapped there when the swamps formed.
* Fantasy Counterpart Culture is Indian and Swiss. Of course this is possibly intentional, as all of them are 'Sands' — illegitimate children born in Dorne — so they could be mixed race in universe (we only learn they all have different mothers).
* Fantasy Counterpart Culture — Holy Roman Empire and medieval France.
* Fantasy Counterpart Culture Native Americans, the Quadlings are harder to pin. They generally have dark skin and red hair isn't unheard of either. They also live in the swampy marshes of south Oz.
* Fantasy Counterpart Culture of any single country and the Prebysterate deliberately obfuscating details about their origins leave their ethnicity ambiguous.
* Fantasy Counterpart Cultures have a vastly different geography from our world, so that Everworld-Vikings regularly raid Everworld-Aztecs, Everworld-Africans, and apparently Everworld-Asians; this results in many new people entering the Viking society as slaves (who may gain freedom and work their way up) or from mixed marriages between Vikings and captured women. Their king, Olaf Ironfoot, is actually black.
* Fantasy Counterpart Culture suggests that foreign affairs (ie spying on the bloodsucking ghosts) is the purview of the Department of Despicable Necessities.
* Fantasy Counterpart Culture - the real Byzantine Emperors had a Varangian (Viking) Guard.
* Fantasy Counterpart Culture who suffer from "the Crave" — an uncontrollable lust for blood and war.
* Fantasy Counterpart Religion: Religious mythologies loosely inspired by anything from the real world.
* Fantasy Counterparts and all. Add to that hamster wheels with lasers, and it should be pretty clear that they fit into this spot too.
* fantasy counterparts, come with plushies. Usually, cows or chickens.
* fantasy counterparts; they're referred to as the "Brides of Khaine" (he's the elven god of murder).
* Fantasy Fliers. Since they are often used as mounts, but can fly alone, acting as predators, prey, and enemy troops, this game could fit all the above categories.
* Fantasy Flight Games seems to love ascending memes in its line of 40K spin-off
* Fantasy Flight Games they contain actually requires. This makes the boxes stack neatly on the shelves with other games, but it also means that a game consisting of two decks of cards, a handful of counters, and a rulebook takes up a 12" x 12" space on your shelf.
* Fantasy Flight's 40K roleplaying games usually have some variant disadvantage

that does this to characters —
* Fantasy Flight's. As well as rules for running bounty hunting focused missions.
* Fantasy Folk. A Fishmen artifact can slowly change its user into a Fishman.
* Fantasy-Forbidding Father: A parent strongly dislikes their child pursuing their dreams because it clashes with what they see as a path towards a successful future.
* Fantasy-Forbidding Father: A parent who is entitled to control every aspect of their children's lives.
* Fantasy-Forbidding Father: Parents show disapproval of their children pursuing goals and dreams they do not see as practical.
* Fantasy-Forbidding Father: Some parents will go to insane lengths to keep their kid from something they consider a waste.
* fantasy girlfriend to the biological imperatives "he" programmed into herself.
* Fantasy Gun Control happens because the empire has no interest in developing technology that can make its military obsolete, but gunpowder cannons are common on ships and coastal defences. Most of the stories involve the fringes of society, such as criminals in outlying regions or frontier military men, all of them in decidedly unheroic roles.
* Fantasy Gun Control: You'd better learn how to use a bow, Mack, 'cause that gun's just gonna click.
* Fantasy. He combines a few traits from Nurgle and Tzeentch, being a malevolent schemer who encourages the spreading of plague and destruction by his followers. He even takes Slaanesh's spot as the fourth major Chaos God following Slaanesh's capture at the hands of the Aelfs, but the other three Gods despise the Horned Rat as a venemous upstart and non-Skaven Chaos worshippers spit on him and his "gifts".
* Fantasy Hero, a person who wishes to join a king's warband must challenge a current member to a fair and non-lethal fight. Winning doesn't guarantee acceptance (a king can turn down a person who won the fight, but is known to be dishonorable), but losing guarantees rejection.
* Fantasy Hero, the ancestors of the Tualans were refugees hunting for a new homeland. Once they decided to settle in Tuala Morn, their leader scuttled their ships as a sacrifice to the sea gods, thanking them for their aid.
* Fantasy Hero, the Tellat Empire fields units mounted on "battledons" — take a rhino, make it 50% bigger, and add extra horns, claws, and bad attitude. Meanwhile, the Hazarians look almost normal with their knights in plate armor riding giant wolves.
* Fantasy High. He's a ruthless pirate who fully admits he'll go straight to Hell when he dies, and has killed and robbed countless people with zero remorse. But he fiercely loves his son, doting on him and encouraging him every step of the way, and is a genuinely outgoing, cheerful kind of guy. He treats his son's friends as part of his family immediately upon meeting them, and takes it upon himself to give them some training when he realizes they don't really know how to fight or defend themselves. He even handles it with good grace (more or less) when Fig politely calls him on some thoughtless (but completely unintentional) sexism.
* Fantasy High repeatedly flirts with Adaine, despite her making it very clear from the beginning that she's not interested and finds his come-ons to be gross rather than charming. At one point, she even privately asks Fig and Kristen to make sure she's never alone with him because he makes her so uncomfortable. (Though this could be just as much because she doesn't trust herself not to hex him in retaliation.)
* Fantasy Island (2020) a construct formed as part of Melanie's revenge fantasy
* Fantasy Island (2020), J.D. and Brax have their hedonistic fantasy interrupted when they are taken hostage by a gang of heavily armed men wearing creepy rubber masks. J.D. is only able to describe them to the soldiers in terms of the masks they are wearing (devil, clown, pig, etc.).
* Fantasy Island (2020) so that his brother can be brought back to life and leave the island.
* Fantasy Island (2021): Isabel extorts Edmund Walsh to not only keep his mouth shut about Rachel being the true author of the Agnes books but also pay her more as she has future knowledge of the fact he's kept a mistress and has children with

her, saying she'll tell his wife otherwise.
* Fantasy Island (2021): Isabel tells Rachel she "read her book one-handed" and they flirt about this afterward.
* Fantasy Island (2021) (queer female main character, coming out story, LGBT acceptance, lesbian supporting characters, queer female romance)
* Fantasy Island (2021): Rachel Coldwater, a 19th century writer, had to publish under an assumed name and use her husband as the official author, as her books could not be published by a woman.
* Fantasy Island (2021): Ruby kept her attraction to women a secret for over fifty years, but her loving husband Mel realized this long ago (he knew she'd been in love with a "friend" of hers). He's completely accepting of this, and hopes that she will be free to live out her sexual orientation on the island, if Ruby wants that.
* Fantasy Island (2021), who is pansexual, played Isabel, a young woman who's a huge fan of Victorian author Rachel Coldwater, traveling into the past where they get into a romance.
* Fantasy Island (2021), with Mr. Rourke's grand niece Elena now running things.
* Fantasy Island. A guest will be given an item from ice skates to a riding crop that gives them a boost to live out being the star they always wanted to be. After they win the big competition, Roarke will reveal these were just random items he had lying around with no magical powers and all they did was allow the guest to believe in their own talents.
* Fantasy Island, a guest will decide they fit their fantasy world much better and become a "permanent resident" of the island.
* Fantasy Island) and logical a rich man like Roarke could pull these off with a cast of actors and special effects. Starting in season 2, it became clear these people truly were being sent back in time, physically transformed, or thrust into fantastic circumstances, and Roarke may well not be human. By the later years, the show didn't even bother hiding this was truly magic to the point an episode could open with people rendered invisible and Roarke and his aides simply accepting it as normal.
* Fantasy Island belongs to the window dresser Francis Elkins. He fancies the mannequin Courtney and wants her to be alive. Roarke invokes the myth of Pygmalion and gives Francis a talisman of Aphrodite to channel the goddess's life-granting power. Courtney's love matches Francis's, but she is woefully naive of the human experience. Among others, she tells other guests that she was born at Bloomingdale's, that she's six years old, and makes it sound like she has a disconcertingly active sex life. At a fashion show on the island, she finds three friends of hers on display: Mindy, Sally, and Sybil. Courtney uses the talisman to bring her friends to life too. Francis takes care of the lot of them, earning their affection when he promises he'll take them to his next job and not let them be thrown out in favor of the new, faceless models. Soon enough, the weekend ends and the mannequins revert to a lifeless state. Francis is happy to have had even a short time with Courtney, and he's even happier when Roarke introduces him to Ms. Wilson, ostensibly the woman Courtney's form was modeled after.
* Fantasy Island called "What's the Matter With Kids?" features Steve Allen and Jayne Meadows as husband and wife Child Psychologists.
* Fantasy Island child. Unusually for this kind of story, whilst the man learns the usual moral of appreciating how hard women have it and to accept children for what they are (being completely fine when he gives birth to their fourth daughter), the woman is also shown learning that the "father" doesn't exactly have the pregnancy period easy, even though they don't carry the baby.
* Fantasy Island featured a female ventriloquist whose dummy came to life and threatened to pull a similar switcheroo.
* Fantasy Island, guilt-ridden bounty hunter Paul Henley's fantasy is to be killed, so that he no longer feels remorse for the deaths he caused. So Mr. Roarke sends Henley on a hunt on the island, with a beautiful young companion named Michelle along for the journey.
* Fantasy Island had a B-plot that involved two kidnappers trying to ransom Tattoo.

He and Mr. Roarke are both quite familiar with the Red Chief story, referred to above, and Tattoo is roughly child-sized...
* Fantasy Island had studied at the Beaux-Arts in Paris and exhibited his paintings.
* Fantasy Island. In the end, he opts to go back to his life, and he then makes it his personal mission to send the jock to college.
* Fantasy Island is a guest wanting to relive a period in history they have romanticized. Nine times out of ten, they swiftly discover "the good old days" are not what they imagined.
* Fantasy Island "Jungle Man/Mary Ann and Miss Sophisticate" one of the 2 "fantasies" involves a female ventriloquist whose dummy is taking on a life of its own, at the ventriloquist's expense.
* Fantasy Island: Matchmaking is often one of Mr. Roarke's goals in setting up a fantasy. Take one female guest, take one male guest, and you'll have true love by the end of the week. Often enough, by the end of the episode, you'll have bride and bridegroom go off into "da plane" together at the end.
* Fantasy Island's blood with the vampiric abilities and appetites he received, although Mr. Rourke intervened before the "Fatal" part of this trope could play out.
* Fantasy Island, the boy says that his hero's best superpower is the "reset button" on his video game, which allows him to return from death and undo all his mistakes — which is how the boy undoes all the trouble his wish has caused at the end of the show.
* Fantasy Island, which Roarke takes and hands to his assistant, happy to lose the bet once more.
* Fantasy Island, which was filled with the requisite roughneck personality types, only with women playing the roles.
* Fantasy Island with the two old actors who used to star in a cop show together, their characters had an informant they used to rough up when they wanted information. When they get stuck in a real-life version of the show, the informant shows up with a massive grudge against them for the way they used to treat him.
* Fantasy. It helped that film-making technology had advanced to a point where stories such as this could finally be presented in all their monsters-and-magic glory.
* Fantasy Kaleidoscope an official installment of the series that tends to draw people to it.
* Fantasy Keepsake, only to find an item proving the adventure was real.
* Fantasy Kitchen Sink, a super hero team reimagined as a US military task force. The style was soon adopted by the mainstream Marvel titles, and also by DC Comics.
* Fantasy Kitchen Sink: Every kind of element from every kind of fiction shows up at one point or another.
* Fantasy Kitchen Sink is overflowing with obscure and unusual references. The author wisely chooses to weave most of them into the background and leave the most complex and unwieldy connections in the (substantial) footnotes.
* Fantasy Kitchen Sink's battles are getting more and more desperate and Hellboy's grip on hope (and by extension his humanity) is getting frayed by his increasingly strong doubts about his ability to keep screwing destiny, which hang an ominous, lengthening shadow of malaise on the setting. We'll just have to wait and see where Mignola takes the story.
* Fantasy Kitchen Sink superheroes and nobody says boo. The closest they come is having these supergods occasionally inspire (small, fringe) worshippers.
* Fantasy Kitchen Sink) superhumans fighting alongside and against each other, and often going into space.
* Fantasy Kitchen Sink, whose sheer adorability is enough to make anyone smile.
* Fantasy Life and, in the process, lost his anniversary gift for his wife Ruby.
* Fantasy Life, becoming one of these is but one of the goals you can strive for. If you succeed, King Erik will jokingly admonish you for stealing his wife and daughter's hearts.
* Fantasy Life has living carrots, radishes and ginger plants. They're fortunately

among the weakest enemies in the game.
* Fantasy Life ideal... though in reality, with the exception of named characters, the average paladin is well-meaning and loyal, but none-to-bright and somewhat easily frightened.
* Fantasy Life, one of the places where fish can be found is the desert's sand. There are also some that live in lava.
* Fantasy Life: the seventh mystery of Castele is that Castele has only six mysteries.
* Fantasy Life, when you confront King Erik and his court about the letter you received (on cute apple-patterned stationary), he immediately tells you that he has an important meeting about eggs, while his top scholar Hughes then begins "analyzing" that the throne room is rather hot.
* Fantasy — but Garrett learns during the series that the Dead Man was about as energetic when he was alive.
* Fantasy Metals. Ebony is a real life type of wood. Quicksilver is another name for real life mercury. Corundum is a real life type of crystal. Glass is...well, real life glass. In this universe, all function as metals which can be formed into ingots and used to forge weapons/armor.
* Fantasy Mission Force (who was rumored to have ties to organized crime syndicates).
* Fantasy of Utter Ridiculousness after the Scarlet Devil Mansion's library is destroyed, turns out to be this.
* Fantasy of Utter Ridiculousness a group of fairies are transformed into giants by some wind-borne magic powder. It doesn't increase their threat level all that much, however; they still get thrashed just as easily by the story's protagonists as they would by Reimu or Marisa.
* Fantasy of Utter Ridiculousness: Alice is gifted with a scarf early in the Extra Stage. Several times after, she gets distracted enough with its quality that several conversations fly right over her head.
* Fantasy of Utter Ridiculousness and attacks from the games in question, not using any patterns from Phantasmgoria of Flower View. Following her battle with Megas, she takes note of the increasing number of powerful figures that have been making themselves known and finally decides to get with the times, starting with her hair.
* Fantasy of Utter Ridiculousness and destroying her library while cackling madly. This provokes Patchouli into trying to stop her from doing so, despite the fact that such a thing wasn't likely to happen.
* Fantasy of Utter Ridiculousness and the teamwork needed to resolve the incident... and it's there that she's finally able to figure out how to get everyone out of the fight alive.
* Fantasy of Utter Ridiculousness by cheering whenever Seija Kijin gets hit in the face by something.
* Fantasy of Utter Ridiculousness, Coop gifts a Nintendo expy to Kaguya alongside several stacks of games. While this action was well-intentioned, Eirin notes that an overemphasis on technology would lead to magic's decline and Gensokyo's eventual cessation, so she had to make some sort of sacrifice to allow Kaguya to stave off her boredom.
* Fantasy of Utter Ridiculousness degenerates into a drawn-out argument, the topics of which range from Marisa's thieving tendencies to Reisen's memetic "useless little bunny" status.
* Fantasy of Utter Ridiculousness. Despite all the damage that Megas has been dealing Yuuka over the course of their fight, her clothes are barely even phased. Jamie is quietly disappointed at this.
* Fantasy of Utter Ridiculousness: Due to all the damage it caused during its first sojourn through Gensokyo, Megas has become known as "The Destructive Sentinel" to most of its inhabitants by the time of the Extra Stage. Only those who've met Coop personally, such as Alice or Patchouli, refer to the mech by its real name.
* Fantasy of Utter Ridiculousness fight against Suika Ibuki. In a twist on the above justifications, Megas's placement in Gensokyo was the fault of the Watatsuki sisters; Yukari's involvement was accidental at best.

* Fantasy of Utter Ridiculousness for a gigantic puppet or a statue given life. Considering the low tech level of Gensokyo and Coop's control of Megas, it was a fair assumption to make on their part.
* Fantasy of Utter Ridiculousness has a blast when she's fighting Megas. Of note is this bit while she's charging up the Double Spark:
* Fantasy of Utter Ridiculousness. Lampshaded by Reimu to Kiva, pointing out that fights in Gensokyo have started for far less.
* Fantasy of Utter Ridiculousness. Nothing that Megas's crew can throw at her does more than temporarily slow her down, and it takes extreme measures on Reimu's part for any meaningful damage to be done to her.
* Fantasy of Utter Ridiculousness of water. A minute later, the fairy flees screaming from the room after being subjected to the "scary eyeball gap lady's" wrath.
* Fantasy of Utter Ridiculousness past enemies keep gravitating towards her. On the other hand, Yuuka wants nothing to do with Coop after her defeat and vacates the area after the situation is straightened out.
* Fantasy of Utter Ridiculousness, Patchouli immediately screams Marisa's surname while drawing out each syllable.
* Fantasy of Utter Ridiculousness post-ending scenes, it's suggested that Coop and Suika have one of these later, this time taking place in an unknown location and refereed by Yukari.
* Fantasy of Utter Ridiculousness, Reimu reveals that there's a provision in the Spell Card rules for this. At least four people with no set alliances with each other need to agree to a fight, and it has to take place in open air so that there's enough room to dodge the sheer volume of danmaku that would result. One Spell Card is allowed per combatant, and the winner is the last one left standing.
* Fantasy of Utter Ridiculousness Reisen and Kiva. Reisen has no real fondness for humans as a species, while Kiva has much bigger things to be concerned with. As Reisen notes after meeting her, though, their respective backgrounds as soldiers had a fair number of similarities; that and Kiva's ability to show respect where her companions couldn't made it easy for the two of them to get along.
* Fantasy of Utter Ridiculousness: Reisen has this reponse when Eirin gives her some herbs and spices from the kitchen to take with her, shortly after she'd just gotten done reassuring her subordinate that Reimu wouldn't turn her into rabbit stew for not safeguarding Megas's crew.
* Fantasy of Utter Ridiculousness She doesn't hold it against Coop, thankfully.
* Fantasy of Utter Ridiculousness's Jamie trying to put the moves on Patchouli Knowledge. Her familiar's attempts to spell it out for her crash and burn at the end of the Extra Stage, when she gets her own such Ship in the form of the Jersey City junkman Goat.
* Fantasy of Utter Ridiculousness, so why should they be surprised that magic's prevalent?
* Fantasy of Utter Ridiculousness, Suika Ibuki accuses Coop—and Megas by extension—of stealing her prized sake gourd. Not knowing who she was or what she was talking about, Coop denies it and rebuffs Alice when she tries to warn him that it wasn't an ordinary little girl he was dealing with. This prompts Suika to super-size herself and punch Megas away from her, followed by her reciting the trope name almost word for word:
* Fantasy of Utter Ridiculousness that depicts her destroying the Scarlet Devil Mansion's library.
* Fantasy of Utter Ridiculousness: The Alternate Ending was initially supposed to be a non-canon "What If?" scenario, as the author had intended for the previous chapter to be the story's true conclusion and had no intention of writing more. Eventually it was incorporated into the story's timeline via the Extra Stage, if only as one of a series of bad dreams Patchouli was having.
* Fantasy of Utter Ridiculousness. The former's a Chessmaster par excellence who never stops thinking about Gensokyo's safety, and the latter is her ghost princess best friend who trolls her even during completely serious moments.
* Fantasy of Utter Ridiculousness, the loud rock music blaring from Megas during

its fights is hinted to have been Mystia's inspiration for forming Choujuu Gigaku years later.
* Fantasy of Utter Ridiculousness. The second is Yuuka's Double Spark; it was already a powerful attack in its own right, but after she was scaled up to Megas's size, the resulting beam becomes large enough to be seen from space.
* Fantasy of Utter Ridiculousness: This exchange takes place in the middle of a conversation that was going nowhere:
* Fantasy of Utter Ridiculousness: This happens to Momiji when she makes the mistake of looking at a heavily amplified Double Spark from clear across Gensokyo, illustrating a severe drawback of telescopic vision.
* Fantasy of Utter Ridiculousness: Upon waking up from a nightmare about a giant Marisa raiding her library, Patchouli immediately screams her name in anger, drawing out each syllable. Another scream comes much later when she reaches her Coop-related breaking point.
* Fantasy of Utter Ridiculousness While most of those watching the fight between Megas and Yuuka are doing so with some sort of trepidation or anxiety, Yuyuko's treating the whole thing like a night at the theater.
* Fantasy of Utter Ridiculousness: While Patchouli is venomously chewing out Remilia near the end of the story for sending her out on a fool's errand, Flandre is snacking on the strawberry-flavored ice chunks created by Megas's clash with Suika.
* Fantasy of Utter Ridiculousness with little in the way of physical strength, the act of doing so effectively wrecks her arms and leaves her unable to speak coherently for several minutes, likely due to sheer pain.
* Fantasy of Utter Ridiculousness: Youkai in Gensokyo tend to be this by default as long as they're not facing someone like Reimu. Specific examples include:
* Fantasy of Utter Ridiculousness, Yuuka was sorely tempted to rampage after losing to Coop, never mind the fact that doing so would mean an "extermination" of the permanent variety courtesy of Reimu. It's only after receiving some sunflower seeds and learning the truth about the fight's trigger that she calms down enough to leave quietly.
* Fantasy Pantheon: An invented set of deities for the culture to worship.
* Fantasy Quest, a shark appears out of nowhere and attacks. It's particularly bizarre because every other threat in the game comes from mythological creatures.
* Fantasy Quest game, the narration turns into full-out parody, challenging you to "absquatulate with the Golden Cufflink of Fire"...
* Fantasy Quest game with the Golden Cufflink of Fire. You never learn precisely what it does, and the villain who possesses it is a bit of a joke.
* Fantasy Quest turns out to be sad indeed, mostly from his lack of a nose.
* Fantasy Quest, you can break the curse on a man trapped as a dog by feeding him. This serves mainly as mad mockery; the dog appeared in the first game, you had no option to feed him, and now he's retconned as a man still bitter about your earlier indifference.
* Fantasy seekers derive pleasure from immersing themselves in a realistic world and pretending to be in another time and place. They enjoy well-crafted and consistent worlds, and dislike anything that breaks their immersion, whether it be nonsensical or self-contradictory world-building or excessively "gamey" mechanics.
* Fantasy Sequence of the legend of Batman has heavier linework and lots of solid black shadows.
* Fantasy Strike, let alone play through one, without being disconnected due to the large number of new players. The issues were fixed two days later.
* Fantasy Strike mechanics such as invincibility frames and frame advantage are color-coded:
* Fantasy's werewolves are known as skinwolves. Rather than the phases of the moon, their transformation is based on carnage, with the wolf form bursting out of the the human's skin. Once the wolf-man has gorged itself, its insides collapse and the human form has to fight its way out of the loose wolfman's skin.
* Fantasy universe. It pretty much single-handedly allowed the High Elves to push back a huge Chaos incursion early on in their history. Too bad it also drove the

first Elven king murderously insane, placed a curse on all his descendants (which causes them to become fanatically obsessed with obtaining the sword every decade or so), and caused his illegitimate son to break off and form the Dark Elves, probably tied with the Skaven as the most loathsome and horrible force in the world and still warring with the High Elves to try and reclaim the sword.
* Fantasy Video Games: A game that features magic and mythology in a supernatural setting.
* Fantasy. What exactly they do with them is never explained, although one Ruloi telepathically tells Copper in the third game that "We need vessels."
* Fantasy World Map. Authors typically revise constructed worlds to complete a single work in a series.
* Fantasy World MapNo Fantasy setting is truly complete without this handy visual aid.
* Fantasy World Map: The author has detailed the geography of the world.
* Fantasy writer Michael Scott writes romance novels under the name Anna Dillon.
* Fantasy Zone), they took the multi-screen concept of the original and simplified it into a dual world concept.
* Fantasy Zone was ported to the NES by Tengen in the US, but by Sunsoft in Japan. The Sunsoft version sports graphics that are a bit more colorful but also a bit more cramped. Its music may be more accurate in its bass line, but the Tengen version's music sounds more complete overall. For some reason Tengen reduced the number of targets per stage from eight to six.
* Fanta Zero somehow gets away with having the words "Zero Sugar" right above the disclaimer "Contains naturally occurring sugars".
* Fantendo Playing War kills his way through the entire 41 chapters, though it is necessary.
* Fantendo possessed many ARG elements and was frequently updated during its heyday.
* Fan theories do not belong on the Nightmare Fuel page under any circumstance. No matter how much evidence they have to support them, don't add them until they've been officially confirmed. In the meanwhile, take them to
* Fan theories have it that the scouters used by most of the alien species in Frieza's employ also double as translator devices (though this would fail to account why Frieza can speak to someone like Krillin, neither of whom wear a scouter, and can still be understood).
* fan theory, it renders all the previous Fantastic Aesops pointless and moot.
* Fantine is driven by her love for Tholomyes and later Cosette. She lives in awful conditions and prostitutes herself to provide for Cosette, and eventually dies when she learns she won't get to see Cosette.
* Fantine is fired, ostracized, forced into prostitution, forced to sell her hair and teeth, nearly raped, nearly arrested, and
* Fantine is noted for her beauty and particularly her long, angelic golden hair. She is presented as the model of motherly virtue, and at the beginning of her transition to
* Fantine loves Tholomyes and assumes he will care for her and Cosette, only for him to abandon her on a whim. She then trusts the Thenardiers to look after Cosette for her, and they mistreat Cosette and extort an outrageous amount of money from her until she ends up a prostitute and dies from tuberculosis.
* Fantine's friends and lover pre-factory worker days are completely absent in the musical; the lover only gets a mention during "I Dreamed a Dream" to explain why Fantine has a child.
* Fantine sings "I Dreamed A Dream" after she's fired from the factory in the stage version. In the film "Lovely Ladies" happens first and Fantine sings it when she's in despair after becoming a prostitute.
* Fantômas (1913, Gaumont): There was another one made in the United States in 1920, which is now lost.
* Fantômas, a pair of kids disguises as Fantômas (with a large black cloak) to give a scare to their dormitory supervisor.
* Fantômas, from the series of French pulp novels written by Marcel Allain

and Pierre Souvestre (and later by Allain alone after Souvestre's death) starting in 1911.
* Fantômas in Italian comics. Tellingly, among the many names given to Paperinik in translations are Fantomiald (France), Fantonald (Norway), and Phantomias (Germany).
* Fantômas — Crime fiction series based on the eponymous novel character. 5 films between 1913 and 1914, 7 more between 1932 and 1966, bringing a total to 12 official films.
* Fantômas movie adaptations. Usually, he's also the cause of death.
* Fantômas sometimes left behind his cards (at least in the French movie adaptations).
* Fantômas, the inspector is staying at a Scottish castle. He wakes up in the middle of the night and sees a body hanging in his room. He runs out screaming. By the time he comes back with a crowd, the body is gone, prompting this trope. He next night, he prepares a camera on the nightstand. Once again, he wakes up to find a hanging body. Being smart, he snaps a picture and then runs out screaming. He does, however, make the stupid mistake of leaving the camera, allowing Fantômas to substitute it for an identical one with a picture of the room with no body.
* Fantômas, the villain of his own series by Marcel Allain and Pierre Souvestre, is one of the more brutal examples of this. One of his defining features is always appearing in various disguises and then getting rid of the persona through faked deaths, explosions, and mass murder. The same is true of his rival the Inspector Juve, sans the death count, who uses an equal number of disguises to try and bring Fantômas to justice.
* Fantômas to take the form of a dog to go unnoticed, but something went wrong with the process. At the end of the story it changes into an eagle instead, this time more successfully.
* Fantomah, Woman of the Jungle, created by Fletcher Hanks, who also created Stardust below, is an apparent blonde Caucasian
* Fantoma Mura, Yurei no Jinja, and This is Something in Something Else also have the same gimmick.
* Fantomcat had Lindberg the pigeon who was terrified of heights and usually refused to fly.
* Fantomcat had one episode written by Lorelei King, as well as other episodes written by Jimmy Hibbert and Rob Rackstraw.
* Fantomcat had one named "Touché" that could respond to his beck and call.
* Fantomcat: In Episode 6, "The Mind Leech", Vile the Bluebottle attempts to get a secret formula from Professor Oliphant with the titular object, but he ends up getting his shopping list instead. Needless to say, Marmagora is not happy.
* Fantomcat one of the main villains was a giant, green widow spider named Marmagora.
* Fantomex and Psylocke hooked up as part of the long-running romance subplot in Rick Remender's
* Fantomex's nervous system externalises itself as a UFO-like techno-organic ship called E.V.A.
* Fantomex (Weapon XII) and Huntsman (Weapon XIII) were both created from nanotechnology. While Fantomex was intended to be a poster boy for a
* Fantomius once pulled one better: planning to get arrested he wore his face-covering silk mask over a mask of his true face
* Fantomius story reveals that the costume of the Phantom of Notre Duck was copied from one of his ancestors, a terrifying tax collector. The costume is still creepy in modern times.
* Fantöm by himself, when the challenge was intended for a team of at least four players.
* Fantozzi: after being informed that he has only a week left to live, Fantozzi decides to indulge into all the things he really wanted to do before dying. One of them was "willingfully make a clamorous fart in a crowded elevator" (included squicked out people looking at him and him nodding in respons as if to say "yeah,

it was me, so what?")
* Fantozzi and thus the target of every kind of humiliation, abuse and disasters, akin to a live-action cartoon. He literally can't even die, since he has been kicked out of Heaven, reincarnated against his will, and cloned in a near future.
* Fantozzi features the titular character, an office clerk so unlucky that he almost always has a raincloud following him when going on vacation! This has become known as "nuvoletta dell'impiegato" ("clerk's cloud" in Italian). Notably, the one time he is lost at sea and lacking water, the raincloud appears and rains... two meters away from the boat.
* Fantozzi, one gag in the sixth movie has a group of purse snatchers on motorbikes waiting in ambush for people to leave the post office with their retirement money, using a number system to determine whose turn is.
* Fantozzi (one of the many) one of the characters is so near-sighted that once he's guided by a blind man. Partly subverted because the blind man manage to lead him to the right place.
* Fantozzi's cloud is really affectionate to him: when Fantossi died, his Clerk Cloud took care of raining on his funeral service, providing suitable atmosphere.
* Fantozzi, the eponymous protagonist and his friend Filini try to rob the internal bank of the 'Mega-Company' they used to work for before retiring. Not only they need the help of the bank's director to pull it off in spite of their own imbecility, but they're later robbed of the loot by the Mega-Director of the Mega-Company, who noticed them prepare and ordered to let them pull it off to take the money himself (with the bank being refunded by the insurance).
* fan trailer used the original song. It was featured on Kotaku and even the studio's PR team were slightly disappointed that they did not think to use that song to promote the game.
* Fan Translation: A foreign work has fans add unofficial subtitles translating the dialogue and text to their native tongue.
* Fan Translation has Yu intentionally call Satan "Satin", among other wrong names.
* Fan Translation have Angela in your party, she'll tease Duran by pretending to assume that this is the reason why.
* Fan Translation, Hermana is localized as being this. Most are reasonable shortenings of the other characters' names (Luke for Luca, for example), except for Spada, whom she calls Spud.
* Fan Verse: A fanfiction writer does several fics for the same fandom taking place in the same continuity as each other.
* Fan Verse. This, combined with attempts to crackdown on the incestuous content, all but made it one of the most popular AUs in the fandom.
* Fan version of SRK himself). The fan (a lookalike who is locally noted for staging impressions of the actor's films) goes to dark and dangerous lengths to try and impress the actor in question, and after being rebuffed, goes to extraordinary lengths to try and discredit him by assuming the actor's identity.
* Fan Vid) do not belong on this index since they do not use original footage. Fan works with original live-action footage do.
* fanvid fan-vid portrays Jim as Cinderella's crappy boyfriend who flirts with other girls and doesn't take her seriously. She ultimately ends up leaving him for Eric.
* Fan Vid is hit hardest by this, and can be anything from a pre-teen to an adult. This has the side-effect of causing depictions of Angel to be even more varied than those of everyone else, and causing her to be paired with nearly any character imaginable in romance-based videos since she could plausibly be the same age as them.
* fanvids are "remastered", it usually means this. Usually done by the original editor, when they obtain superior copies of the source material and/or superior technology with which to edit videos (for example, making a jump from VHS to digital or from basic editing software to fancy, expensive software).
* FanVids's "A Thousand Years" is that it's about one half of this trope singing about meeting the other in her next life.
* Fan Vid: These also started, often by manually syncing a song to crude edits on a

pair of VCRs.
* Fan Vid "title sequences" for TV shows where the titles for one show are done in the style of another show:
* Fan Vid will cause the music used to get a lot of hits on Youtube as well, with a lot of users with pony avatars showing up and commenting (and other people complaining about them doing so.)
* Fan Wank along with a picture of Anno, whenever the fandom discuss the more ambiguous parts of the series.
* Fan Wank: As early as 44 AD, Stoic philosophers were complaining about obsessive fans who argued over literary trivia like "how many rowers did Ulysses have?"
* Fan Wank, a then-middle-schooler added quite a lot of thought in it as well. Later more elaborate explanations, by fans but endorsed officially, of the special powers of Newtypes are also explained by Minovsky particles (using already existing properties of the particles).
* Fan Wank games don't cause additional timelines. Other than the obvious, that is.
* Fan Wank is that the mansion is riddled with secret passages only accessible by Wesker and this is one of them.
* Fanwank is that Wolfram lost his chance to decline, and Yuuri can't back out since he already swore to never take it back. Their marital state is pretty much in limbo.
* Fan Wank that have little or no relationship to what actually occurs in a work.
* Fan Wank, though such debates can descend into extremely ugly or even outright dangerous territory depending on the people involved, as both parties tend to be inordinately fond of dragging it into real life and making it personal. Doxing incidents are common, as are campaigns of orchestrated harassment and attempts to get people fired from their jobs or cost them clients or professional contacts (if they are self-employed), and it can and sometimes does escalate into full-fledged attempts to cause physical harm.
* Fan Wank website; there was an Insider article both describing the practice an encouraging it.
* fan wiki) — she looks like a simple (albeit very pink) lion centaur, but she has leopard spots going down her back as well.
* Fanwork Ban: A creator bans fanfiction and/or fanart based on their works.
* Fanwork Ban: The creator forbids fan-made content of their work being made.
* Fanwork Ban. They tend to mostly be writers, and the type of fan work they tend to mostly ban are fanfics.
* Fan Works as a whole tend to avert this trope, since there is really no limit to the media used (It can be as short or as long as the writer wants) and the authors are free to do just about anything they want with the characters. Indeed, many fan works update one chapter/episode/etc. at a time, so if a work hasn't been finished yet, it can be hard to say how long it will be even if you see a table of contents.
* Fan works in general are made under the impression that the people viewing them are familiar with the source material(s). This can especially be a problem for fan works based off of
* Fan works pairing up Asriel and the first human, which would also be a case of
* Fan Works that have Four's "siblings" stuck in his head giving him a poor reputation of someone who constantly talks to himself, tends to space out at random times, and suffers from mood swings.
* fanwork tosses a young Cirno into the air to keep her out of harm's way while she fights a monster. Twice.
* Fan Work, who has an axe to grind with his publishers, and has no real basis in reality).
* Fan writer Jurnees Jakes has a tendency to give one-shot and referenced characters in
* Fanyus track down the brands he wears and uses, buys up merchandise that he sponsors/has his face on, so on and so forth. Anything that he's seen using sells out at an incredible speed.
* Faora Hu-Ul does not take Superman's might, combat skills, and fighting experience seriously, and she wastes time gloating instead of finishing him off at

the first chance. When he flies away, Faora doesn't bother chasing after him because she is certain that "not a single person on Earth can avoid becoming the helpless victim of [her] master plan. And that includes Superman!" Meanwhile, Superman was taking steps to completely foil her plans.
* fapping, and knocks. Chris tells him to go away, but he barges in anyway... and finds Chris playing with a paddle and ball.
* FAPP: In the lands controlled by the prudes, anybody who is caught having sex or masturbating is either forced to join the military or imprisoned for life. Guards regularly invade the homes of non-nobles to make sure that they are not masturbating. Non-nobles are also forbidden from conceiving children without permission, and must be unconscious during the process so they cannot get any pleasure from it. The only reason why they don't execute sex criminals is because everyone in the world is immortal.
* FAPP (NSFW): This RPG actually has very detailed rules for bizarre sexual Mutations/Mods and how they effect encounters.
* FAQ of the comic, as the Comic Irregulars want to be able to make one themselves after the comic is completed.
* FAQ: Unit Specialist/Guerrilla. They produce as many gwiffons and megalowiffs as possible to gain unmatched aerial superiority. Jillian eventually makes up for her otherwise lacking ground units by allying with the Western Giants.
* Faraday attempts to change the past, and apparently manages it once with Desmond, and Desmond apparently does change the past a few times...but both of them just coincidentally manage to have 'swiss cheese memories', the existence of which can be linked to their time travel, so smart money said
* Far after Murfy's farewell, there is an incindent which tricks Globox into some overthinking. In effect, our friend starts claiming he's a masterpiece of 3d animation, commenting on other games as well as his very own
* farahavars; the fravashi has the same "Assyrian" look as the angels of Byzantine iconography. Speaking of whom, the Assyrians depicted both gods and devils with four wings in a "fairy" or "butterfly" configuration.
* Farah Black. It's not entirely clear what psychological issues she's dealing with, but there are some there. She tends to immediately put all the blame on herself regardless of circumstances and is pretty paranoid, although considering the fact that a body-swapping cult is involved, the paranoia is appropriate. Some of her mannerisms and insecurities also suggest that she may have an autistic spectrum disorder or some kind of social anxiety disorder.
* Faramir and Éowyn probably experienced this trope, since he had some Númenórean blood (and some elven blood from Mithrellas), and despite being 12 years older than her, he could have outlived her by several decades. We aren't given a date of death for Éowyn, but Faramir lived well into his second century and it's extremely unlikely Éowyn lived nearly that long - or is it? Eowyn's grandmother was Dunedain
* Faramir, Boromir, Imrahil and young Denethor all fit this trope. Actually, the Dúnedain of in general are tall and dark with a little elvish touch.
* Faramir often dreams of the fall of Númenor, which happened an age ago.
* Far and Away, after Joseph and Shannon talk about their ideal futures.
* Far and Away: In the 1890s, Joseph's use of speed and agility to sidestep and dodge in a bare-knuckle boxing match is treated as a novel style that other boxers, accustomed to simply standing still and pummeling their opponents, have never seen before. In reality, boxers began learning this style about 100 years before the events of the film, when the undersized Daniel Mendoza reigned as the heavyweight champion of Britain in the early 1790s and began training others in his "scientific" approach.
* Far and Away, Joseph and Shannon are forced by circumstances to share a room in a whorehouse for months, due to it being the only room they can afford together and not be shunned (because they're Irish immigrants).
* Far and Away, Joseph and Shannon have an odd but touching scene where they confess their love. Meanwhile, it snows outside the home they're taking shelter in.
* Far and Away: Due to Shannon's wealthy upbringing, Joseph feels

inferior. So, he tries to become somebody he thinks she would find attractive, somebody rich and classy. This only makes her annoyed with him, because she liked how different he was from the people she knew growing up.
* Far and Away: The entire whorehouse can tell that Joseph and Shannon aren't related by blood.
* Far and Away, the entire whorehouse knows that Joseph and Shannon aren't "brother and sister."
* Far and Away. This film in particular is a sore spot for many Irish people, given how legendarily bad the former's accent is. Some of it was actually filmed there, ironically enough.
* Far and Away, when Shannon loses everything, Joseph and Shannon have to take up rent in a whorehouse for a long time. There's only one bed, which she gets, of course. However, after an argument their first day there, he uses her pillow for the night and fluffs it up a little just to annoy her.
* Faraway Dream, by Jane Flory. Seafarers Safe Harbor for Orphans is run by Mrs. Dempey, who is physically abusive and lazy.
* "Far Away Eyes" by The Rolling Stones sounds every bit like a country song, complete with pedal steel. The song is the B-side to "Miss You."
* far away from Hyrule to prevent someone like Ganondorf from ever coming to power again.
* Far Away From Us by Michael Uspensky, King Solomon convinces some brigands that "life is futile and is full of sorrows and is pointless to carry on", whereupon they (the brigands, that is) wholeheartedly agree and stab each other. The Hero then inquires if the trick could be repeated with a whole army. The king is uncertain.
* Farbanti and its still-flooded districts also feature prominently in
* far better fate for him than a simple death. Later on, you can hear about how Sidonis eventually turns himself over to C-Sec out of guilt.
* Far better than becoming a Witch and being eventually killed by other Magical Girls, indeed.
* far better than Slipknot on radio, mainly due to having been much more active, especially in the 2010s, than Slipknot. In fact, four out of the five number one rock hits that Taylor has been involved with (the exception being his 2020 solo single "Black Eyes Blue"), and both of his visits to the Hot 100, have been Stone Sour songs.
* Far Beyond The Stars is set in the 1950s, where everyone... well, guess.
* Farbot: Insane/crazy. Rygel is fond of this one, usually regarding
* far, but adopts a disdainful view of romance, calling it "Nothing but trouble".
* farcast a fork of their ego if they absolutely have to have a real-time conversation. QE comms are mostly used by spies or to contact the few exosolar colonies that have been established.
* Farcast is an entire year of fanwank, where the author set out to see if he could produce a year's worth of material for the setting just to see if he can.
* Farce, all of which are screamingly funny provided the cast is on their toes.
* Farce of the Penguins, but they couldn't get the rights to use footage from that film.
* Farce of the Penguins implies that all of the characters are aware that they're in a documentary, featuring scenes such as Marcus telling the sound track director to change from stock music to hip-hop because if he's gonna be walking 70 miles, "the track best be bumpin'," and a few characters talking to or full-blown arguing with Samuel L. Jackson, the narrator.
* Farce of the Three Kingdoms all characters know that they are in a book, and frequently refer to past events by chapter, and lampshade the various tropes and cliches. The narrator also steps in as a character on several occasions.
* Farce of the Three Kingdoms, although Guo Jia and Big Xun usually manage to keep him on track.
* Farce of the Three Kingdoms, and Cao Cao refuses to acknowledge that Chapter 68 ever happened.
* Farce of the Three Kingdoms and rampant idiocy are exaggerated and lampshaded.

* Farce of the Three Kingdoms and the fully human Lady Wang. Besides the freakishly long arms and hair that resembles tentacles, he mostly looks human, although he reverts to his father's language occasionally when upset. His brother You on the other hand looks exactly like any other human.
* Farce of the Three Kingdoms are "In which practically everybody dies" and "In which everyone who didn't die in the last chapter dies." Most of the original characters die much earlier - inevitable, given that the book spans nearly a hundred years.
* Farce of the Three Kingdoms are replaced with something vaguely similar, but silly.
* Farce of the Three Kingdoms are usually referred to as "redshirts." Their survival rate is... poor.
* Farce of the Three Kingdoms at best, and makes several idiotic mistakes.
* Farce of the Three Kingdoms, but the narrator has photographic evidence of him getting completely wasted at the office New Years' party.
* Farce of the Three Kingdoms Cao Cao apparently has a subscription with Deus Ex Machina Services, Inc.
* Farce of the Three Kingdoms Cao Cao finds Chen Lin's anti-Cao Cao propaganda hilarious after his initial shop, and ends up giving the man a job.
* Farce of the Three Kingdoms, Cao Cao threatens to execute Chen Gong for doing this. When he has time to cool down, though, he changes his mind.
* Farce of the Three Kingdoms. Cao Hong even shouts "Leeeroy Jenkins!" when charging at one point.
* Farce of the Three Kingdoms characters generally refer to past events by chapter. They are all fully aware that they are in a book, and occasionally argue or bargain with the narrator.
* Farce of the Three Kingdoms Deng Ai that required him to give a known double agent command of Shu's supply line and place said double agent between the main army and their home base. This ends exactly well as one would expect.
* Farce of the Three Kingdoms, everyone mocks the poor souls whose names look silly transliterated into English. He Man is well-known, but there are also He He, Lady Wang, and Dong Tuna. No-one believes Quin Quington's name is even real.
* Farce of the Three Kingdoms. He'll abandon his family at the drop of a hat, avoid fighting at all costs, and burst into tears whenever things go wrong.
* Farce of the Three Kingdoms He refuses to stop fighting Wei, even as he fails time after time and bankrupts the country.
* Farce of the Three Kingdoms He's generally being completely sincere.
* Farce of the Three Kingdoms Historically, it took less than two decades for the Sima princes to start fighting for the throne.
* Farce of the Three Kingdoms How Mi Heng mispronounced his name is not explained, but it was probably "Cow Cow".
* Farce of the Three Kingdoms is a hypocrite at one point or another - but even in that cast, Shu manages to make it their Hat.
* Farce of the Three Kingdoms is forged and blithely reveals plans aloud in the middle of the enemy's camp.
* Farce of the Three Kingdoms is the only one who could possibly be described as "sane." Zhou Yu is far from sane, but he's the only character to point out that the hero/villain premise is absurd, and the first to react appropriately to Liu Bei.
* Farce of the Three Kingdoms. It helps that he's half of the only healthy relationship in the book.
* Farce of the Three Kingdoms. Liu Bei only named himself Emperor because he thought the real Emperor was dead! He would never depose another Liu, especially not Qi, or Zhang. And he will definitely give Jingzhou back to Sun Quan.
* Farce of the Three Kingdoms Liu Bei tries to enforce his name taboo for a while after his coronation as "First Emperor." No one pays the slightest attention.
* Farce of the Three Kingdoms. Occasionally lampshaded, as lists of characters might be compressed to the relevant ones and "forgettable guys."
* Farce of the Three Kingdoms orders Wei Yan to lead Sima Yi into a minefield (without informing Wei Yan that it's a minefield). Both survive due to a freak

rainstorm, and Wei Yan is not amused.
* Farce of the Three Kingdoms Played for laughs, as quite a few things he does during the southern campaign are much worse, but the only thing that gives him pause is blackface.
* Farce of the Three Kingdoms plays almost every death for laughs, so the suicides are included. Characters who commit suicide are usually trying to impress the death scene judges, so they're either overly melodramatic or done with almost no provocation. Dead characters also tend to argue with the judges to get a better score.
* Farce of the Three Kingdoms, saying that he had completely logical (albeit still evil) reasons for doing so.
* Farce of the Three Kingdoms steals it from Cao Cao's effects in order to use it to legitimize Liu Bei.
* Farce of the Three Kingdoms. The judges do at one point outline a scoring system, but they don't seem to stick to it very closely. It mostly boils down to points for style, with elaborate forms of suicide generally scoring high. There is, however, such a thing as trying too hard.
* Farce of the Three Kingdoms the justification Dong Zhuo gives for executing ex-Emperor Bian: He was writing mildly emo poetry.
* Farce of the Three Kingdoms, the narrator occasionally shows up to deliver exposition, explain morals, interrupt the exciting bits, and occasionally sing.
* Farce of the Three Kingdoms The others, who didn't know what he was up to, are horrified, and even Zhuge Liang feels the need to make excuses.
* Farce of the Three Kingdoms The rare occasions when he actually does something sensible are considered remarkable.
* Farce of the Three Kingdoms). They set themselves on fire, create incriminating paperwork for no good reason, and couldn't act more suspiciously if they tried. Naturally, they all get caught very fast.
* Farce of the Three Kingdoms (though the story being what it is, that's not a high bar). Dian Wei is this to Cao Cao at first, and also the Xuns and Guo Jia. Liu Bei has Zhuge Liang, and Sun Quan has Zhou Yu.
* Farce of the Three Kingdoms to be a Han loyalist, and Liu Bei's self-serving pretense is... flimsy.
* Farce of the Three Kingdoms, to calm down some spirits, the characters are told they have to sacrifice a black ox, a white goat...and a few humans. No biggie.
* Farce of the Three Kingdoms when he's trying to recruit Zhuge Liang. It actually works.
* Farce of the Three Kingdoms with even important characters who have been around for decades disappearing unceremoniously. Usually this is lampshaded, and the other characters' biggest complaint is that their friends and/or enemies missed out on entering the death scene competition.
* Farce of the Three Kingdoms with his manila envelopes, although several characters suspect he's just being dramatic.
* Farce of the Three Kingdoms with vaguely-defined powers - but one of his officers points this out to him, and he produces water very easily.
* Farce of the Three Kingdoms, Xu Shu is fooled by one that is supposedly from his mom.
* Farce of the Three Kingdoms Zhong Hui mails him home as a punishment, mostly to annoy Deng Ai.
* Farce of the Three Kingdoms, Zhuge Liang spins a completely implausible story that Cao Cao's motivation for invading the South is his obsession with the Qiao sisters. It isn't, but Cao Cao turns out to be rather creepily obsessed with them.
* far contains more than a hint of this trope (that he was learning medicine making at this point and had seen some nasty prenatal complications already did not help).
* Far Country has stated repeatedly that the intention is to keep the game about different human empires fighting, not to make it a humans vs aliens game.
* Far Cry 2 and not terrorists, considering they're only doing it for money.
* Far Cry 2 are far more torn up than the original's (Itself torn up) in a reflection of their darker subject matter.

* Far Cry 2 features a central African conflict that has a few parallels with the Sierra Leone Civil War (severe human rights violations, blood diamond funding) and the Angolan Civil War (outside profiteers, including at least some from Cuba and South Africa).
* Far Cry 2 fires animal tranquilizer darts that cause both instant sedation and thus are lethal.
* Far Cry 2. Hidden throughout the world, you can find one and use it until it degrades and explodes (unless you glitch it into repairing itself with a standard AK-47).
* Far Cry 2 in favor of the actual sequels. They prefer MGSV's tactical and systemic encounters and sandbox over the more casual, Rambo-esque power fantasies and comparatively railroaded approach to the open-world formula of the later Far Cry games. The similar themeing also helps; both games set in brutal desert warzones, collecting the odd Blood Diamond, and sometimes making use of a more fleshed out version of the "Buddy" system.
* Far Cry 2 is full of arms dealers. In addition to the Jackal and the player's armorer, there's quite a few other arms dealers who are the targets of various missions. Even some of the playable mercenaries are stated to have histories in gunrunning.
* Far Cry 2 it in-game by claiming you're a disposable asset that nobody knows about. In reality, even when working a mission for one side you will be attacked by both sides. Constantly.
* Far Cry 2, Josip is 48-years-old and a heavy drinker, but still described as a man "who will break you in two."
* Far Cry 2 lets the first half's semi-auto MS16 rifle do the same damage per-shot as the second half's full-auto ACE).
* Far Cry 2. Of course, nothing about their ideology is spelled out for certain, and they're all but identical to their enemies, the Alliance for Popular Resistance (implied to be monarchists and military elites).
* Far Cry 2 or deduce from their rhetoric. One faction even uses a Communist red star in its iconography but denounces the other for being communists.
* Far Cry 2, the main enemies of the game are members of two PMCs, augmenting the local forces of each faction. The APR hired American PMC MacGrudder-Powell, while the UFLL hired Bastion UK.
* Far Cry 2 the PKM without the accuracy upgrade has so much recoil that you'd get better range with a shotgun. The real PKM fires slowly enough that even a moderately-long burst could be kept on target with less effort than the player in this game needs.
* Far Cry 2 through the knuckle and into the palm. Yeah, this game is kind of horrific like that.
* Far Cry 2, which means that someone in your information chain is either screwing up big time or having one over on you.
* Far Cry 2, your character is infected with malaria at the beginning of the game. Every so often during gameplay, your vision will thusly go all sickly yellow and faded. The only way to fix it is to take pills to suppress the disease; you get the medicine through special side missions.
* Far Cry 3 after every time they rescue one of the protagonist's friends. Each flashback shows a little bit of what the group was up to at a bar in Bangkok, which was supposed to be their last stop on their vacation, before the DJ that Jason befriended told them about a little-known island where they could do anything they wanted...
* Far Cry 3 although the island in Far Cry 3 is obviously pretty far from known civilization.
* Far Cry 3 and are likely being tortured, raped and/or sold into slavery as we speak...but who cares about THEM? You've got animals to hunt, outposts to liberate, radio towers to find, screw around on jetskis and hangliders...
* Far Cry 3, and their equipment and tactics are a cut above that of both your native allies and the pirates you've been fighting for most of the game.
* Far Cry 3 are trying to bring insanity and/or death upon those who set foot on

them.
* Far Cry 3, a then-prominent gun-focused YouTube personality who fell by the wayside in the mid-late 2010s after the rise of other gun channels and a slew of legal troubles that effectively killed the channel.
* Far Cry 3: Blood Dragon, and finishes it off by grabbing his crotch.
* Far Cry 3: Blood Dragon, and seemingly post-processing added lasers. The cutscenes are meta-fictional by way of low resolution pixel art as was standard in video games made in that era.
* Far Cry 3: Blood Dragon, and synthesizer scores to help invoke the tone of both while you tear up the Tron-line and cyborg filled island.
* Far Cry 3: Blood Dragon by pressing the melee button without any enemies in range. He can even alternate hands if you do it fast enough.
* Far Cry 3: Blood Dragon, in that cheesy, over-the-top 80s sci-fi kind of way. Everything bleeds neon, lessening the impact, but gore is still copious.
* Far Cry 3: Blood Dragon is a reincarnation of 80s sci-fi action movies, stuffed to the brim with manliness, explosions, meta humor and one-liners. And neon, lots and lots of neon.
* Far Cry 3: Blood Dragon is a veteran of it). Considering it escalated all the way to worldwide nuclear annihilation, it may as well have been a World War.
* Far Cry 3: Blood Dragon is set in an alternate-timeline 2007 where cybernetics and war are more common, plus culture hasn't progressed past the '80s.
* Far Cry 3: Blood Dragon loads to a logo sequence done in an 80s style, complete with VHS scan lines and a superimposed play symbol.
* Far Cry 3: Blood Dragon movies of the 1980s, and 80s pop culture in general.
* Far Cry 3: Blood Dragon played by Michael Biehn. He is hunting down an army of evil cyborgs led by his fromer commanding officer in a neon Tron-like covered jungle island with robotic T-Rexes.
* Far Cry 3: Blood Dragon, released in 2013, is set in a dystopian, post-apocalyptic 2007.
* Far Cry 3: Blood Dragon (released in 2013) parodies this trope. "The year is 2007. It is the future."
* Far Cry 3: Blood Dragon releases a powerful death ray that drains your health when fired.
* Far Cry 3: Blood Dragon says this word for word as one of his phrases when you use a sniper and shoot an enemy in the head.
* Far Cry 3: Blood Dragon tags, tracks, and identifies enemies and animals.
* Far Cry 3 - but they can still be blown up with less effort by targeting their fuel tank.
* Far Cry 3 by announcing that the plot was a satire. No one believed him.
* Far Cry 3, either with your own incendiary weapons or by shooting theirs, usually results in having him chase after you on fire until he burns to death.
* Far Cry 3 follows a similar trend. The main character, Jason Brody, is a virtual cypher, with the only real information about his past and relationship with his girlfriend showing up in the first few missions. Meanwhile, the supporting cast includes a villain who plays up the "definition of insanity", a tribal queen who alternately seduces and sends you on quests, a kooky survivalist with suicide vest-wearing monkeys (if you bought the DLC) and plenty more mysterious side characters.
* Far Cry 3 German - while he he was raised there, his parents were Americans and he himself was born in Texas.
* Far Cry 3 Has you fight pirates and privateers with everything from pistols and rifles to flamethrowers and grenades but one of the best weapons in game is a recurve hunting bow, despite the fact that it can be hard to aim it. Justified because it is completely silent, you can recover the ammo from enemies and it is designed to bring down tigers and other large predators. For similar reasons stealthily killing your enemies with your machete is often much better than picking them off with silenced firearms: you don't have to worry about people realizing they're being shot at, it doesn't use ammo, take downs are an insta-kill and there are a variety of upgrades allowing takedown to be used in a variety of situations (such as jumping on enemies, booby-trapping them, killing heavies etc.)

* Far Cry 3. He used to be Rakyat, but then there was an "incident" and he joined up as Hoyt's second-in-command. Vaas is usually an unstable crackhead, but whenever he's within ten yards of his boss, he suddenly develops some kind of respect for authority and an indoor voice. Yeah, Hoyt is THAT terrifying.
* Far Cry 3, Hoyt Volker was supposed to be the sole main villain. Then Michael Mando auditioned for the minor character "Lupo". He didn't get the part but they were so impressed by the audition that they decided to scrap Lupo and create an entirely new character for Mando to play, one which took over all advertising and even the cover of the game, and is still agreed to be one of the best villains of the franchise: Vaas Montenegro.
* Far Cry 3 is almost comically brutal. By choosing to side with Citra, you slice the throat of your girlfriend, younger brother, and all your other friends before making love to each other. Shortly after the deed is done, Citra stabs you in the chest, having obtained the seed of "the ultimate warrior", and you basically have killed your friends for nothing.
* Far Cry 3 is... not a normal place. While the island itself never does anything other than sit there, multiple characters insist that the island "calls" to people. Even those who don't believe it will admit that the island does a spectacular job of attracting a single type of person: unfettered, dangerous, vicious, and just a little bit unstable.
* Far Cry 3. It's not clear if the developers didn't understand what a privateer is, or the word is meant to be an in-universe euphemism, or if the developers just decided to misuse it because they thought it sounded cool.
* Far Cry 3 knife that replaces your normal machete. Unsurprisingly, it is more than just a normal sword: it does double damage, meaning it's easier to chew through the later-game super mooks with.
* Far Cry 3 the drugs you can take in the cave are a distinctly different shade of red from the rest of the bowl.
* Far Cry 3. The "Heavy" enemies wear high-grade bulletproof masks that take entire clips to shoot off, while the Flamer enemies have even more armor and are immune to fire. This makes them extremely hard to snipe, but the Heavies don't cover the backs of their heads, and both enemies can be susceptible to a simple Takedown if you select a specific Heavy Takedown skill.
* Far Cry 3, the in-game Survival Guide jokes about it once you receive the parachute after getting to the second island, stating that you should "make sure to watch out for the bags of pots and pans disguised as parachutes."
* Far Cry 3. there's a sidequest called "Faces of Death" in which you take pictures of dead pirates for a man named Nero to show the people of Badtown that there is hope. When you complete the mission, he can't stop proclaiming that they're beautiful and finally says he has to "analyze them in private".
* Far Cry 3, this happens nearly every time Jason has to jump to continue exploring, such as when jumping in the radio towers.
* Far Cry 3" to inspire sheer unadulterated terror among that sort of crowd. Even if your reputation is low, foes tend to panic if they find a body and fail to find the killer.
* Far Cry 3 use knives as close combat weapons when they're not using guns.
* Far Cry 3. Vaas' obsesssion with catching Jason and breaking him amplifies it.
* Far Cry 3, when Jason unjams a cell tower the shops will give him weapons for free.
* Far Cry 3, which represent a knife fight. If your reactions are fast enough, you can probably beat him on the first try. If not, it's a matter of learning the pattern. However, there is a big set-piece battle and a couple of cutscenes still to come before the end of the game.
* Far Cry 3 You'll be spending most of the game exploring the Rook Islands, shooting mooks and being nibbled on by the local wildlife, but we also have:
* Far Cry 4, a demonic deity from the traditional religion and mythology of Kyrat (the fictional country where the game is set in).
* Far Cry 4, Ajay is at one point kidnapped, stripped naked and forced to fight in an arena against tigers and Royal Army troops. You can even briefly get a glimpse

of his penis. It makes his eventual victory all the more badass.
* Far Cry 4 and get less than you would from killing them with a regular-sized gun or especially a bow. Grenade launchers in particular can completely rip apart any living thing smaller than a rhino with a direct hit.
* Far Cry 4 and if you choose to back him he makes an effort to bring back ALL the ancient customs, including the extremely cruel and barbaric ones.
* Far Cry 4, but are so overtly magical that it is hard to believe that aren't really magic (unless the hallucigenics are just that strong and are everywhere).
* Far Cry 4, but in his defence, his underlings really do make some spectacular screw-ups, most prominently failing to check a prisoner for cell phones. His exasperated response:
* Far Cry 4 but not particularly bothered by this) and by implication accepts openly gay members in his organization.
* Far Cry 4 can set these bears on neighbouring enemy soldiers just by throwing meat in the right spots.
* Far Cry 4, down to having the same A.I. coding, weapons, stats, and animations (although some enemies have been given new moves, e.g. machete fighters now having throwing knives and chargers throwing smoke grenades).
* Far Cry 4 has Longinus, a former African warlord turned preacher who is also an arms dealer for the local resistance movement.
* Far Cry 4, he himself admits that was just an excuse to keep doing what he wanted.
* Far Cry 4 in charge of northern Kyrat, are implicitly stated to be foreign mercenaries, mostly of Chinese origin.
* Far Cry 4 is briefly kidnapped and forced to fight there to earn his life and freedom back, though afterwards he may return to continue killing people and beasts with his own free will.
* Far Cry 4 Lakshmana, explain several revelations about your family that would have come very late in the game otherwise, and allow you to spread your mother's ashes, completing the game without having to fire a single bullet.
* Far Cry 4 shares a few traits with Dharmic religions and at the very least seems derived from Hinduism, which isn't surprising given it's located in the Indian sub-continent.
* Far Cry 4. Since Kyrat has no real infrastructure, they receive no real training or uniforms, with some soldiers wearing civilian clothes, and the ones who do wear uniforms look sloppy and disorganized at the best of times. As you progress in the story, many soldiers desert.
* Far Cry 4 that he brought to play. You can make the elephant grab the nearest soldier with their trunk and slam his body into the ground. Or ram the elephant into a car with enough force to kill everyone inside.
* Far Cry 4 the local eagles hunt by carrying a live animal up high and then dropping it to its death. Though they don't try this with humans (merely swooping down and clawing viciously,) they are apparently strong enough to carry a struggling mountain goat.
* Far Cry 5 addresses this by having the player actually deal with Seed for good.
* Far Cry 5 and one (or more) of the Seed siblings get together. Mostly applies to the female Deputy and Joseph, Jacob or John, but sometimes Faith is involved and sometimes the Deputy is male instead.
* Far Cry 5 as her son, and she brings her own helicopter with heavy-artillery guns into battle against the Project at Eden's Gate.
* Far Cry 5. Aside from some new weapons and mechanics (including RPG-style scaling to make the enemies damage sponges) most of the game is essentially the same, with new characters largely replacing older companion characters.
* Far Cry 5 as their second favorite in the official series. Appreciating it's more open structure, emphasis on emergent gameplay, and return of buddies.
* Far Cry 5, both versions can be taken wholesale if you don't want to risk getting shot at, at which point they can be looted at any time thereafter once the player gets where they're going. You don't even need to abandon them after looting them, you can just re-raise the ramp and keep going.

* Far Cry 5: Cheeseburger the bear does not eat cheeseburgers. He got the name from when he was a small cub abandoned by his mother, and survived by scavenging in the dumpster behind the local burger joint. However, when the local wildlife centre got a hold of him it turned out the burger-based diet had given Cheeseburger "the diabeetus", so he was quickly weaned off cheeseburgers and put on a strict salmon diet to get his blood sugar under control.
* Far Cry 5 engage him in close quarters combat to take him down for good, which means you're forced to bolt from cover to cover to avoid his bullets while also shooting your way through a platoon of his goons. As of the game's release, he's the only character in the entire franchise to have this sort of immunity.
* Far Cry 5 into the bodies of his flock and then cuts off that layer of skin while the victim thrashes around in pain. It's a twisted purification ritual. During the course of the campaign, he also does it to you, the player character.
* Far Cry 5 is set in the cultist-controlled mountain valley of Hope Springs, Montana. It's a weird place.
* Far Cry 5: Jacob Seed believes that humanity has become soft in the modern age and that the strong should subjugate and cull the weak.
* Far Cry 5, John Seed’s idea of purging sin is to tattoo a victim’s sin on their skin, then cut their skin off. During the final part of his chapter, he’s already done it to Pastor Jeffries and then does it to Nick, with Nick’s sin being Greed and the PC’s being Wrath.
* Far Cry 5, Pratt's coworker, evidently to demonstrate how thoroughly broken and submissive he's become.
* Far Cry 5 right after for proper closure for the setting and characters.
* Far Cry 5's but ruined to reflect it taking place in the post-apocalypse.
* Far Cry 5's older brother and militia leader, is particularly insistent on this.
* Far Cry 5. The biggest examples are Faith's Angels, living zombies addicted to the bliss.
* Far Cry 5: The memorable opening scene has the main antagonist utter a similar phrase.
* Far Cry 5 where his son went insane and had to be put down, he finally sees what he's been doing is wrong, and he either gets killed by his chosen one or has to live with the guilt.
* Far Cry 5, who's otherwise nice and cuddly, can butcher any cultist on the player's command.
* Far Cry 5, Willis appears again, and goes even further into unlikeable territory by once again abandoning the player once they do what he asks. But this time players can shoot him after they complete his mission and leave him for dead.
* Far Cry 6 below and lets you choose the gender of the protagonist but their name always remains "Dani Rojas".
* Far Cry 6 plays it straight again with its logo in the trailers and box art being mostly pristine but changed from bright white to a burnt orange with scratches and smudges going through the letters and number.
* Far Cry an entire DLC is centered around getting to play as the villains of the third to fifth games.
* Far Cry damage when shot there. Their real weak point is, common-sensibly enough, their head.
* Far Cry dials it back, however, as the starting Webley revolver has low power, a slow rate of fire, and a slow reload, and the returning .44 Magnum doesn't get its long-barrel option... as well as being held away until the point where you can simply skip it and go straight for the even better Desert Eagle.
* Far Cry Dr. Krieger who developed a mutagen that enhances every organ in the body but turned the subjects into ultra violent killing machines — the Trigens.
* Far Cryed from American to German, as per the nationality of its director and the actor playing Carver.
* Far Cry from the game's previously tactical combat against human mercenaries.
* Far Cry games, you can use rocket launchers as makeshift flame-throwers to kill enemies who are trying to ambush you with the backblast if you don't want to blow yourself up with the warhead by shooting them directly. Of course, it's entirely

possible to burn yourself to death by firing while crouched, or against a wall.
* Far Cry has a metallic sound when an enemy spots you or an alarm is triggered.
* Far Cry has this in spades. While your character (Jack) is made of tinfoil in gameplay (you can't drop more than a few feet without suffering massive damage; you'll die after being hit with a handful of bullets — which forces you to always use cover), he becomes much more acrobatic and resilient in the cutscenes. At one point, Jack is thrown out of a helicopter hundreds of feet in the air and lands without a scratch, but falling three stories in-game will instantly kill him. Better yet, in a later cutscene, Jack is shown diving over a console to avoid a hail of bullets (something he can't do in-game).
* Far Cry in an interview that he was in it because Uwe Boll is apparently a very pleasant guy to work with as a director.
* Far Cry, in the second level, a lifeboat is hanging from the top of a beached carrier. A lucky shot from the lower deck of the carrier can break the chains, dropping the lifeboat into the water and skipping the section on top of the carrier altogether.
* Far Cry, it's actually a set of binoculars; they not only incorporate a shotgun mike to pick up conversations, but also isolate the frequency of the transmitter on the mooks so that you can track them on the radar.
* Far Cry: New Dawn, smoke grenades can be used to break enemy sight lines to allow for a safe(r) retreat. Using three of them actually unlocks an achievement. Special enemies like Scavengers and Enforcers also use smoke grenades with abandon against you.
* Far Cry: New Dawn, where not only does that game's hero defeat the villains there, but also finally deals with the previous villain.
* Far Cry Primal burned her son Krati alive for rebelling against her. She now fears Krati will return from the dead to seek revenge on her, and keeps his body on display with a stone mask over his face.
* Far Cry Primal is a rare female example, strolling around with both breasts on display, covered only with blue paint.
* Far Cry Primal, Jayma taunts Takkar by shooting an arrow between his legs, narrowly missing his groin.
* Far Cry Primal, Karoosh's headbutts are surprisingly violent: the first time, he literally staggers Takkar, the second time, he knocks him over (though Takkar gets even with him by Karoosh by grabbing his ankles and pulling them out from under him).
* Far Cry Primal of the Izila, has a small line of ritual scarification crossing the bridge of her nose, appropriately for someone with a vaguely Afrocentric appearance.
* Far Cry Primal, Takkar the caveman's hunting party is attacked by the Bloodfang Tiger, who kills two of his friends effortlessly. Takkar runs up to the Bloodfang Tiger and sticks a spear in its ear, but the Tiger just shrugs it off and lashes out at Takkar.
* Far Cry Primal than sewing up his stomach wound. Granted, he's somehow healed again by the time Takkar reunites with him, but still...
* Far Cry Primal, the Izila tribe practices human sacrifice, and various sites where they do it can be found around Oros, including one that looks like an intact Stonehenge.
* Far Cry Primal wear skull masks and helmets, and they all tend to wear bones for armor.
* Far Cry Primal. Wogah smugly urinates all over Takkar, not realizing he's a fellow Wenja. From that point on, Wogah addresses Takkar as "Piss Man".
* Far Cry remake of the first game, are rendered in Ubisoft's own proprietary Dunia Engine.
* Far Cry, seeing the veins in your arms turn dark is how you find out that you've been exposed to the mutagen.
* Far Cry series are fueled by valuable black market products: mutants, blood diamonds, slaves, and LOTS of drugs.
* Far Cry. The level "Rebellion" showcases it best, when Jack has to go through

battle sites between the Trigens and the Mercs, and can be targeted by both if he doesn't wait for one side to be wiped out.
* Far Cry. Valerie accidentally fires a grappling-hook at the helicopter that is flying above the car that the main character Jack is driving. The helicopter then starts carrying the car when it goes over a cliff, and once the cable holding them together is cut, it flies up on the helicopter's main rotor and sends it crashing down.
* far different from the 1996 one. The four schools that joined in 2021 are all from Texas, previously home to two WAC members, and the 2022 entry is from Utah, also home to two pre-2021 members (with one of them less than an hour's drive from the newcomer). And even though the revived WAC football league started with single-sport members in the very non-Western states of Alabama, Arkansas, and Kentucky, those schools are only in WAC football to give it enough members to qualify for an automatic bid to the FCS playoffs, and will leave once their home conference starts its own FCS football league.
* Far different than most of the honorable sword-on-sword fights you see in films set in Medieval Europe, most fights were far more
* Far disguised as Elan (made easy given that they're identical twins), with Elan in jail on Nale's behalf. Zz'dtri disguises themselves as one of Tarquin's aides during the Order's time in the Empire of Blood (so that they can reveal themselves along with the rest of the Linear Guild). Lastly, in a bizarre case of Enemy Dressing as the Enemy, Tarquin disguises himself as Thog because he considers Thog to be too much of a loose cannon, but they can't let on that it's really Tarquin fighting them.
* far distant past, and whatever society and culture he belonged to has long-since died out.
* Far earlier, in the first series, Fireheart's sister Princess is a kittypet who is curious about Clan life but wouldn't want to live that way, and who makes one or two comments on how Fireheart doesn't look like he's getting enough to eat. By the end of that series, she's become a hysterical worrywart terrified of the forest.
* Far earlier, in the "I can Fly" arc, Dr. Lee realized Tip was bullshitting her:
* Far East Asian Terrorists: Ruthless militants from a country in East (or Southeast) Asia.
* Far East Asian Terrorists: Ruthless militants from a country in East/Southeast Asia.
* Far East Asian Terrorists: Ruthless militants from East/Southeast Asia.
* Far East Movement 200. Today they're commonly regarded as a one-hit wonder for "Like a G6".
* Far East Movement's "Like A G6" apparently resulted in people demanding to be able to fly in a G6, which Gulfstream Aerospace has not made, as they were still producing the G4 at the time of the song. They eventually got their wish in 2013 when Gulfstream released
* Fare Thee Whale, after they've exposed Plunder and Blight's scheme, she tells them "I'm proud of all of you".
* Farewell, a famous poem by Chilean poet Pablo Neruda, is about sailors that keep relationships like this, kissing girls and then leaving, and doing it again until their ships sunk and they die.
* "Farewell (Happiness Will Always Be A Cigar Named Hamlet)" was the company's last cinema ad, and as such featured people stuck in sticky situations humming the familiar Hamlet jingle, "Air on a G String".
* Farewell My Concubine by Chen Kaige features several scenes set during the Cultural Revolution.
* Farewell, My Queen: Sidonie is about to have sex with Paolo when she is called by the Queen.
* Farewell, My Queen: The Queen is implied to be in love with Gabrielle de Polignac, who is ungrateful to her. Sidonie Laborde is implied to be in love with the Queen, who sends her on a suicide mission to protect Gabrielle de Polignac.
* Farewell to Life the Way We Knew It: In hindsight, the all-girl band The Misfits aren't that surprised that their groupie fangirl Clash is a lesbian.

* Farewell to Life the Way We Knew It: It's mentioned that, due to the high unemployment rate, many people hang around bars, even in the morning.
* Farewell To Lochaber. In a variation, the singer claims to go to war to earn honour, so that he can become worthy of the woman he loves.
* Farewell to the King fits this trope to a T. Nick Nolte, playing a marooned US soldier evading the Japanese, is captured by natives on the island of Borneo. He is saved by tattoos he had gotten in a drunken stupor in the Philippines, which the natives consider to be marks of a God.
* Farfel the dog, the ventriloquist dummy mascot for Nestlé back in the 1950s and '60s, would end his familiar jingle (N-E-S-T-L-E-S/Nestlé's makes the very best/chaaaw-klit) with a "chomp" sound. This was because Jimmy Nelson — who performed him — was nervous during the auditions, causing his sweaty hand to slip off the mouth control. The executives liked this so much they they kept it in ever since, even when
* Farfetch'd, which has exactly two things going for it: a personal item that greatly increases its chance of getting a critical hit, and the fact that it looks cool. The personal item really doesn't matter, considering its stats are so bad that it will still be a weak hit even with a critical, and that's if it can survive long enough to hit anything. In the original
* far-flung, poorly managed, guerrilla-laden) representing the stranded German settlers and garrison personnel.
* far. Frequently, it would be introduced that "Primes" represent some kind of higher lineage, with Optimus either being part of a dynasty or a straight-up reincarnated deity.
* Far from Heaven as well. She tries to comfort him by saying she doesn't care and that he's "all man", but it doesn't quite help.
* Far from Heaven coming the following year. To this day, Focus remains as Universal's indie division, and still distributes movies that become Oscar contenders and box office hits.
* Far from Heaven: Julianne Moore's character rushes to the train station to say goodbye to Dennis Haysbert. He sees her at the platform but makes no move to get off the train and go to her. The train pulls away from the station with the two of them looking at each other, then Dennis steps back inside the train as it rolls down the tracks.
* Far from Heaven. The score is by Elmer Bernstein, who composed music for several famous films in the '50s.
* Far from Heaven things would have been extremely controversial). The fling is over before it can even begin, thanks to both of them being aware of the disastrous ramifications.
* Far from Home, pirates use high-intensity flares in missiles so as to take the heroes alive.
* Far From Home, Rose manages to regain a body by taking possession of an emerging Rose Quartz soldier.
* far from recommended. The Concepts are divided into Alicorns, who are Nature's Order, and the Draconequui, who are Nature's fury. Among the Alicorns are the Princesses Celestia, Luna, and Cadance, and among the Draconequui is Discord.
* far from the first case of such a thing happening of peoples' eyes to the fact that, despite being in direct violation of Youtube's ToS, Youtube will happily turn a blind eye to blatant violations, as long as your videos bring in a lot of viewers and thus ad revenue.
* far from the first time that sort of thing has happened. It's probably best to expect people supporting these kinds of bills don't know what they're talking about.
* Far from the Madding Crowd when Bathsheba, as a prelude to asking her employee and former suitor Gabriel Oak for advice about her love life, offers to help him sharpen his shears. She doesn't hold them right, though, so he takes both her hands in his as he shows her how to hold them against the whetstone, holding them longer than necessary until she tells him to let her go.
* far from the only objective; coordinated attacks over the course of a few hours

(all at local dawn) basically swept Allied forces from the Pacific in a single stroke, including taking the US territory of the Phillipines and eliminating American air power in the Pacific with it.
* Fargate has one of these as their home system. As these aliens possess no apparent mechanical technology but are the masters of biological manipulation, the entire double-layered Dyson Sphere is grown organically. It looks very fleshy.
* Far Gate with DNA-shaped pink and blue strands coming out from the middle.
* Fargo: Actor Allan Dobrescu has cerebral palsy, as does his character, Charlie Gerhardt. Similarly, Mr. Wrench, a season one antagonist and fan-favorite character, is a deaf hitman played by deaf actor Russell Harvard.
* Fargo, are not saints either. Weff is on the Fadda Family's payroll who stifles investigations into their activities, while Deafy is a bigoted Mormon who is very brutal towards criminals, if his story of his handling of Italian gangsters in Salt Lake City is true.
* Fargo: Bear Gerhardt has a voice that could shake the fillings from your teeth. He also proves to be the most formidable Gerhardt brother.
* Fargo begins with the camera panning over a mountainous area (previously unseen in the series), followed by a wrecked snowmobile and a frozen lake with a hole in the ice. This foreshadows the fate of a main character.
* Fargo, but Emmitt is two years older than Ray. Ray is a balding, shifty, and bitter parole officer barely making ends meet. Emmitt is a handsome, enormously successful, "parking lot king of Minnesota". The resemblance the brothers have to one another becomes a plot point in episodes 4 and 5, Ray is able to impersonate Emmitt by shaving his mustache and donning a convincing wig in order to get into Emmitt's safety deposit box. Then one episode later, he and Nikki ruin Emmitt's marriage by sending Emmitt a sextape of themselves that's meant to be blackmail, but inadvertently is first discovered by Emmitt's wife.
* Fargo, Ed Blumquist is mistaken for a hitman nicknamed The Butcher, when in fact he's a fairly unremarkable man who happens to be a butcher's assistant by trade.
* Fargo Faulty Towers Plot is about a dozen deaths, all of them a product of the crooks' violently poor impulse control, and Lundegaard ends up in jail.
* Fargo Grimsrud is caught in the act of disposing of the body of his double-crossed partner, Showalter, via wood-chipper.
* Fargo has several deaths that are very underplayed/somewhat comical, with much more focus being placed on the survivors and their reactions than on the deaths themselves. This series is also by the Coen Brothers, who have a couple of other examples listed under "Films" above.
* Fargo. Her melancholy husband keeps house and paints ducks for a hoped-for Post Office commission.
* Fargo: In a philosophical conversation with Nikki, Paul Marrane urges her to overcome life's suffering nature and "deliver a message to the wicked."
* Fargo: In season 2, Karl Weathers, the sole lawyer in Luverne, has been summoned by Lou to the police station to act as counsel for Ed. He goes despite the fact that he spent most of the night drinking and is extremely tipsy. After talking with Ed, Karl leaves the station just in time to see Bear Gerhardt and a posse of his men arrive with the intention of storming the station to free Charlie Gerhardt and lynch Ed. Karl runs back into the station and pushes a bench in front of the door to barricade it. The door is made out of glass AND it opens outward so the barricade is completely useless but Karl is too panicked and too drunk to realize that. Lou instantly recognizes that the station is indefensible and their only option is to distract the Gerhardts and sneak Ed out through the back.
* Fargo: In "The Heap", Ida mentions that when Vern was courting her, he gave her a bouquet of poison ivy. Which he picked himself.
* Fargo in the pilot; while attempting to warn off an inquisitive traffic cop, he suggests that poking into his affairs will not end any better than attempting to chart such seas.
* Fargo is a classic example. He is a demented psychopath who is completely apathetic and taciturn throughout the movie, even when he is committing cold blooded and often graphic murder.

* Fargo is an almost mute character, though he is also a demented sociopath.
* Fargo is a raging misogynist in addition to being a power-hungry, impulsive psychopath. He beats his wife and daughters and views his mother as being incapable of taking over the family business. He waxes poetic about the greatness of males and the weakness of females to a would-be victim.
* Fargo says it's based on a true story, but the Coen brothers revealed that they just said that to mess with the audience.
* Fargo Season Four plan to help out Zelmare's sister with her debts is to rob the Cannon Limited, a mafia bank that targets Kansas City's black population, unaware that the Cannons are the same people to whom Zelmare's sister owes her debt in the first place.
* Fargo Season One: Don Chumph attempts to blackmail Stavros Milos, even though he doesn't have any blackmail material. Chumph reasons that someone as rich as Stavros must have some skeletons in his closet. Malvo quickly hijacks his plan. He also inexplicably asks for an incredibly specific amount of money, the exact amount he calculates he'd need to found the business he wants to start.
* Fargo Season Three. And Maurice, the ex-con Ray hires to steal the stamp, really stands out:
* Fargo's GD personnel file contains the phrase "inappropriately pushed button" 37 times.
* Fargo shows that even the morally ambiguous are not exempt when they dabble in crime.
* Fargo sounds like he's desperately trying to explain to his father-in-law that his wife has been kidnapped, but stumbling over his words. It turns out he was just trying to find the right way to sound worried before he actually picked up the phone.
* Fargo, then shoots the waitress. Mundt recovers and manages to stab Rye in the back with a knife from the table before he is able to finish her off. The waitress, badly wounded, tries to flee the scene as Rye steals the money from the cash register to make it look like a robbery, but Rye hears her opening the door, follows her out into the parking lot, and shoots her in the back. He's then distracted when he sees the lights of a UFO appear overhead. Wandering out into the road to investigate the lights, he's suddenly struck by Peggy Blumquist, who drives off with Rye stuck in her windshield. State Trooper Lou Solverson and his father-in-law, Rock County Sheriff Hank Larsson, end up being the primary investigators on the case.
* Fargo, there is a shot of a polka band poster in a teenager's room. It's not as much a comment on the teenager, as much as one on Minnesotans in general being dorky, or at least square.
* Fargo. The second season is even further removed from the movie, and has little to do with the first, although some characters appear at younger ages.
* Fargo the stories are spread over a large Midwest area consisting of Minnesota and the Dakotas. They are shown in a perpetual state of winter, and the area attracts an unseemly amount of gang violence and brutal crime. It also attracts flying saucers and an assassin implied to be the Devil himself, and contains a bowling alley that may be a portal to the afterlife.
* Fargo to be based on actual events, but in reality it's not even loosely based on anything that actually happened. Though the scene with the wood chipper being used to dispose of the body was inspired by what happened to murder victim Helle Crafts, except it was her husband who forced her body through the wood chipper. That case was the first one in Connecticut where a murder conviction was secured without a body (because only several ounces of body was ever recovered).
* Fargo to gag, tie him to an exercise wheel, and stick an unloaded shotgun in his hand which is then pointed at the front door. He draws the cops' attention by firing a rifle at some cars outside, leaves, and then a tripwire makes the rifle fire more once the SWAT team arrives. When the team enters the front door, the light is in their eyes, so all they see is a silhouette of a man holding a shotgun. Since the exercise wheel keeps him propped up even after being shot, the entire unit shoots continuously for several seconds until they can see he's dead.

* Fargo to the cast certainly helped). The season is still divisive, but much more well-liked than at the beginning — with "Who Rules the Land of Denial?" being seen as one of the series' best episodes.
* Fargo, tries and fails to repair the washing machine himself. His wife belittles him for it, the argument escalates, and he murders her.
* Fargo until we see a flashback wherein a character discovers the money that was hidden in the snow at the end of the film.
* Fargo" Virgil takes a shot at Ed, but it misses and ends up hitting Charlie, knocking him out.
* Fargo was a kidnapping of his wife arranged by Jerry Lundergard as a scheme to get money out of his father-in-law to pay off his gambling debts. The hired kidnappers were just supposed to kidnap Mrs. Lundergard, take her to a cabin at a fishing resort, and wait for Lundergard to get the ransom money, which they would split. Unfortunately, Lundergard forgot to put a license plate or an in-transit certificate on the car he gave the kidnappers, which causes them to be stopped by a state trooper, who looks inside the car when he hears the kidnap victim making noises, and this causes one of the kidnappers to impulsively shoot him in the head. Not only that, but a car with a teenage couple witnesses this, so they have to be murdered, too. So an arranged kidnapping scam turns into a triple murder, from one screw-up after another.
* Fargo, when one of the Kansas gangsters coming to attack the Gerhardts fetches a longbow out of the trunk of his car (bragging "Anyone can fire a gun - the longbow is an art.") only to be the first on the receiving end of a headshot (with a gun).
* Fargo when the cheerful, domestic, heavily pregnant policewoman Marge joins her partner at the site of a homicide and starts to gag — then, when the morning sickness passes, continues calmly assessing the crime scene.
* Fargo When two criminals break into the Lundegaard house to kidnap Jean, she flees into the bathroom and locks the door. The kidnappers break the door and find a seemingly empty bathroom and an open window. Jean is actually hiding in the shower; she only gets caught because one of the kidnappers lingers in the bathroom to disinfect a cut on his hand.
* Fargo, where pregnant Brainerd police chief Marge Gunderson keels over and seems about ready to vomit while looking at the bodies of the two bystanders Gaear Grimsrud shot to eliminate any witnesses to the shooting of the state trooper, but it quickly passes and she dismisses it as morning sickness.
* Fargus, he would then refuse to take you to the Dread Isle, resulting in a similar ending.
* Far Harbor DLC takes you even further up north to Mount Desert Island, Maine where the mysterious Fog has resulted in even more dangerous creatures such as the Gulpers (giant and gluttonous mutant salamanders) and Fog Crawlers (giant mutant shrimp) as well as the presence of the Children of Atom cult who worship it as a holy symbol of Atom.
* Far Harbor's Wolves and Fog Ghouls are mainly cosmetic variations of the main game's Mongrels and Feral Ghouls with little statistical difference. Mirelurks also have a powerful "Bloodrage" variant that can also spawn in the Commonwealth at high levels.
* Far Harbor, you can convince High Confessor Tektus to either walk away (if you're replacing him with a Synth double) or to talk him into blowing up his cult with the nuke in their base.
* Far Harbour, enormous bipedal salamanders and giant, monstrous arthropods such as hermit crabs that use abandoned trailers as shells and two-story tall Fog Crawlers (once some sort of shrimp), all thanks to the radioactive fog shrouding the Island.
* Faria, townspeople often drop accurate hints about things they should have no reason to be concerned about, like how many statues are in the nearest tower or what the boss's weakness is.
* Faries also play with this a bit in that they can't actually die permanently, making sending them into otherwise suicidal situations feasible. Otherwise, they're at the bottom of the
* FAR if she didn't look like she had a man's face pasted onto her body.

* Farinelli: A film based on the life of Carlo Broschi, whose stage name was Farinelli, a famous 18th century castrato and regarded as one of the best opera singers of all time.
* Farinelli. At one point he deliberately holds it long enough to give Haendel a heart attack.
* Fariña, a book by journalist Nacho Carretero documenting drug dealing cases in Galicia in the '90s, was seized by court order after a former mayor mentioned in the book sued Carretero for damages. That very week, the book became a bestseller on Amazon Spain and the premiere episode of the TV series based on it — which was not affected by the court order since the judge considered the script of the series was unknown and the airing date was uncertain — was promoted for a preview release.
* Farin Urlaub has a song titled "Phänomenal Egal", which narrates the singer's phenomenal indifference the singer feels towards his girlfriend.
* Farin Urlaub. He's sitting with his girlfriend in their garden and wait for said apocalypse. Just when the morning has come and he thinks to live for another day...
* Fark community is to utter this after making or laughing at a particularly tasteless joke. It has become ubiquitous enough that most people don't even bother to say it, just "One ticket, please" or request a window seat. At least one commenter has requested the "bitch seat" (sitting between two other passengers), reasoning that on any plane or bus to hell, every seat is a bitch seat.
* Fark, despite being already self-sufficient thanks to its traffic generating scads of clickthroughs, has recently started offering T-shirts with the joke headlines and tags for stories featured on the site.
* Fark has, along with such categories as "Interesting", "Cool", "Asinine", "Scary", and "Weird", a category named "Florida".
* Fark has the same division, created when they offered, for $5/month to be able to see the links that weren't approved for the main page. Folks started submitting links which they specifically didn't want on the main page, just to be able to use the comments sections like a forum (Fark does not have a formal "forum", just a mass of rejected links). From that mass, the TotalFark community was born.
* Fark has turned it into a new meme: its filter replaces "first (to) post" with "Boobies" and "first comment" with "Weeners", and if the post actually was first, adds twelve hours to its time stamp, thus pretty much guaranteeing it will be the minimum post (last post in Fark filter).
* Fark is (apparently) particularly vulnerable to guinea pigs, or, as they call themselves, TEH PIGZ.
* Fark often contain links to items such as "The most amazing picture/video of (extremely specific object or event that you aren't likely to see ever again) you'll see today."
* Fark, often posted in celebrity death threads. On January 26, 2016, when Vigoda died for real, Fark made their banners black and white in his honor.
* Farlaine the Goblin because he is listed as "Anonymous" in book listings. The very few times he refers to himself, he uses "J" and nothing more. The creator said it because he wants people to focus entirely on the comic.
* Farlaine the Goblin was originally published anonymously, but the author finally settled on a pen name "Pug Grumble" after a few years because he realized not having a name made it difficult for people to follow up on new books in the series. Also, he goes to comic conventions and more and more started requiring some sort of name before they could be given a table space.
* Far less consistently, but still quite often, the monster of the week had some connection to Time Travel, even the giant spiders from
* far lesser version than is common in the setting, as the debris were small enough to "only" take out city blocks instead of killing the entire planet.
* far less likely to be targeted by others and they will most likely take your word if you accuse someone. If you establish yourself as a reasonable, decently friendly person, earning people's trust becomes a lot easier.
* far less severe than what an adult would suffer going through a similar motion. With their low mass due to this trope, they just can't impact the ground with

enough energy to cause more than minor damage (admittedly, being low to the ground and having less time for gravity to accelerate them downward is a factor as well). Small children are also likely to be able to do exercises like pull-ups without any training or effort, as the strength-to-mass ratio is much more favorable than for adults fully grown.
* Farley Claymore later ends up diving through a window overlooking the lobby (three floors up) while trying to flee from the Shadow, notably after the Shadow
* Far: Lone Sails, the desert the protagonist is riding through was obviously a dried up ocean, in the end they finally make it to the coastline and, it's implied, are rescued by a ship.
* Far longer than that, especially for the First Brood. The Dragonsong War has been raging for a thousand years by the time of Heavensward, but for Nidhogg, it may as well have started yesterday. And Tiamat
* Farmageddon: A Shaun the Sheep Movie before the film was finally released stateside.
* Farm Boy monsters, and merely arranging for a proper transportation to come get him would take at least half the time the expedition is supposed to last anyway. Add the twenty-something days the boat will need to get there, and the transportation might as well be used to pick up the whole expedition crew once their mission is complete.
* Farmboy Oscar is forced to get involved with the fight against Salem and the Grimm at age 14.
* Farm Boy: When the hero is just a simple peasant from the countryside.
* Farmer Al Falfa builds this kind of robot to help out with his work in the
* Farmer Boy, Almanzo is egged on to lick a pump handle, but knows better than to rise to the bait.
* Farmer Boy, so much description is given to Almanzo's mother's formal parlor — so elaborate her children are not even allowed to set foot in it — that when the children spend a week alone in the house, it's difficult to see Almanzo's throwing a tar brush at his sister and hitting the parlor's brocade-papered wall as anything but inevitable.
* Farmer Boy the last teacher who'd worked in that area), the fact that that whip is clearly being used as a weapon in that scene makes it pretty disturbing later on when nine-year-old Almanzo expects to be whipped with it for getting stove polish on the nice parlor wallpaper. We already knew from earlier that Almanzo's father whips his sons with actual whips, but that thing is described as being fifteen feet long with a lead-weighted handle that can kill an ox.
* Farmer can barely speak English in the movies; thus, most people who saw the pictures first are surprised to learn that in the books he speaks a variety of languages, including at least one non-human one (Ape or "Mangani" — his "native tongue"). His talent in this area may exceed Doc's; by the end of the second book, after only a year or so around other humans he has mastered French, English, Arabic, and the language of his adopted African tribe, Waziri, roughly in that order.
* FARMER ENDS 'BATH' PARTY AT MIDNIGHT: Likes Nature, But Prefers to Sleep; Clothing of 40 is Confiscated.
* "Farmer Guy" had a cow disguise himself as a human this way, and was mostly flawless until Peter got wise.
* Farmer in the Sky already in the 1950s; the extraterrestrial pioneers grow beards because the depilatory cream, imported from Earth, is hideously expensive.
* Farmer in the Sky, and the first two expeditions to Venus died to the last man".
* Farmer in the Sky, Bill doesn't understand why Gretchen would get upset when she comes over to help him work and he immediately mentions they should also ask her sister to help. "Women are funny". When he is injured and she visits him in the hospital, "...[she] could hardly talk, which isn't like her".
* Farmer in the Sky, Bill Lermer meets the captain of the shuttle up from Earth, who mentions having been "captured by pirates". Bill doesn't challenge him, but thinks he's spinning a yarn. But when Bill tells his father about the encounter,
* Farmer in the Sky, Bill Lermer's father explains why they have an engineer along

in space, when the engine is a radioactive torch that can't be shut off in flight.
* Farmer's Daughter after she's been knocked up by a porn star. Presumably it was more acceptable to their audience than mentioning AIDS as a reason why you should practice safe sex.
* Farmer's Daughter sees a frog and hopes that if she kisses it, the frog will turn into a handsome sheep shearer. The frog does change accordingly, but then when he kisses her, she turns into a pint of beer.
* farmers, descended from criminals who'd been sentenced to the "humiliating" task of growing food. The Wyrwarfs, tired of being treated like riffraff, voiced their discontent by threatening to withhold food from the other clans: if the clans refused to acknowledge farmers as equal to miners and artisans, they could huddle down deep with their trinkets and eat rocks.
* Farmers in modern developed countries have to know how to operate everything from tractors, which can have three gear sticks and all kinds of attachments, to combine harvesters, trucks, ancient rusty utes, (pickups) motorcycles and then operate and maintain all the seeders, cultivators, sprayers and other complicated machines. Optional extras are horses, light aircraft (ranging from ultra-lights to crop-dusters to helicopters) and
* Farmer's Insurance has a series of commercials showing some of the more bizarre things they've covered. One of these is referred to as a "Truck-cicle". We see a reenactment of the incident which shows two men ice fishing. One of them parks his truck on the ice and climbs out with a massive drill, implying he causes the truck to break through the ice by improper drilling. Instead, he puts his foot through the ice while carrying the drill and causes the truck to break through from the crack that forms from that.
* Farmers note that the personalities of chickens vary from breed to breed; some breeds are docile, but others are notoriously aggressive and all of them have hierarchies within the flock, which is why we have the phrase "PECKING order." And while they're pretty benign omnivores normally (you can feed them a wide range of insects, grain, and table scraps), they're also known to catch all sorts of small mammals/reptiles that wander into the coop. Meaner chickens can get carried away with inter-flock hierarchies and will often pick on their lower-ranking members.
* Farmer Weathersky, the hero meets three very similar witches, one at a time, each using her nose for a different task, commanding animals of a sort vaguely related to that task, and providing some of those to the hero.
* Farmgirl and Goodwitch mourn Dark Lady's passing in the artwork for Kozmourning in the
* Farming and domesticated animals are often brought up together as if they presuppose one another or "naturally" arise together. As a matter of fact, they don't. The dog was domesticated long before any crops were and societies in Oceania and the Americas had domesticated a wide variety of crops and only a handful of animals if that (llamas, guinea pigs and sorta-kinda turkeys), because those were all they had. The fact that the old world contained so many domesticable animals caused many diseases to jump from humans to animals and back in the old world but not the new world. The result when Europeans happened upon the Americas was devastating and not entirely understood until the 20th century. On the other hand some of the real life
* Farming has done this for plants as well. Selective breeding over thousands of years has created fruits, vegetables, and grains that are
* farming kind, not the flower kind!) and for a reason probably tied to the curse, a prison, inside it. And it's located in an island far from most civilization areas (in fact, this is considered one of the most remote dungeon in the game) which can make you wonder why would anyone need an abbey this big when there's not many people around.
* Farming Simulator 2013 is surprisingly popular, not for the game itself but for its hilariously broken physics engine.
* Farmington Tales having to wash her hair is Kaylee's excuse when Floyd mentions that Manny's been thinking of asking her out. When Floyd comments that he hasn't even told her what day Manny mentioned, she replies that whatever the day, there'll

be a lot of hair-washing and ironing going on.
* Farmington Tales the quest-giver states that she gets so lonely while jogging that she drew a face on her water bottle and called it Bob.
* Farm Of Souls: You run one of these. But it's okay, because you're being scored on how happy the souls you harvest are.
* far more. But Kakarot talks Broly out of killing Paragus. The sight of the Super Saiyan, the legendary scion of the Saiyan race, talking about mercy, causes Paragus to realize he was still following ways of the failed King Vegeta despite no longer serving under him and admit Broly deserved better than to live under him. After parting with his son, Paragus leaves his old villainous ways behind.
* Far more common than you'd believe. In a fight, you're always telling an observant opponent what you're about to do through body language. Whether you're going to throw a punch, a kick, or a really complicated technique the movements of your body are broadcasting exactly what you're going to do. The industry term for this is "telegraphing."
* far more complex and difficult than any other enemy in the game, even including the overworld bosses, and are the only overworld enemies that use more than one type of weapon at a time.
* far more detailed. The characters have a far larger variation of poses and angles which allow for more fluid animation. Scenery is also much more lush and detailed, near nothing like the original layouts that were very much made to look like the original pilot's cutout style.
* far more entertaining to try and stay ahead of the gliding bomber it was refueling). The practice mostly went out of fashion with the introduction of both jet-powered transports and the turboprop engine (itself being a relatively small turbine engine turning a large propeller).
* far more obscure song than "Did I Shave My Legs for This?", which only got to #25.
* far more often than expected, and by July 2018 it had to suspend service when it ran out of cash. The company had to institute a slew of new and constantly changing rules to curb its large user base such as requiring pictures of ticket stubs and surge pricing, and eventually limited users to three tickets a month and only supporting 5-6 titles a day with major releases blocked out for several weeks.
* far more personal connection to the bad guys than Ichigo does, and some of their stories play out while Ichigo is otherwise occupied before the focus switches back to Ichigo for the final battle. Hitsugaya's history of unusual power at a young age and having to cope with the alienation it causes is even parallel to that of Aizen's: the difference between them being that Hitsugaya came through the other side having found a place, friends and allies, whereas Aizen felt so alienated, he turned his back on everyone and the world instead.
* far more sinister example would be from "Phineas and Ferb Get Busted":
* far more sinister. Hakuoro turned the remaining humans (most have died in an implied cataclysmic war) into blob monsters, although to be fair they killed and dissected his wife and child first.
* far more success) before the start of the game, as seen in a Memory Prism flashback. Afterwards, she notes he's much friendlier than she assumed at first. It suggests that his rescues are out of genuine concern, despite all his flirting.
* far more user-friendly than before. Other than that, gameplay was mostly the game as the MS-DOS version.
* Farm Planets — If a Planet City is lucky, there will be another planet in the same system which is dedicated entirely for food production. Most of these are like a giant version of an American Midwest wheat farm. Complete with hicks. Technology level may range from highly advanced (in which case they are often largely automated with a population as low as hundreds or thousands) to feudal.
* Farm-raised pink salmon are often fed red food dyes to turn pink (wild salmon eat shrimp, which colors their meat; farm-raised salmon is usually fed cornmeal and fish meal, resulting in a white meat). Undyed salmon advertised as such is probably just a question of time.
* Farmville 2 lets you earn a sweetheart to help on the farm, who you eventually

get engaged to and marry. You are allowed to choose either sex as your partner, and have a family with him or her.
* Farmville can hold up to 40 animals when fully expanded. This is reasonable for rabbits and other small creatures, but gets ridiculous with horse paddocks, cattle yards, and especially zoos, which can be stuffed full of 40 elephants.
* Farmville (especially in a non-critical light). The game was marketed at people outside of the "hardcore" gaming audience, so most players only play the games without discussing them.
* FarmVille (where the canopy is literally a tiny galaxy hovering over the branches, and the fruit seems to be stars) and countless others. If you can think of it, there's probably a tree that grows it.
* Farndale Avenue plays are a series of supposedly amateur productions that always descend into (actually carefully choreographed) chaos. At least once in each play, the production's harried director, David, will emerge from backstage to try and get things back under control. In the original stagings, David was played by the actual director and co-writer David McGillivray.
* Farndale Avenue plays, each presented as a production by the disaster-prone Farndale Avenue Dramatic Society:
* Farndale Avenue running gag where, somewhere around the beginning of the second act, the leader of the amateur dramatic society will remark to another character that she noticed a significant number of people leaving during the intermission. She always comes up with an innocent interpretation and never realises that they're being driven away by the awfulness of the production.
* Farnese and Serpico show many of the difficulties of families that are related by blood but struggle to understand each other. Farnese was neglected by her father and behaved outrageously as a cry for attention, while Serpico was the bastard son of a nobleman and a serving woman who resented his mother for controlling him and his father for abandoning them. Farnese and Serpico grew close from growing up together
* Farnese, during her messed up phase as a Holy See official, engaged in the occasional bouts of self-flagellation.
* Farnese's role as the figurehead of the Holy Iron Chain Knights is to investigate reported miracles for the Holy See... which directly translates to "burning people who don't believe or don't believe enough in the Holy See's religion at the stake."
* Farnham Fables. Although Fredrick is OK with playing with her while escorting her back to her mother, he will refuse to do so while at the bus stop out of fear of this trope happening: it's a much more public area, and passersby could easily get the wrong idea if they saw them.
* Farnham Fables opens with the player controlling Cally as she looks around the castle. Once she encounters the King, the story proper begins, which is framed as King Farnham telling her a tale about an adventures the princes had.
* Farnham Fables' third episode, Theresa accidentally stumbles upon the escaped manticore in her classroom, and is absolutely terrified of the creature. When her brother Vincent picks her up to bring her to safety, she is shown tightly hugging him. It's not quite the "leaping into his arms" variation since he's the one who picked her up in the first place.
* Farnham Fables to treat a sick fox, then give it Gloria's skirt, which they found in the woods, so it can track her scent to a hidden clearing.
* Farnham Fables, we have Winona Edison and her older sister Wendy, who love each other very much. In Episode 2, when Winona suffers a bout of depression, Wendy comes to cheer her up by painting her nails while listening to her talk about her day.
* Farnham Fables Wendy and regains her sunny disposition for the rest of the episode.
* Farnham's Freehold, Farnham's daughter mentions to him that, of the three men she's been stranded with, he's the one she'd prefer to father her child (if she weren't already pregnant just now). Her dad is completely undisturbed and in fact flattered by this.

* Farnham's Freehold takes place in the aftermath of a version of World War III which utterly wrecks Western civilization.
* Far North reflects that they should have known she wouldn't be the last.
* far) of minutes it takes to complete it, he won't survive long enough to get it off, and the longer it takes him to find and convince others to help, the longer the Bomb will take to complete.
* Farouk of Egypt), and filched a sword from his brother-in-law, the Shah of Iran. He thus obtained the unenviable nickname, "The Thief of Cairo." He was overthrown in 1952.
* Far Out, Brussel Sprout, a book of Australian schoolyard rhymes, contains this one:
* Far Out, Brussel Sprout!, a book of Australian schoolyard rhymes, has a version of "Twinkle, Twinkle, Little Star" that replaces the last two lines with:
* Far-Out Foreigner's Favorite Food: A foreigner picks out a favourite food.
* far out into the Local Group The rings themselves are 10,000 Km in diameter which is almost the same diameter of Earth. The original twelve were even larger with diameters of 30,000 Km.
* far outlive any facility or structure that contains it on the process.
* far out of his way to do things in character that he would never have done as himself. When he was disguised as Tony, he chain-smoked cigarettes, never turned down a free drink, and ate red meat without blinking an eye — all guaranteed to shock anyone who knew that it was Andy Kaufman (a fairly straight-edge vegan) behind that mustache.
* Far Out Space Nuts: NASA janitors try to return to Earth after an accidental launch.
* Far Out There. Come December, the comic shifts from updating twice a week to updating daily to squeeze in as many Christmas comics as possible.
* Far Out There. Further evidence suggests that most homes or ships only have one.
* Far Out There has a series of Voting Incentive comics titled "The Killer Station of Deadly Doom".
* Far Out There is often accused of being this, though the author denies it (He claims he just wanted Ichabod to LOOK like him to for cosplaying purposes)
* Far Out There that not only re-imagined the character to be more sympathetic, but also drastically changes the details of Pattie and Layla's falling out.
* Far Out There that the cast could have a ship of their own if Ichabod wasn't too lazy to buy one.
* Far Out There though there are plenty of genetically manipulated humans who might as well be aliens.
* "Farquaad" was also used as a way of getting as close as possible to "fuckwad".
* Far Rainbow, the Charybdis are truck-like machines that "suck up" thermal energy, specifically the energy of the Waves. Their "funnels" are repeatedly compared to the mouth of the mythological monster they were named after.
* Far Rainbow, who only get together as they are about to be annihilated
* Farrell's, a chain of old-time ice cream restaurants, had a huge banana-split sundae called the "Pig's Trough", served in a dish resembling a wooden trough. If one person could eat it all, they would receive a badge or banner reading "I made a pig of myself at Farrell's".
* far-right extremist he wrote, which he emailed to over a thousand people before setting out on his rampage, wound up a seminal influence on the more radical and violent elements of the far right, particularly those who rejected political activism in favor of "direct action", with a number of mass shooters in the 2010s citing Breivik as an influence and in turn influencing others.
* Farsala Trilogy could never defeat them that they fail to listen to intelligence reports or gather an army beyond the (very small) elite fighting class.
* Farsala Trilogy. Despite Kavi's best attempts to find any lies in Patrius' claims, Patrius is completely open about every single aspect of being a spy and what will happen to Farsala if the Hrum win the war.
* Farsala Trilogy, Garren orders this done to Kavi. What makes it particularly horrifying is that, as far as torture goes, it's relatively tame, but relentless.

* Farsala Trilogy, had his hand badly scarred by a deghan as a child, and it still pains him as a young man.
* Farsala Trilogy in that he never actually shows up — the person everyone believes is him is actually an ordinary man named Fasal.
* Farsala Trilogy is that their folded steel blades ('watersteel') can cut through the Farsalan weapons, though with their superior numbers, much smaller egos, and much greater brains than the first line of Farsalan defenders they hardly need them.
* Farsala Trilogy launch an invasion they're all dead within two chapters.
* Farscape aboard an elderly Leviathan without the fuel to reach any planet. The Leviathan is eventually boarded by salvagers looking to harvest valuable nerve tissue and they try to kill John so he can't reveal the location.
* Farscape, Aeryn says that the Sebaceans stopped worshipping gods after their goddess killed everyone on seven Sebacean worlds for fun.
* Farscape Aeryn Sun is a Rebel Mook (former Peacekeeper, the main villains) although later characters like Crais and Scorpius have similar roles.
* Farscape, Aeryn Sun is the first Human-like female that John Crichton meets after his travel through the wormhole in the premiere. Naturally, they end up together.
* Farscape. A feature of her species, apparently — the women have white hair and the men have black hair.
* Farscape, after Crichton and Chiana are left behind on Rohvu, Chiana freaks out when Crichton reveals that he knows for a fact there were at least two D’Argos left behind on Rohvu that are now dead, and he’s sure that he saw another Chiana in the escape pod before it left.
* Farscape: Alas, poor John Crichton learned to kill in order to survive the Uncharted Territories. He also went pretty crazy, though whether it was the killing, the utter weirdness, the many, many aliens who decided to stick things in his brain and swirl it around a bit, or some combination thereof is anyone's guess.
* Farscape all Scarrans were larger than most other bipedal races, but Emperor Staleek did appear appreciably larger still. Oddly enough, and despite his brutality on occasion, he also appeared to one of the more intelligent and reasonable Scarrans that we saw as well, so one would guess his size was not as much of a factor in actually choosing him as leader, but still was apparent.
* Farscape also features budongs, natural creatures that can grow to the size of a small moon. In one episode Talyn gets swallowed by one.
* Farscape A malevolent, powerful supernatural being who had reached a non-corporeal form and possessed considerable spiritual powers, Maldis gained strength from the life forces of others' pain and death and as a result used his abilities to encourage negative emotions such as fear, anger, hate, and pain in his victims.
* Farscape, a murderous creature kills two people and literally crashes Christmas dinner at John's dad's house.
* Farscape, and a detachable one to boot. Moments later, the airlock itself is thrown out, taking her with it.
* Farscape, and asks Scorpius, who has been dogging him for years, if he really wants to see the weapon. Scorpius, for his part, is more than happy to get to begging if it means the culmination of his life's goal.
* Farscape and backslid a couple of times, he never seems to lose his nasty streak.
* Farscape, and based on diet. Eating a rare flower (which grows commonly on Earth, to our hero's dismay once he learns how important it is) makes Scarrans more intelligent, and coincidentally look more human.
* Farscape), and Commandant; exactly how those relate to each other is never really clear. Special Forces seems to have it's own rank structure, with a single squad containing a Captain, two Lieutenants, and the only two Sergeants ever seen on the show.
* Farscape, and for the princess to become queen she must be able to produce an heir to the throne. He gets out of it by allowing them to use his DNA to artificially impregnate Katralla and then suggesting that they simply tell the people that the man she's really in love with is John Crichton, since no one but the royal family knows who Crichton is anyway.

* Farscape, and in the miniseries, while working with the heroes to fight the galaxy-conquering Scarrans, actually come off as heroic. The Peacekeepers are actually a specific culture, albeit one that dominates the rest of their race; the vast majority of Sebaceans are just people.
* Farscape and is looking for something—anything—to destroy. He fixates on a repair drone, then we see D'Argo from the drone's perspective as he punches out its lights. Cue static.
* Farscape (and raped by one female villain), and is subject to a surprising amount of topless, rear-angle and crotch-level camera shots.
* Farscape and return to the future. Unfortunately,the best alternate they managed to create still led to a group of peaceful women and children being horribly slaughtered, when they'd survived in the original timeline.
* Farscape, and the general look of their cities is minimalist and angular. The main building in all the establishing shots is a futuristic pyramid.
* Farscape and things are revealed, though some of them remained mysterious throughout the series.
* Farscape, an experience that began with D'Argo saying, "Crichton! There's no one else aboard! There's no one else aboard! There's no one else aboard! There's no one else aboard! There's no one else aboard!"
* Farscape. Another good chunk is his tendency to spout off pop culture references to a group of aliens who'd never even heard of his species, so that a lot of what he said to them was incomprehensible babble. A good example occurs mid-Season 2 when Aeryn is giving John a flying lesson:
* Farscape. Anyone in close proximity to him will start speaking in a high-pitched voice.
* Farscape arc "Look at the Princess" - Rygel becomes the secretly good advisor to the evil queen.
* Farscape, as a hybrid, does not need a Pilot to communicate. Instead, he has a direct neural link to his commander that can be used by any species (presumably.)
* Farscape: As Bialar Crais is forced to recall events on the memory probing chair operated by Scorpius, the screen shows Crais snapping his executive officer's neck when she found out that he was committing barratry.
* Farscape, as Crichton finally makes it back to Earth in the middle of a season, rather than in the series finale as might have been expected. Fortunately, by the time this happens the premise of the show had expanded enough that there were still plenty of stories to tell.
* Farscape. A Sebacean-Scarran hybrid, his body chemistry was literally at war with itself; Sebaceans become delirious and risk death if they get too hot while Scarrans constantly produce massive amounts of heat, and so Scorpius required an extensive cybernetic cooling system (including rods inserted into his brain) just to maintain a functional condition. Enemies who learned of this weakness frequently tried to take advantage of it to kill or disable him.
* Farscape, a sort of brainwashing "re-education" method used on malcontents in her society.
* Farscape, as others routinely scare her or injure her specifically for that. But when someone hits on the bright idea of handcuffing her, she makes with the scream, and the cuffs are no more.
* Farscape as well, where the fact that he and Jackson's actor Michael Shanks resemble each other was brought up a few times). They worked out their issues and eventually married and had a child.
* Farscape at the conclusion to an unpleasant romp through sexual interrogations.
* Farscape. Averted in "Nerve"; when a Peacekeeper base has a reactor meltdown, its commander is the first to head for a Prowler to escape (he's not the only one; Durka kills a junior officer and takes his uniform in an attempt to escape the destruction of the Zelbinion).
* Farscape bears a remarkable similarity to the Steyr ACR, sans magazine and wrapped in tin foil.
* Farscape because, while he knows that the Ancients put wormhole knowledge in his head, he isn't able to unlock that information himself for a few seasons. This

leads to Scorpius chasing him across the universe and mind-probing him to figure out information that John is still trying to discover himself.
* Farscape. Before he can answer, she knees him between the legs then falls to the ground, clutching her knee. The Scarran looks down at her and says, "Yes. But they're not external."
* Farscape between Crichton and Chiana thanks to her distinctive form of speaking. "I would love you...to come with me, but..."
* Farscape between herself and the human John Crichton, labor to birth takes an incredibly long time—about half an hour at most.
* Farscape, Braca, declares her to be unfit for duty and has her arrested.
* Farscape. Briefly lampshaded at the end when a shaken Crichton asks Aeryn if she's actually a woman (which she is).
* Farscape but definitely cuckoo old woman who likes playing with potions) is introduced to the series, D'argo (who as an alien should not be aware of this trope) suggests burning her.
* Farscape, but it's hard to say exactly which attribute it is that draws people to John Crichton. It's probably a mix of all of the above, and a just general lack of what to do without him.
* Farscape but she only ever reaches sonic pitch when she's actually upset, afraid, in serious pain, or all of the above—not because she can't do so normally, but because she honestly doesn't think to use it under most circumstances. It gets to the point that when the power goes out and Aeryn wants to perform some emergency welding, she actually has to break Jool's thumb to get anything useful out of her. Thankfully, in her final episode on the show, she appears to have learned her lesson: she uses her scream to melt her way out of a pair of handcuffs.
* Farscape (But then why aren't they just translated into units Chrichton/the viewers can understand?)
* Farscape, but there are far more examples of mixed units throughout the series.
* Farscape, but they do exist. Our heroes salvage one in "PK Tech Girl", though it breaks the very next time they use it.
* Farscape. By far the most extraordinary were the True Ancients, who had power to control minds, open wormholes, and in the case of at least one, "wrap time around his little finger."
* Farscape by the last season, which acknowledged how he had outgrown his immaturity.
* Farscape. By the time Crichton and crew show up, M'Lee is starving, to the point that she needs to deplete her remaining calcium stores to have enough sanity to talk reason to Crichton instead of ripping him open and feasting on his bones.
* Farscape, captured Soviet soldiers were regarded as traitors to the Motherland, and those who survived German captivity were punished when they came home.
* Farscape cartoon has him pulling this trick by sliding the sight forwards on D'Argo's shotgun. An angry D'Argo swaps the barrel round, only to shoot himself a second time. Exactly like Wile E Coyote below.
* Farscape, causing an identical reaction in D'Argo, who doesn't enjoy it as much as you'd think.
* Farscape centers around Chiana running off after hearing of the death of her brother to join a group of children who either jump to their death in a sort of trial (which is usually timed to coincide with the birth of a baby) or die of long-term radiation exposure. Crichton figures out that the caves they live in magnify the radiation exposure so they can live normal lives if they move to the surface.
* Farscape. Chiana doesn't like being groped by Rygel in "Bone to be Wild".
* Farscape: Chiana's Commitment Issues lead her to cheat on D'Argo with Jothee, D'Argo's son.
* Farscape, Chiana tries to convince Crichton to try this strategy on Aeryn: "You gotta go fast with the body, slow with the soul." He doesn't go for it.
* Farscape. Claudia Black commented that the crew was so used to seeing she and Ben Browder rehearsing for their kissing scenes that no one paid attention to them while they made out on set.
* Farscape. "Commander" is apparently the rank he achieved as an astronaut for IASA

(international expy of NASA); his crew members continue to use this title for him throughout the show. Even though it's not really a military rank, it sometimes comes in handy during their many, many encounters with hostile military forces.
* Farscape conquerors). Nebari "Host Ships" are, apparently, the scariest spaceship out there (trivially overpowering Command Carriers), but we never see one over the course of the series.
* Farscape costumes started out pretty racy already, and eventually evolved into All Fanservice All The Time.
* Farscape Crais was drafted as a boy along with his doomed younger brother — he was actually raised on a farming colony, by a clearly loving father.
* Farscape Crichton comes across as a lunatic constantly spouting nonsense.
* Farscape, Crichton hits on this trope as a way of fooling the Scarran heat probe, which forces people to tell the truth. For example, while disguised as a Peacekeeper defector, he tries to get access to his captive Sebacean girlfriend by propositioning a Sebacean nurse, and he gets caught by a Scarran:
* Farscape, Crichton jumps between a spaceship that is about to explode and one that isn't. He doesn't have a spacesuit, and he prepares himself by hyperventilating to oxygenate his blood. He jumps, closes his eyes, and adds additional propulsive force by firing a blast rifle. He survives with little more than skin capillary damage, but it's not a pleasant trip—the first thing he does upon arriving safely is start screaming in pain.
* Farscape, Crichton misses various things from Earth which he is unable to acquire in space such as chocolate, milk and jeans. Also, you have to go to Earth if you want to get your favourite DRD some WD40.
* Farscape" Crichton, who clearly knows he's dealing with an idiot, ups the bid to 80/40 to calm him down.
* Farscape: Cycles are Earth years, solar days are Earth days, arns are hours, and microts are seconds. It is never mentioned why alien species on the other side of the galaxy would base their time units around the relationship between Earth and its sun, especially before they ever learn about Earth.
* Farscape. D'Argo and Aeryn continually get frustrated at John's lack of familiarity with technology they'd taken for granted their whole lives and generally view him as completely useless. However, his own ingenuity and pluckiness end up saving the day very frequently.
* Farscape, D'Argo and Chiana were shown to have growing feelings for each other and are implied to become intimate at the end of "Out of Their Minds", but it isn't until Crichton walks in on them having sex in "Look at the Princess Part 1" that it's confirmed.
* Farscape: D'Argo's Qualta Blade was used by his grandfather to repel invaders after they ran out of modern weaponry.
* Farscape, D'Argo (who can survive in the vacuum of space for 15 minutes) and Crichton (who is in a damaged suit) are stranded when Crais jumped away with Talyn.
* Farscape: Despite his efforts to stay below the radar (to avoid the various bad guys who want him dead), Crichton and his exploits still become well known...and blown way out of proportion
* Farscape did an episode where Crichton started hallucinating everything happening in a Looney Tunes Coyote and Road Runner type of cartoon.
* Farscape died because her actress developed health problems due to the makeup they used, as well as several other outstanding issues.
* Farscape director Rowan Woods plays an acting role (rather more than a cameo) in the episode "John Quixote" as the fat male Zhaan-impersonator. Woods also had a cameo in "A Human Reaction" alongside production designer Ricky Eyres and actor Anthony Simcoe (who normally plays D'Argo but appeared without his extensive prosthetics) in a scene where Crichton steps into the men's room at a bar.
* Farscape discuss how Zenetans rely on pheromones to tell which gender is which.
* Farscape, "DNA Mad Scientist" had a highly intelligent alien doctor who was always performing experiments on aliens to increase his powers.
* Farscape due to her habit of speaking like this when she tells John Crichton: "I would love you...to come with me, but..."

* Farscape duplicates. Sikozu is also revealed to be a kind of bioloid.
* Farscape, early attempts by Scorpius at manned wormhole travel leave the unlucky pilots oozing out of their cockpits in the form of red sludge.
* Farscape episode "A Bug's Life" features an "intellant virus"—a highly infectious virus that takes over the mind and body of the infected.
* Farscape episode "A Constellation of Doubt". The episode is intercut with a documentary they intercepted from Earth about the alien members of the Moya crew who visited. A lot of it involves people being very xenophobic and showing only the worst of human nature, but Noranti redeems us (sorta):
* Farscape episode "A Prefect Murder", Aeryn is turned into one via a mind-controlling bug. There's also a subversion: after being bitten. John pieces together what's happening just in time to hand over his weapon and leave the area.
* Farscape episode "Crackers Don't Matter" has a highly amusing Hate Plague, causing several characters to become obsessed with ensuring their fair share of crackers, to the point of barricades and gun battles.
* Farscape episode, "Crackers Don't Matter", revolves around the crew going slowly insane defending their stacks of tasteless crackers, the only food available on the ship.
* Farscape episode "Different Destinations", with Jool, Pilot, and Chiana watching the Planet of the Week progressively deteriorate as John, Aeryn, and D'Argo stumble around in the past.
* Farscape episode features the characters thinking time moves faster on a planet below them when Aeryn returns from it old and with a granddaughter, only to discover that their ship is stuck in an area where time moves more slowly. They eventually have to starburst (hyperspace jump) backwards out of the time bubble, leaving them with no memories of the experience except an instinct to avoid the bubble from now on.
* Farscape episode, John uses a sort of night-vision monocle over one eye, which you would have thought would be impractical due to lack of depth perception. In another episode the crew all uses similar devices in a firefight; Aeryn's breaks down and the fight is over by the time she gets it working.
* Farscape episode "Kansas", Chiana gets the idea that this gesture is a friendly greeting and shows it off to a few people.
* Farscape episode "Liars, Guns and Money", the bank robbery planned and executed by the Moya crew is so they can buy D'Argo's son, who is about to be sold into slavery; however, just to keep the few morally-upstanding members of the crew from getting troubled, the bank Stark chose to rob is actually used exclusively by criminals to hide their ill-gotten gains.
* Farscape episode "Out of Their Minds" begins with this, just so the viewers get what's going on immediately, by blending the voices of the two people involved. Later in the episode, though, the characters have all reverted to the body's voice, with each actor just using the other's body language and vocal patterns (or trying to).
* Farscape episode "Revenging Angel", Crichton and D'Argo touch hands apologetically through one of Moya's windows (and Crichton's spacesuit).
* Farscape episode "Revenging Angel" was a tribute to the classic Warner Brothers cartoons. Naturally, character picking on John Crichton winds up with his leg in one of these.
* Farscape episode "Scratch 'n' Sniff" follows a variation of this trope in which it's revealed that the bulk of the episode is a recounting of events by John Crichton to a disbelieving Pilot, and is presented in such a way that the actual accuracy of the account is left ambiguous.
* Farscape, episode "Scratch 'n Sniff", though some question exists as to whether they were Imagine Spots or flashbacks.
* Farscape episode "Thank God it's Friday, Again" Rygel eats a root that makes his bodily fluids explosive. In one scene he pees a green stream off the side of a bridge that bursts into flame when it hits ground.
* Farscape episode "The Choice", recurring villain Xhalax Sun leaps from a balcony rather than wait to painfully bleed to death after being shot.

* Farscape episode "The Flax", John and Aeryn have to depressurize and then repressurize their spacecraft with only one working spacesuit between them. The solution: stop John's breathing with a Peacekeeper poison and then resuscitate him with CPR! And his only complaint is that the poison hurt more than Aeryn told him it would.
* Farscape episode "Through The Looking-Glass", Crichton realizes an extradimensional being is trying to communicate with the crew rather than hunt them when he recognises that the talon slashes that it makes in reality are the first few successive prime numbers.
* Farscape episode "Through the Looking Glass", Moya enters starburst without enough energy to finish the task. She gets stuck halfway and split across four partial dimensions that are interconnected through localized rifts. Crichton eventually makes contact with a "gatekeeper" from outside the universe whose job is to repair breaches, and tries to help him navigate Moya out.
* Farscape especially at earlier time slots - prime episode was "Out Of Their Minds" with every fake swear word and scene cut out, losing about 20 minutes.
* Farscape, especially for the first two seasons. Most of his more badass moments are due to dumb luck and bluffing.
* Farscape, especially in the episodes "That Old Black Magic" and "Rhapsody In Blue". All in all, Delvian priests have a worrying tendency to turn to the Dark Side, for as they train for purity and gain more control over their abilities, they become more vulnerable to darker impulses; if they succumb to these, they will very quickly go insane.
* Farscape existed in it's world almost immediately, but for the most part treated them like other sci-fi treats psychic powers so they don't usually stand out too much. The main exceptions are the episodes where the crew goes up against the evil wizard Maldis, where it suddenly turns into a straight-out fantasy story. Maldis deliberately using a gothic aesthetic in-universe doesn't help.
* Farscape fame is infamous for these, accompanied by his black gums and needle-sharp teeth.
* Farscape filmed entirely in Australia, including Earth scenes that were supposed to be located on the Florida Space Coast. For all that the beaches are decidedly different, upper middle class tract housing can evidently be pretty similar in both places.
* Farscape; for effect, the camera tilted as she did so. She's more than a little insane at that point in the series.
* FarScape, for much of its run, which is odd considering how often the show mentions time passing. In the first episode, D'Argo's age is given as 30 cycles (young for a Luxan, which means he married very young — a plot point). Everyone else's age stays mostly vague. Chiana is often stated to be "a kid" compared to the others, and acts as though she's in her late teens/early twenties. John's age can eventually be inferred as about 30 when he joins Moya, since he's old enough to drive in 1986 and was presumably born in 1969 or 1970.
* Farscape for one of them, treated with all the gravitas due to the death of the main character of the series, despite the fact that there's still a John Crighton running around.
* Farscape For this reason it's most often used as an emergency escape rather than a regular mode of travel.
* Farscape from side to side while looking at someone. This started out as Gigi Edgley's way of trying to see through the restrictive black contact lenses she had to wear but eventually became a character trademark.
* Farscape fulfill this rather nicely. They hunt down the main protagonist for two seasons under one crazy commander after another for what amounts to being in the wrong place at the wrong time. And then things get worse.
* Farscape gives the warring Skarrans and Peacekeepers exactly what they'd wanted from him for years: a wormhole weapon. Then when they realize that what they got was a self-feeding black hole that was now rapidly closing on them and not about to stop until it ate the whole galaxy, the guns fall silent... because they couldn't help but stare at this huge and still growing nightmare and seem insignificant and

mortal by comparison.
* Farscape give us Shadow Depositories; privately-held banks that service the criminal scum of the Uncharted Territories. Their security measures are every bit as good as the top secret, maximum security military bases of any of the warring stellar nations.
* Farscape goes into Starburst, they get pretty blue (or in Talyn's case, yellow) glowy lines all over them.
* Farscape go into horrendous unrecoverable comas if their body temperature gets too high (and at levels that would be on the high end of tolerable for most other races, too), making deserts, low fevers, and oversized bonfires potentially deadly. Given just how badass Aeryn is when not suffering heat delirium, it might count.
* Farscape had a couple of these, including a time-stopping cloud that was hardening to encase the ship in permanent stasis, and an entire section of space, even more remote than the Uncharted Territories, called "Tormented Space", which the crew of fugitives resorted to hiding in. Of course, you could also count that wormhole John went through in the first episode to get the series rolling.
* Farscape had a device that "twinned" the target, creating a duplicate that was perfect in every way. Exactly how it worked isn't precise — it have been a subatomic-particle-by-particle reconstruction rather than genetic memory—but the memory and personality were identical.
* Farscape had an odd way of upping the ante each season while making old villains "join the team". First season had Captain Bialar Crais pursuing the protagonists with his one warship. At the end of the first season, Crais is usurped by Scorpius, a rival commander of the Peacekeeper force, and Crais becomes an increasingly trustworthy ally over the next two seasons. By the start of the fourth season, Scorpius is on the outs due to being spectacularly humiliated by the heroes and the machinations of the more politically powerful Commandant Grayza, so he starts to hitch rides and help out the heroes, although he remains much more evil than Crais. The fourth season then does a switch half-way through and makes the evil reptilian Scarrans the main bad guys, supplanting the Peacekeepers for top evil.
* Farscape had a sentient virus who could only infect one host at a time. It was double-tricky to catch because it drugged its victims so that afterwards they didn't even know they'd been possessed.
* Farscape had a subplot of Crichton's twinning. Although in this case, neither one was a copy or original exactly. Crichton really was just duplicated/"twinned" into two identical Crichtons (they play rock-paper-scissors and draw some 100+ in a row). The episode where this occurs explores the trauma involved in the concept in some depth; being twinned just once is shown as quite traumatizing, and most of the people encountered in this episode are hopelessly insane after having lived through being twinned and having their twins killed multiple times.
* Farscape had IASA (International Aeronautics and Space Administration), an International Agency of Fiction.
* Farscape had the Zenetan pirates, as well as the Sheyangs. The first were humanoids with well-armed, sleek little ships and an energy-draining capture net called the Flax. The Sheyangs were fireball-breathing frog-like creatures with lots of plasma cannons.
* Farscape had VR "game blobs". Dying inside of the game only returns you to the start of the level. The real problem was getting out of the game, as the exit trigger had been sabotaged. Chiana does mention, though, that brain damage resulting from the games is not unheard of.
* Farscape has Aeryn pregnant throughout the final season, although for a time in the Miniseries wrap up the baby is carried by Rygel. The baby is born in the miniseries (after making its way back to Aeryn).
* Farscape has a few examples. Peacekeepers look down on "techs" as inferior because they spend their time fixing the ships and weapons instead of fighting with them. In one episode a planet called Litagara is featured, which is run by lawyers. The 5% of the population that aren't lawyers are treated as second-class citizens.
* Farscape: Has a number of examples, especially Zhaan's unnamed lover, who she murdered when he became a Quisling for the Peacekeepers, and Volmae in "Thank God

It's Friday... Again", again for the Peacekeepers.
* Farscape has a scream that can literally melt metal. This is often used to amazing effect by other characters.
* Farscape" has Crichton discover a holoimager recording of Moya's original escape which reveals that Aeryn's presumed-dead ex-lover Velorek- the Peacekeeper responsible for Pilot being bonded to Moya in the first place- actually helped arrange the escape by providing Rygel with the appropriate access codes. Talking with Pilot, Crichton learns that, just prior to the escape, Moya was scheduled to be taken to a Peacekeeper base where she and Pilot would have been subjected to brutal treatment as part of an attempt to find new ways of controlling Leviathans; Velorek intercepted Rygel's escape plan by providing him and Pilot with the necessary access codes (the codes Rygel would have received would have actually destroyed his cell), Velorek even disabling the control collar himself rather than D'Argo destroying it as appeared in the show. At the conclusion, Pilot and Crichton agree to keep the truth secret, as Pilot feels it would shake up the crew's confidence in their own abilities to learn that they had assistance from a Peacekeeper in their first major cooperative effort (as well as Crichton privately not wanting Aeryn to know that Velorek is still alive).
* Farscape has differing accounts of what went down before Talyn blew up one of their ships, they decide that everyone must be lying and trying to cover each other's asses, and thus are all equally fit for the death penalty.
* Farscape has "Distillate of Laka" which helps take the edge off of John's Aeryn issues… when he doubles the dose.
* Farscape has far less stalking than most examples, John being blackmailed into marrying Katralla because he is the only male they have found who can give her healthy children definitely has hints of this trope. It comes even closer when it is revealed that Katralla is pregnant via test tube (and completely without John's knowledge) at the end of the trilogy.
* Farscape" has John Crichton argue with the US government over access to Moya and her crew. John wants the advances he's brought to be for the benefit of all humanity, but the US wants to gain an edge over Earthly enemies (John missed 9/11). John's father Jack Crichton, the Director of Extraterrestrial Affairs, initially agrees with the government but eventually changes his mind.
* Farscape" has John Crichton finally demonstrate the full destructive power of a wormhole weapon, summoning into existence an expanding black hole that destroys a planet depopulated by Scarran death squads and gradually eats the warring Scarran and Peacekeeper fleets. John threatens to allow the black hole to devour everyone present, himself included, unless the Scarrans and Peacekeepers agree to sign a peace treaty.
* Farscape has Pilot, an alien who is physically bonded to the living ship Moya. Pilot literally cannot be separated from Moya for very long without dying and he was initially treated as little better than a slave by the crew. Still, he considers himself fortunate and is happy to live that way, with his relationship with the crew improving after they learn more about the circumstances under which he was bonded to Moya. Although Pilot and Moya were basically forced together at first to facilitate a Peacekeeper plan, Moya's current crew help him form a more natural link with her, explicitly choosing a situation where they will have more limited control of Moya while the bond is re-established in favour of Pilot having a more genuine bond with her that they all feel he deserves.
* Farscape has shades of this character early on due to her military training that advocated against feeling pain or showing emotion. It is commented on in "Twice Shy" when each character's strongest trait was amplified: Scorpius says Aeryn is colder than usual.
* Farscape has two-thirds of a normal humanoid face, while the other third is a shimmering golden energy mass with telepathic properties, normally hidden beneath a leather mask.
* Farscape have a "Starbust" ability that takes them to a semi-random location, it's usually used as a means of escape.
* Farscape have in their pockets? Her species is under Scarran domination, so

naturally they have to use Scarran currency.
* Farscape have reached high positions), and their design aesthetic is an equal mix of Nazism and the Soviet Union in its short-lived early Modernist phase.
* Farscape have several classes of ships from fighters to capital ships of various types. Assorted other ships show up over the course of the series.
* Farscape. He fully intended to go through with it to avoid death by Scorpius, though Aeryn is not amused.
* Farscape, her character played this trope throughout their season-spanning romantic arc.
* Farscape. Her main method of learning information or negotiation generally involves a laaarge helping of extremely blatant flirting/sexual propositions. Upon meeting Crichton's 13-year old nephew, she is shocked to discover he's still a virgin (although this was mostly because the way the girls his age were dressed gave her the wrong impression; finding out 13-year olds are considered children but they were still dressing to attract male attention squicked her out).
* Farscape he's alright as long as he's recovered within about 15 minutes. He later voluntarily goes out into space with only a breathing mask.
* Farscape he's perfectly capable of fending for himself (and saves her ass plenty of times), but you do not mess with John and get away with it, at any stage of their relationship.
* Farscape. He's still terrified, but not nearly to the extreme you'd expect.
* Farscape, he used this particular power to provoke fear and rage from his victims, which he would then feed on.
* Farscape he was doing most of the time and his victories were pretty much just plain blind luck with zero planning whatsoever.
* Farscape him into giving up this info, though this is only because Crichton will not countenance simply cooperating with Scorpius and giving him the wormhole technology peacefully.
* Farscape hinge around energy belts, which protect their wearers against energy weapons, but leave them vulnerable to things such as bullets, rocks and falling into a pit of lava.
* Farscape. However, after dosing himself with a stimulant to resist Grayza's pheromones, Crichton suggests that the next round involve bondage: as a result, Commandant Cleavage is left tied to the bed, humiliated and seeking revenge.
* Farscape, humans are lacking compared to a great many species, especially in terms of life spans. However, this is not played completely straight, as humans have a much greater heat tolerance compared to Sebaceans. Furthermore, at least some of these superiorities may not be natural, as Sebaceans have greater eyesight and lifespan (though not heat resistance), and yet they are implied to be the descendants of humans.
* Farscape, if a Delvian's eyes turn red, be moving in the other direction. It means they're going insane.
* Farscape image was actually a cover for sentient-being trafficking and forced prostitution. At some point, however, it was decided that the episode was coming out as heavy-handed, self-righteous, and boring, and it was decided to turn it into a gonzo comedy episode instead.
* Farscape. In addition to being very attractive with well-displayed breasts, she also secretes a chemical from a gland between her breasts that literally hypnotizes men into doing her bidding.
* Farscape, including D'Argo being given a potion that made him dance. The dance music (and flashback) is brought to an abrupt halt by Pilot saying—
* Farscape in need of supplies (in "Thanks For Sharing" for example), it's not because they're short on money, but because their reputation has scared potential traders off.
* Farscape. In one episode, instead of talking things out with Crichton and letting him comfort her, she pounds a punching bag until it's stained with her own blood. Ow.
* Farscape in pain, the Scarran informs her that they do have them, but they're not external.

* Farscape in the series is Ka D'Argo, a widower with a son around Chiana's age.
* Farscape inverts the trope. In "Fetal Attraction", handsome John Critchton hits on a much older Sebacean nurse with access to Aeryn. However, she's suspicious and only relents when he throws in a cure for a disease running rampant on the station as well. That being said, he played the horndog well enough that, when he's captured, he's able to bluff a species that is mildly psychic that the reason he took Aeryn is because she was prettier than the nurse and he was planning to have sex and babies with her... which was technically the truth, but not the whole truth.
* Farscape involves a sentient virus who can take over the body of any intelligent being. Because nobody knows who the virus is inhabiting, at one point at least five or six people have guns pointed at each other, often weaving between targets. Crichton exploits this, using the situation to keep everyone in one place while he ferrets out who is currently infected.
* Farscape, in which case they share the Leviathan's lifespan of 300 cycles. This isn't usually addressed in-series, though, with the exception of the time Crichton found out he was going to be turned into a statue for 80 cycles.
* Farscape is a heavy fighter/dropship hybrid operated by elite commandos. It has a large hatch on the bottom from which troops can egress. They seem to be used most often as boarding craft, scouts, and personnel transports.
* Farscape is half-Sebacean, half-Scarran, and most of villainous actions are due to his seeking to aid the Sebaceans against the Scarrans by getting whatever technology he can.
* Farscape, is killed off by a single punch to the head. Which makes him explode... somehow.
* Farscape is pushed, however, it's hinted that Aeryn (who'd briefly entered Crichton's body) did some checking out of her own.
* Farscape is set against the backdrop of rapidly rising tensions between the Peacekeepers and the Scarran Empire. There's even a superweapon arms race analogue of sorts in the form of wormhole technology, which both sides are eager to acquire and only one man in the galaxy knows the secrets of. The war finally turns hot in the miniseries.
* Farscape is symbolized by his abandonment of his IASA civvies and taking up of a Peacekeeper long black coat.
* Farscape is very intelligent, although her knowledge is mostly book smarts with little practical experience, but so annoyingly self-important that the rest of Moya's inhabitants can barely stand her.
* Farscape it can be assumed that Kaarvok was correct. However, the multiple-clone degeneration is used in the episode Kaarvok was introduced in, specifically in the form of the feral, degenerate remains of the crew of the ship he'd been imprisoned aboard. Apparently after "twinning" the twin of a twin and so on a certain amount of error did emerge.
* Farscape. It replies that they do, but they're on the inside, and obviously well-protected.
* Farscape." It turns out that Scorpius has the ability to see the heat signature of others, so he could tell Crichton wasn't Sebacean. How often this trope works depends on how merciful the writers are at the time. In "Liars, Guns and Money Part 1," Crichton and Aeryn knock out a couple of guards in the middle of their bank heist, but are ambushed by more guards before they've even finished pulling the clothes off. Crichton flees with a half-hearted "Uh... they went that way!" to the new arrivals.
* Farscape, John and his alien princess bride are turned into fully conscious statues so they can observe the workings of the Senate until it is time for them to begin their reign. The jealous prince chops Crichton's head off in an attempt to render him unable to rule. The head is still able to talk (via magic headsets) until it is successfully reattached.
* Farscape: John Crichton, as played by Ben Browder, has an absolutely astonishing talent for looking at Aeryn Sun like she's his Earth, moon, and stars all at once. Cue swooning fangirls - and swooning Aeryn.

* Farscape. John Crichton enters a door after hearing Chiana say, "Yes!" in response to whether he can come in, only to quickly walk out again on finding she's actually having sex with D'Argo.
* Farscape: John Crichton is the main character and generally speaking, the most heroic and idealistic of the Moya crew (although the idealism gradually fades away as time goes on).
* Farscape: John Crichton lives for the Indy Ploy, which is fortunate, because the Uncharted Territories throw monkey wrenches into plans every damn time. Near the end of the series, D'Argo wonders why things never go smoothly, to which John replies, "Murphy's Law."
* Farscape, John fails to resist Scorpius, gives up and tells Aeryn he's going to turn himself in. Aeryn knocks him out.
* Farscape: John impersonates a dead Peacekeeper officer in a bid to infiltrate a Peacekeeper base and save Aeryn's life. It... didn't go so well.
* Farscape. John is instrumental in keeping the group of strange aliens together, his strange human perspective uniting them in a way none of them alone could have. Zhaan also gets a lot of credit in the Heart department.
* Farscape, Jool gets hit in the eye when an alien explodes and has to wear an eyepatch for a while. Her actress, Tammy MacIntosh, really did injure her eye and couldn't wear a contact lens for a few weeks. The eyepatch covered up the fact that Jool's eyes suddenly didn't match.
* Farscape kiss, it could sort of still count as an Almost Kiss because they are always either interrupted or Aeryn freaks out.
* Farscape known as a Leviathan, named "Moya"; an initial conceptual design for which greatly resembled a whale, complete with eyes. The actual production version was much more "spaceshippy", though her silhouette is still suggestive of a humpback. Many of Moya's sound effects are also reminiscent of whale song.
* Farscape leads a fighter squadron through a planetary ring in order to strike at the rear of the Scarran battle fleet. Plausible (not the thicket) in that radiation would keep the squadron's approach masked from enemy sensors.
* Farscape look like yellow Roombas with a pair of eyes on stalks and a retractable tool arm. Crichton taught one to chirp the 1812 overture.
* Farscape loved ending season finales with some or all of the main characters in some kind of mortal danger.
* Farscape makes the Leviathan Rohvu male rather than female; however, this change can be easily explained as the crew of Moya just assuming that Rohvu was female and nobody corrected them because they either didn't care or weren't in a fit state to do so.
* Farscape: May not have been referenced, but you can bet Aeryn was thinking this when John and Crais were arguing over who should be in control:
* Farscape—causing John (and the audience) to realize that she's actually trying to learn English (and to fervently wish she'd stop.)
* Farscape: Melissa Jaffer joined the regular cast in Season Four as Noranti after playing two guest parts in different episodes of the second season: the older version of Nilaam in "Vitas Mortis", and the voice of the female Pilot in "The Way We Weren't".
* Farscape morphing Aeryn). Thanks to Crichton having a semi-lucid dream while in a coma, and Scorpius is not amused at being turned into a Looney Toon with anvils dropped on his head.
* Farscape. Most of the crew are shrunk and one complains that it shouldn't be possible. Another tells her that it's better to think of a solution than to complain that what just happened isn't possible.
* Farscape: Moya flies into a "center halo", a space mist where time doesn't exist. When Aeryn, and later Crichton, leave the mist, they age years on a planet below while those onboard Moya experience the passage of mere days. Eventually, the crew figures out how to exit the mist and get back to a time a few minutes before they entered it, negating the aging effects on Crichton and Aeryn.
* Farscape: "My name is John Crichton, astronaut..." He also prefaces by saying "For the 89th time!" There had been 88 episodes up to that point.

* Farscape, naturally does, and spends the following scene (in a courtroom, no less) spectacularly tweaking out.
* Farscape: not impossible to remove, but if it ever is he suffers dangerous heatstroke very rapidly, as his screwed-up hybrid biology makes him unable to control his body temperature if he exerts himself even mildly.
* Farscape: Not so much a mystery as a scientific puzzle, but while John tries to figure out how to save Earth from the Scarrans at the end of the regular series, Aeryn tells him not to beat himself up over it. Because of the way she phrased it, he gets an idea for a solution, kisses her, tells her to "Never change!", and runs out. Aeryn gets a half-pleased, half-bemused look on her face.
* Farscape, of all people (though as a last resort against a superior enemy). After the Charrids invaded their space (devouring more than a million Hynerian children in the process), Dominar Rygel IX ordered endless waves of suicide attacks against the much more capable Charrid forces. As the grievous war took its toll on the Dominar, he eventually decided to lead one such wave. This strategy eventually proved successful in driving the invaders out of Hynerian territory.
* Farscape on a random planet nearby. Because clearly there is only one bar on the entire planet which they could have visited if they had been there, which, thankfully, they did not.
* Farscape. On a show that's canceled. Luckily, there was enough fan pressure that a TV miniseries, the Peacekeeper Wars, was eventually made and tied up the remaining loose ends.
* Farscape"), on behalf of a chip in his head. Towards the end of the series the clone becomes more of a confidante and sounding board than anything else, however.
* Farscape once ganged up on Pilot and forcibly amputated one of his arms, so they could sell it to a scientist. They rationalized this action because Pilot's species can regrow lost limbs. Another member of his species on a different ship was actually used as a replenishable food source for this reason.
* Farscape, once used her Starburst capability (basically an interdimensional FTL drive) to ignite the Caesium fuel trail of a malfunctioning Peacekeeper Marauder, resulting in the Marauder's destruction.
* Farscape one episode has the crew travelling back in time to Earth through a wormhole. They arrive on Halloween, and Rygel gets hopped up on sugar, acting a bit like a crack/speed addict.
* Farscape on John's part. Then a few episodes after that, it turns out that Crais really did spare her life.
* Farscape) on the series start making passes at him. At one point, John finds himself ambushed by his mother in a pink negligee.
* Farscape opens with John getting shot into the middle of an old school dogfight.
* Farscape, or even the writers. Most notoriously, he's been quoted as claiming that he thought Scorpius's revelations about his abusive childhood in "Incubator" were totally made up to make John feel sorry for him.
* Farscape. Other members of her species can understand unfamiliar languages as easily as everyone else.
* Farscape over. He asks if Scorpius really wants to see the weapon. Scorpius, for his part, is more than happy to get begging if it means the culmination of his life's goal.
* Farscape) paint a wormhole on a brick wall, which works fine for him but causes his pursuer to crash into it like Wile E. Coyote.
* Farscape Peacekeepers were initially created to act as a neutral peacekeeping force by powerful aliens in the far distant past. A planetary ruler can hire the Peacekeepers to protect their planet, but they can also hire them to enforce their will on your own people. So the Peacekeepers run an empire by proxy, while ostensibly protecting everyone.
* Farscape performs the Misfit Mobilization Moment by pointing out that Scorpius is using the bank as a base of operations, and offering them whatever they can find in the vault as payment. Unfortunately, though the crew manages to escape relatively unharmed, all but one of the mercenaries are killed in the attack.
* Farscape pilot with an implant in the base of the neck that connects their

nervous systems wirelessly.
* Farscape. Played with in one of the alternate realities shown in "Unrealised Reality". John Crichton was born on an Earth that had been taken over by the Scarrans centuries ago, the remaining humans apparently the product of Scarran interbreeding. While the Scarrans are brutal toward species they consider threats, or to be of some value, humans were apparently not much of a threat, so long as the Scarrans kept them confined to Earth. John's father claims that the admixture of Scarran DNA has been beneficial for humans in the long run; in exchange for losing their personal freedom, they are now healthier and enjoy longer lives. John, however, was unhappy because the Scarrans denied humans permission to explore space.
* Farscape, quite a few times. On one occasion John drops a bomb down a shaft after activating it, knowing it will probably kill them all:
* Farscape Quite simply, Crichton knows so very little about the region he's arrived in, more often than not, his successes are due to the fact that he just doesn't know when he's been beaten... and his own personal traits.
* Farscape rants at/about Zhaan may or may not qualify, depending on whether the phrase is any more widely used than by him. Many characters refer to him as a "slug" when they're particularly angry with him, and a one-shot villain calls him a "slime toad" and "slime finger".
* Farscape. Rather than use Earth time measurements, they use space equivalents- an "arn" is an hour, a "microt" is a second, and (once or twice) a week is referred to as a "weeken". However, on many occasion someone will mention a length of time known as a "Solar Day"- which is supposed to be one day. This may seem odd considering nobody on the show (short of the main character) has ever even heard of Earth and the term "Solar" refers to Earth's sun, Sol.
* Farscape. Rygel and Chiana are locked in an airtight tube while the air is purged from the ship; naturally the lecherous Rygel uses this as a chance for some groping. Although a lot more than just groping went on, judging by the following exchange:
* Farscape, Rygel hails chocolate as the greatest food of all time, and becomes addicted to the stuff.
* Farscape. Rygel overcoming his greedy tendencies, D'Argo leaving his Qualta Blade in her coffin, Crichton cutting a lock from her hair...
* Farscape: Rygel XVI, deposed Dominar of the (interstellar-spanning) Hynerian Empire, makes frequent references to servants and slaves in his royal court. Humorously, when visiting Earth, he states that if Earth is to be remembered for anything, it will be for the quality of our manual labor.
* Farscape's Ancients, the ones who gave John the wormhole information.
* Farscape Scarrans are high-ranking politicans and military officers, though some are happy acting as torturers and secret agents.
* Farscape (Season 3's "Green-Eyed Monster" and Season 4's "John Quixote") were written by Ben Browder.
* Farscape: See John. See John have a fight with a large empire. See John strap a nuclear bomb to his chest and walk into their headquarters as a diversion. See John Win.
* Farscape seems to have gone out of its way to ensure John Crichton never has any competition. Aeryn's potential lovers meet a variety of crappy fates:
* Farscape" sees SG-1 and Crichton meet and learn that their wormholes are actually part of the same NSW. Carter and Crichton speculate that the Stargate network basically controls the wormholes and keeps the travellers on a fixed route in the same time and universe where the 'wild' wormholes encountered by Crichton require more careful navigation to prevent time travel.
* Farscape segment was a blipvert featuring every episode of the series. Careful frame-by-frame examination actually reveals that one episode from the series isn't represented. This was likely not intentional.
* Farscape's first season, Crais continues to wear his captain's uniform throughout Season 2. By the third he has discontinued wearing it until his death in the penultimate episode of th eseason. When going to his Heroic Sacrifice he dons his

captain's uniform once more.
* Farscape, she begins to see all of the cruelty and horribleness of the Peacekeeper way of life. By the time she's around Peacekeepers again, it's clear she no longer agrees with them in the slightest.
* Farscape, she continues to regularly kick metric tonnes of ass, especially when a certain child is involved.
* Farscape, she says they can't act on it because emotional attachments distort one's judgment. This also becomes a plot point in season 4 when John and Aeryn have to hide their relationship because Scorpius would eagerly exploit John's weakness: his love for Aeryn and their unborn child. Unfortunately for them, Scorpius isn't fooled...
* Farscape. She starts out seeming a bit sinister but really she's just trying to do the right thing. Her coolness mostly stems from her willingness to do crazy things like dance naked (while disguised as a sexy young woman) to distract guards from the rest of the team and her genuine desire to take care of the crew on Moya.
* Farscape: Sheyangs made prominent use of Plasma Weapons on their ships; several other species did as well, and handheld plasma weapons were mentioned on occasion.
* Farscape (shot in the chest, then jumps from a starscraper) at the end of the same episode.
* Farscape: Sikozu was in every way designed as an upgrade to Jool, who was originally created as a replacement for fan favourite Zahn. But where Jool was a stuck-up, spoiled princess whose main feature was a scream that could melt metal (yes, really), Sikozu was more of a frustrated genius coping with being surrounded by crazy people, which made her all the more sympathetic, despite her abrasive personality.
* Farscape. Some characters do claim to have actual magic or psychic powers, but a technological mishap also caused the crew to swap bodies.
* Farscape, so very much. The first episode features him getting his ass handed to him by Aeryn; it doesn't really stop. Doubly amusing as John's a pretty buff guy, all things considered.
* Farscape's Peacekeepers used black and red in their uniforms and décor.
* Farscape specifically so everyone will be paying attention to her and not him.
* Farscape's Rashomon episode "The Ugly Truth" features most of the crew on a disc like prison-thing.
* Farscape's Rigel recounted the tale of how his people used massed kamikaze attacks to drive off a race of invaders who'd killed a billion of their fellows and were eating their young.
* Farscape, Stark split his and Crichton's shared prison cell in this way, with some slightly creepy ranting, which became something of a feature of his character. "My side, your side" was his catch phrase, used in a number of contexts.
* Farscape started with a "Previously On" recap consisting entirely of a few frames from every episode of the series.
* Farscape starts off as a penniless band of escaped prisoners. They even come close to starving. However, after robbing the alien equivalent of Fort Knox, they're more or less flush with cash for the rest of the series. It doesn't hurt that half the time the traders they come in contact with don't survive to collect their fees.
* Farscape strongly implying that they did. A conversation between John and Aeryn in Season 2 confirms that they did for the viewers who saw the edited version of "A Human Reaction".
* Farscape taking into account his body armor. Scorpius even compliments John on remembering this fact.
* Farscape: "Taking the Stone" opens with a distraught Chiana trying to talk to John Crichton, who blows her off because he's busy. After Chiana runs away to a nearby planet, the crew discovers that she'd just learned that her brother had died and was looking for someone to comfort her. To his credit, Crichton does feel bad about dismissing her once he realizes what she wanted from him.
* Farscape, telling him that Crais (another unwelcome suitor who Stark hates) is better than he is because Crais admits to himself that he wants to have sex with

her and doesn't kid himself that he's "saving" her or deeply and unselfishly in love.
* Farscape than themselves (such as robbing a Shadow Depository—an underworld bank where pirates and other criminals store their ill-gotten goods—to finance the rescue of D'Argo's son from slavery).
* Farscape that the aliens spoke in accents different than his own. And since many of alien species, unlike the people of Earth, regularly make contact with other aliens and travel to other star systems, it makes sense that their accents are more similar to one another than to a human from Earth.
* Farscape that threatens to destroy the entire universe (getting as far as destroying all the bad guys' warships before it's stopped.)
* Farscape: The attitude behind the assumption that plants are fair game for mistreatment is discussed by Crichton (a human) and Zhaan (a humanoid plant.)
* Farscape the cyborg Kaarvok had a habit of removing the brains of his victims with a straw- which would them be fed into a slot in his head.
* Farscape: The destruction of Scorpius' command carrier featured orchestral music and Ominous Latin Chanting.
* Farscape. The dysfunction was written in from the start, and much of the increasing craziness was a result of the writers testing just how far they could push the boundaries.
* Farscape, the enormous and well-built Ka D'Argo (6'5) has a close relationship with the short, slender Chiana (5'7).
* Farscape, the explanation given by Crichton at one point as to how a ship equipped with 'hetch drive' is able to travel faster than light is that "Einstein was wrong" which, for a bit of handwaving, is actually quite clever.
* Farscape The four-season plot line (well, seasons 2-4, the miniseries, the last five episodes of season 1) play much better in marathon format.
* Farscape. The good news is that knocking the wearer out automatically detatches the gauntlet, thus making sure that they can be disarmed without being dis-armed.
* Farscape - the heroes are all on the losing side all the time. Even their wins can't be considered as wins, more of a just-barely-managed-to-stay-alive-one-more-day situation. It's so bad that you might actually get pissed at the show for constantly making them lose.
* Farscape", the indigenous people worship the Hynerian Dominar who left them on that planet, and since Rygel's a descendant of their "god" they bow down before him on sight.
* Farscape, the level-headed pacifist undergoes an abrupt personality shift for several episodes, becoming violent and short-tempered until she can find a way to recenter herself.
* Farscape The living ship Talyn (who is himself a cyborg) forms a telepathic link with his captain by way of a cybernetic interface implanted at the base of the captain's neck. It's less for navigation than a instinctual need for a captain due to his native biology with a healthy dose of genetic engineering thrown in.
* Farscape, the "Look at the Princess" trilogy. The wedding itself is completely on purpose (though John was REALLY forced into it by the bride's mother giving him an impossible choice.) However, he didn't realize that by kissing the princess and being found genetically compatible with her, he would be expected to marry her (since her DNA had been poisoned so no one else was compatible with her.) Damn those alien politics.
* Farscape, the lovely and deadly Aeryn Sun. Who immediately beats the crap out of him.
* Farscape: the main character is an astronaut from the US, blasted to a faraway region of space.
* Farscape them if they want to be married, they say yes, and he declares them married. Then Aeryn gives birth and they shoot their way out. Whew!
* Farscape. The mini-series actually fixes this, and manages to make this event relevant, even answering significant questions the show never dealt with.
* Farscape: The Moya crew sure qualifies. Certainly it's a very screwed-up Band Of Brothers, but it's still a Band Of Brothers. Pilot and Moya in particular are the

first to feel this way, but as the series goes on, they get closer and closer until eventually their one rule is "look out for the family, at all costs."
* Farscape, the Nebari are ruled by a force known as "The Establishment", who advocate a rigid system of order where the individual sacrifices his freedom and conforms for the greater good. Those who refuse are mentally modified into happy slaves, blissfully serving the order. Oh, and they also have a lovely plan to make the entire universe this way.
* Farscape; the occasionally glowing "veins" are actually the segmented parts of their faces which they can split open to reveal their empathic organ (one wonders where they keep their brains?).
* Farscape. The only cure for this is for the wound to be repeatedly pummelled to stimulate the blood flow and cleanse the poison - whereupon the black blood turns transparent and runs clear until the wound heals.
* Farscape, the Peacekeeper agent Jenavian Charto has a stiletto blade concealed in her wrist.
* Farscape the Peacekeeper Command Carriers belong in this category, being armed with batteries of anti-ship Frag Cannons and possessing a large complement of Prowler fighters and Marauder troop transports.
* Far Scape The Peacekeepers (and therefore the human character who has borrowed their uniform as casual dress) wear DM boots, or biker boots. Presumably someone invented motorbikes at some point, but Docs?
* Farscape "The Peacekeeper Wars" is blatantly designed to appeal to her boyfriend Scorpius's fetishes.
* Farscape the "Plakavoids" (Plokavians) in Season 2's "The Ugly Truth", whose faces appear to be melting off their skulls.
* Farscape: There was the girl who ate bones. And Scorpy's girlfriend who liked to eat eyes. Especially blue ones.
* Farscape, there were several Gods, or at least "Sufficiently Advanced" aliens that qualified as God-like beings, revealed during the course of the show: the first encountered was Maldis, an intangible vampiric entity with supernatural powers that verged on reality-warping- including the ability to eventually return from death, if given time. Next higher-up were the Ancients, beings from another plane of existence whose control over space, time, and wormholes gave them God-like abilities; their ambassador created an entire pocket dimension for use as a meeting ground between him and Crichton. Finally, at the highest end were the Builders - as exemplified by Kahaynu - the actual Gods of the Leviathans (like Moya) who were responsible for giving souls to the living starships, making them perhaps the most genuine example of Gods in the entire series. On the more human end of the scale, there was Crichton himself, who, while certainly no God, demonstrated God-like powers when he finally unleashed the Wormhole Weapon, which was so powerful it destroyed an entire planet, and would have continued expanding until it destroyed the entire galaxy, and perhaps even the entire universe, if what Crichton said was true.
* Farscape: The second season episode "The Way We Weren't" climaxes with Crichton and Aeryn making a full-frontal charge on Pilot in order to regain control of Moya. Aeryn has a tear lingering on the very lip of her eyelid during the entire charge. Partially justified as this is one of Claudia Black's signature acting talents.
* Farscape. These enable characters from different cultures to understand each other with ease, including the human Crichton. Notably, some of Crichton's sayings (such as "fed up") don't translate properly, leading to some confusion. According to the series (though this is sometimes forgotten; see below), anyone that has translator microbes can understand anyone else - whether or not they have them. (In "Self-Inflicted Wounds", the crew encounter the Pathfinders, who have never made contact with the other species. The crew understands them perfectly, but before one of the Pathfinders is injected with translator microbes, none of them understand "the differing voices.")
* Farscape, the simulations of John Crichton's son and daughter are played by Ben Browder's children.
* Farscape they both claim it was because of oxygen deprivation and a stressful

moment. They also used the stress excuse for the first time they slept together.
* Farscape, they can't wrap their heads around the idea that anyone else could remember things differently than the way they actually happened.
* Farscape, they didn't really want to go back. Of course, it's left rather ambiguous whether all of that actually happened or if they just got drunk and started a riot; Pilot believes the latter after poking a number of holes in the story.
* Farscape they frequently reference ships flying on a "Stealth Vector", presumably flying on the other side of planets and other large objects as often as possible. It rarely, if ever, works: hiding behind something only prevents things on the other side detecting you, and you can't see them either so you don't know if they changed course for some reason and are about to turn up where they can see you.
* Farscape: They started out with uniforms, and the lower ranking troops continued to wear uniforms, but for anyone with the rank above Senior Officer or Lieutenant the rule seemed to be "As long as it's made out of red and black leather..."
* Farscape. This is more a meta case of being enforced by narrative restrictions than the show's universe, though.
* Farscape, this is portrayed as a particularly nasty act that D'Argo is ashamed of once everyone comes to their senses.
* Farscape, though a few have used it to read the surface thoughts of others.
* Farscape though he is, Rygel is actually a competent and ideal ruler for a race of Hynerians.
* Farscape, though it's not the future, is frelling full of this type of dren. Chiana's such a tralk, but everyone thinks with their mivoks around her. Isn't it the draddest? It does get a little fahrbot sometimes, and sometimes you wonder what the yotz people are talking about, but you'll get over it after an arn or two... What the hazmata am I saying!
* Farscape, though it wasn't so much "ten minutes in a closet" as "several hours in a wrecked transport pod".
* Farscape three-parter "Look at the Princess" is full of this. Despite endless comments about how tight the security is in the lead-up to the Royal wedding, the various protagonists and antagonists have no problem carrying out various kidnappings, assaults and assassination attempts on each other. Partially justified since the members of the royal family were in on some of the kidnappings and assassination attempts to begin with.
* Farscape titles that were originally intended simply as production placeholders (in particular "PK Tech Girl" and "DNA Mad Scientist").
* Farscape to fit in with the episode, and overall turned out incredibly well, especially since the savings allowed them to produce some of the most elaborate season finales ever made for a tv show.
* Farscape to grumble about it. One of the commandos has some alien fur attached to his custom leather uniform. In another episode, the Peacekeeper Captain Crais is shown to have several stuffed heads of Hynerians in his "lavish" quarters. But knowing Crais, these could easily be torture-trophies.
* Farscape torturing Grunchlk by implanting him with a mind control device and forcing him to bite off his own fingers.
* Farscape tropes, but becomes a Slasher Movie once its primary bad guy appears.
* Farscape two-part episode "Self-Inflicted Wounds", and Oo-Nii in another two-parter, "What Was Lost".
* Farscape two-part story "Nerve"/"The Hidden Memory" initially involves Aeryn needing a nerve graft to save her life after an injury she got in the previous episode.
* Farscape use a paralyzing gas. Scorpius notes that they use this on subjects they wish to dissect... while they're still alive.
* Farscape used synchronizing bracelets for a few episodes involving negotiations.
* Farscape uses "wanted beacons", which show holograms of the criminals (usually Moya's crew) with narration explaining the reward for turning them in. During the first season Aeryn finds one that contains a hidden message from Commander Crais offering her amnesty if she turns in the rest of the crew. Aeryn knows that the

promised "honorable retirement" actually means being executed and doesn't take the offer.
* Farscape, using translator microbes which are capable of translating seemingly everything except cusswords and units of measurement.
* Farscape villain Maldis has many separate identities and names; these include Igg (a street-corner jester), Haloth (a benevolent old wizard) and Kyvan (a dealer in trinkets).
* Farscape vocabulary as a special feature, which makes fun times for anyone wanting to confuse the Hezmana out of their friends.
* Farscape was an astronaut for IASA — the replacement for NASA. (NASA was happy to let the show use their name, but wanted to review the scripts; ridiculous, as they were only relevant for the first ten minutes of the entire series. Hence, IASA was born. As Browder says, "IASA, You-asa, My Ass-a."
* Farscape was an unhinged fundamentalist terrorist trying to suicide bomb any ships or space stations that passed through what she felt to be a sacred area of space. Played with, in that the episode makes it clear that she’s just a nutcase and an extremist, who is depicted as rather pathetic and annoying at that.
* Farscape was produced in Australia, a large percentage of the cast have some variation of an Aussie accent.
* Farscape was supposed to have a five-year plan, but got canceled last-minute right as the fourth season was wrapping up, leaving the final episode on a huge cliffhanger. Fortunately they were able to produce a two-part miniseries finale not long after, but it represents an abbreviated version of what the fifth season was intended to be.
* Farscape we could witness Ka D'Argo's Qualta blade, which was a pretty impressive sword. Until he held it differently and made it a Qualta rifle!
* Farscape. When Aeryn is captured by the Scarrans and tortured for information, she is injected with truth serum (from a massive syringe): the drug merely lowers her resistance to questioning while also causing physical pain, disorientation, and eventual unconsciousness. After several rounds of torture and several lies, she finally tells the truth- though by then, she's barely able to speak coherently.
* Farscape when a Luxan priestess needs D'Argo's help to perform her death ritual, but chooses instead to make herself younger when she realizes how strong he is. Turns out she was actually sensing and stealing Moya's life energy.
* Farscape when anyone other than D'Argo tries to operate Lo'la. The ship requires D'Argo's DNA to function so it's...messy for someone else to use it.
* Farscape, when Crais and Crichton are forced to fight each other by Maldis, Crichton makes it clear to Crais that his brother’s death was an accident. Maldis then shows Crais an image of Crais’ brother’s death, and Crais goes straight back to trying to kill Crichton, ignoring all of Crichton’s attempts to reason with him.
* Farscape, when Crichton tries to convince Pathfinder Neeyala to help save Moya instead of her research vessel, offering to return her to her home planet. Neeyala coldly refuses, explaining that returning home without her ship and its precious data would be punished with her execution, the execution of her family, and the families of her crew.
* Farscape. When John Crichton finally gets back to Earth he asks why his previously open-minded and egalitarian father has such a paranoid and hardline attitude on sharing alien technology with other nations. His father replies simply, "September the 11th." Crichton, having seen a lot worse, isn't impressed with this view.
* Farscape when John is hiding in the walls from the bad guys who can hear his heartbeat and breathing. His shipmates start speaking loudly in various alien languages to give him time to escape.
* Farscape" when Pilot and Aeryn swap bodies; where Pilot had trouble adjusting to Chiana and D'Argo's bodies the last time he experienced such a switch, the residual Pilot DNA in Aeryn allows Pilot to get a better understanding of her body.
* Farscape when the action cuts between one of Crichton's hallucinations and what's happening in real time.

* Farscape: When the ancient Hynerians stranded their Acquaran subjects on their jungle planet, they designed the device that produced the anti-technology force field on the planet to look like a primitive stone statue of a royal Hynerian. From the Acquarans' perspective, the ancient Hynerians were Precursors, despite not being "sufficiently advanced" themselves.
* Farscape when they finally get back to Earth in season 4. It's a combination of the world changing (his father points out 9/11 as a reason why countries can't cooperate the way John wants) and John being a completely different person due to his travels. This is partly why he leaves with Moya again, the other part being that Earth is in danger if he's there (and even when he's not, it turns out).
* Farscape When told about this, several of the show's actors agreed he was a God and were declared to be honorary Monjonians. I am not making any of this up...
* Farscape", where Crichton recognizes it beforehand. "Somebody is gaslighting me!" This was actually the second or third time it had been done to him (depending on if you count Maldis who made it completely blatant), although the first where driving him nuts was the actual intent.
* Farscape, where D'argo and Sikozu, in the midst of a riot between her species and the Charrans, progress by going up to a guard pretending that he captured her, and immediately punching him in the face. Then going to the next guard and doing the exact same thing, word for word.
* Farscape, where John and Aeryn do this across one of Moya's grates as they're about to be separated from each other.
* Farscape where John escapes Scorpius by singing "The Star Spangled Banner" to drown out the influence of Scorpius' neural clone.
* Farscape, where the doubled Crichton(s) play rock-paper-scissors over and over again, in complete silence, hoping to not tie with each other and prove they're not identical.
* Farscape, whereupon the three main female characters appear and offer to fulfill his sexual fantasies.
* Farscape whether this was due to actual vengeful spirits, or to the team psychic Zhaan using her powers to teach him a lesson.
* Farscape, which had intelligence and personality, but could only communicate via the Pilot.
* Farscape which show holograms of the criminals (usually Moya's crew) with narration explaining the reward for turning them in.
* Farscape: While the team does try to lay low most (well, some) of the time, they do have a tendency to take detours whenever a distress beacon is sent out or they see someone being mistreated. More often than not, said interference tends to bite them in the ass...hard.
* Farscape: While your mileage may vary on how evil the Peacekeepers are as a whole, they are often the bad guys and they are quite diverse. Mixed gender battle groups, plenty of female officers, a rainbow of colors (including several not found in humans)...pretty much the only thing they don't allow are non-Sebaceans (Scorpius is VERY special).
* Farscape, who even used the same red-white-black color scheme. Their enemies, the Scarrans, are even worse. They view the Peacekeepers as inferior, making them the Nazis to other Nazis!
* Farscape, who regulates most of Moya's functions and serves as the intermediary between the ship and her crew. So, while not a direct embodiment of the ship, Pilot still fills the role of Spaceship Guy in the story.
* Farscape. Why don't they allow advanced wormhole technology? Because intelligent life as it is (and as a whole) is so hostile and competitive that in taking out their enemies they'll just take themselves with it. Trouble is, said knowledge is locked up inside Crichton's head, and the Peacekeepers know this, so he's been spending the better part of four cycles evading them and basically telling them, "You do NOT want this!" When the Scarrans join the party, he has to tell them the same thing.
* Farscape will be able to melt metal with her screams or mystically survive molecular dispersement.

* Farscape with Aeryn in pursuit. He taunts her that while he has been trained to fly jets in a planet's atmosphere and gravity, Aeryn has not.
* Farscape with a plan to rob a "Shadow Depository", effectively a bank for criminals, to secure funds to save D'Argo's son Jothee from slavery.
* Farscape with every character, but interestingly zigzagged near the end of the first season when Aeryn was stabbed. The episode closed with John saying how lucky she was that the knife missed her heart. It seemed like a very conventional case of not quite dead. Then the next episode subverted this when Aeryn revealed that the wound had done internal damage, and she was probably going to die soon.
* Farscape with his wormhole research. First he learns how to enter and fly in wormholes, from there he becomes an expert on discovering them when they open, then he learns to make wormhole weapons, the first can destroy a single ship by putting one opening in front of the ship and another in the corona of a star. The second and final wormhole weapon of the series is a black hole which nearly destroys the armadas of the two most powerful empires in the known galaxy. While this is happening Criton claims that the black hole could potentially destroy the entire galaxy.
* Farscape with John and Aeryn that they remark on it in the DVD commentary. In "The Flax", John lands on top of Aeryn after the ship has a collision, prompting her to say "Comfortable? Can I get you a pillow?"
* Farscape. Without watching everything up to that point, the reference is completely lost and the true power and impact of the moment would not be comprehended by the viewer.
* Farscape. With the planet extensively mechanized, actual physical labour has become so unnecessary that utilities workers make up less than 10% of the population... and because of the stigma attached to professions outside legal work or law enforcement, utilities are uniformly treated like scum.
* Farscape wrapping up the series. 'Scapers also sent in boxes of crackers (for the episode "Crackers Don't Matter"), but since this was close to 9/11 it was a serious hassle for the network to screen that many packages, so instead they started sending in postcards made from cracker boxes.
* Farscape, Zhaan painting a portrait of Rygel symbolises their increasing friendship, despite their huge personality and moral differences.
* Farscape, Zhaan pulls this on Aeryn. Aeryn stands there shocked while Zhaan starts saying how she loves the whole universe.
* Farscape, Zhaan's people have no nudity taboo, and she finds it amusing that other cultures do.
* Farscape, Zhaan stumbles back when a retrieved bank vault (moving at high speed) stops mere inches from her face. This is greatly amusing to Natira (the bank supervisor), who doesn't flinch as she knows exactly where the vault will stop.
* Far Sector: In the City Enduring "That sky's not real. Each day, the city builds a new composite sky image from its citizens' imaginations." However, there is a single moment during the day when the image stops and you can see the actual sky and the red sun.
* Far Sector: Jo's hovering butterfly wing inspired green light construct shades.
* Far Sector: The City has the means to rewrite biology using engineered viruses, called "meatware", that only the @Ats can code.
* Farseer, Burrich tries to repress signs of the Wit in Fitz because he himself is trying to hide that he has the Wit.
* Farseer Macha's entire character was pretty much re-purposed into a
* Farseers can bend fate to bless their own units and doom their enemies, eldritch storms and literal mind rape as a psychic attack, spears that return like boomerangs once thrown while capable of piercing even the heaviest tanks in the game... This while running around on the field of battle, in spite of being several thousand years old.
* Farseer trilogy consists of hanging the victim over running water, chopping them up, and burning the pieces to make sure they're dead. It's also not really needed, Fitz's return from the dead notwithstanding.
* Farseer Trilogy is adored by the people. The people who've never met him, at

least.
* Farseer trilogy, royal children and sometimes lesser nobles are named for virtues: Chivalry, Dutiful, Patience, etc.
* Farseer trilogy, Verity, the second son of the ruler of the Six Duchies, has an Arranged Marriage with the only daughter of the ruler of the Mountain Kingdom. The arrangement gets off to a very bad start.
* far sexually explicit series that air in the US with the TV-MA rating, yet in Canada get only a 14A (and in Quebec a 13) rating. It's not uncommon to even come across TV-MA shows with a PG rating.
* Far Side cartoon in which a bar fight is happening in an old Western saloon. From the speed at which people are running out the door/being thrown through the window, it's implicit that there's a pretty tough guy inside. Well, his bear is parked outside among the horses.
* Far Side comic features a penguin slipping on a banana peel in the middle of a vast plane of ice.
* Far Side comic features a surgeon in love. But, being a surgeon, instead of a heart symbol it is represented by an anatomically correct heart.
* Far Side comics, insects watch "Return of the Killer Windshield", worms watch "Beak 2: Just When You Thought It Was Safe to Go Back into the Topsoil", potatoes watch "masher" films, and bottles of ketchup watch some kind of ketchupy slasher film ("Don't worry, Billy. They're just actors. And that's not real ketchup.")
* Far Side, Gary speculates that this dream stuck with him far more than it did with his brother.
* Far Side in his old age discovering that "kemosabe," the "honorific" that Tonto uses when talking to him, means "horse's ass."
* "Far Side" Island: A tiny island in the middle of nowhere housing a single palm tree.
* "Far Side" Island, where he is greeted by a cheerful ventriloquist... and his panicking dummy, who desperately tries to warn the newcomer of his ventriloquist's cannibalistic tendencies.
* Far Side panel, of all places: A group of mobsters are discussing the location of their new hideout in a pet shop full of parrots. "Alright, let's repeat the address a hundred times or so to make sure we all get it."
* Far Side strip has a dog pointing a device at a mailman which measures the subject's level of fear.
* Far Side strip shows a massive tanker ship with a crazed looking pilot and a tally of small sailboats on its side.
* Far Side strip that had a detective surveying a rhinoceros with a knife in its back and the caption: "Blast! Up to now, the rhino had been my prime suspect!"
* Far Side" The man in question is twice the size of everyone else, with three eyes and a trunk.
* Farsight himself became one to the soldier caste of the Tau because of his defection — to his successor, Commander Shadowsun, in particular. Her first act upon receiving his position was to go to a statue of Farsight and blow it up in front of her soldiers, to demonstrate that a new regime was now in play.
* far smile on and starts talking about how their daily chemical scrub symbolizes rebirth, and — Cue Ivanova's "Yeah, no" expression.
* Far Star Summer School Falguni makes it clear that what has been foreseen is next to impossible to change.
* Far Star Summer School is particularly happy to have recently gotten a plant familiar, which Madam Karrisa notes in a meeting with the school’s teachers, is a healthy if unconventional familiar.
* Farta the Troll loves her masochistic counterpart, Eryi the Fairy, in
* "Fartbreak Hotel" has Francine feeling burned out on her routine and unappreciated by her family. When they begin complaining about a small change in the usual dinner, she calmly explains that she had been indulging a fantasy where she didn't have to put up with their petty complaints and clean up after them
* Farthingized English is odd but comprehensible, unlike that of the Venusian from the far future whose society has painstakingly excavated scraps of literature from

ruins and reconstructed "langue Earthly" without realizing that that the scraps are not all from a single language.
* Farthing Wood book, White Deer Park is colonized by rats. The initial settlers soon become a horde that threatens even the larger carnivores. Several characters are bitten to death by swarms of rats.
* Fartillery to keep enemies at bay. Supposedly based on descriptions of the European bison (also known as the wisent).
* farting at once and flooding the stadium with gas. Naturally, the Iraqis take extreme offense to being defeated with chemical weapons:
* Farto, a fusion between a Farfetch'd and a Ditto. Also doubles as a
* far too amiable — eventually heterosexual when the Master regenerated into a woman.
* far too brilliant for the rest of Olympia, and thus gained rather poor social skills and a mild obsession with perfection. When he joined the Great Crusade, his Iron Warriors were quickly shoved into the thankless job of siege warfare, with thousands of Legionnaires being fed to the meat grinder so other Legions would get the glory of actually taking the planets. Peturarbo grew resentful of his brothers, especially Rogal Dorn and his Imperial Fists (who got the job Peturarbo wanted, that of building forts and palaces instead of knocking them down), and joined Horus since he seemed to be the only Primarch that gave a damn about him.
* Far too many spooks and spies to list, due to the necessity to keep a quick wit and a nature for deceit, have reputations as pranksters. One notable intelligence officer was Reginald V. Jones, who was the driving force in the radar countermeasures battle during
* far too young to have achieved such a rank and appears to be in charge of the insurance company, rather than anything to do with the Navy.
* far too young to remember the United States of America, he still holds their ideals closer to his heart than any other loyalties, and wears "the Old World Flag on his back."
* Far to the North she teases her Saengorian sister-in-law by saying "This one is almost as tall as I am, there's hope for you Southern girls yet." Junuka later comments on how Kelu has "legs like a horse" when she's running through the snow.
* Far to the North takes in what they think are starving refugees. They turn out to be a band of slavers who quickly turn on their hosts.
* Far Trader one possible adventure is the yearly race to bring the "loam truffles" from the planet where they are grown to a posh court.
* Farworld, Marcus is about to "save" Farworld, but will really end up destroying it. Unable to see past his own glory, he prepares to use the whole world's magic — and Kyja whispers "no" before passing out from blood loss.
* Farworld sees the dark circle kidnap Dew in order to trade her for Kyja, who is a 'guest' of the water elementals.
* Farworld series place value on an object because of its craftsmanship. An old boot holds equal value to an expensive necklace (or at least, they are judged against each other based on craftsmanship, and not the obvious value), where a lump of gold is just a shiny rock. While this much is understandable, they go on to confound the other characters as well as the reader when they show that they would rather throw a 'valuable' item back into the water than give it to someone without compensation, regardless of whether or not they were ever going to keep the objects.
* Far worse, however, is the polite kindness that the system shows its victims while pushing them down into despair and death.
* Far worse is the Archmage Miathan's perverse lust for Aurian once she "matures" upon the return of Forral into her life. While he's been raising her to be a
* Far worse than Hogatha, it was enough for her to want to deny all of creation what she had once had.)
* far would, as the often-improvised enhancements can be quite temperamental.
* Faryl Atheron, a Dunmer in Windhelm, works at a Nord farm and complains of his fellow Dunmers' "harping about injustices."
* FASA. A paragraph details how the air ducts can be used to move around the ship.

* FASA summoning time travelers and would-be conquerors of all stripes.
* FASA. The game a was a simple cardstock game which was supposed to lead into an Advanced RPG but the rules proved to be confusing or simply broken and it was cancelled.
* fasces (see below for its relationship to France) as its symbol: a double-bitted axe with red-white-and-blue blades and a marshal's baton as its handle.
* Fascinating Eyebrow: Arrogant or bemused characters raise an eyebrow.
* Fascinating Eyebrow: A superior character is (condescendingly) amused, and thus raises a single brow.
* Fascinating Eyebrow is one of Agent Scully's trademarks. She would usually eye down Mulder for his crazy theories. It was known among fans simply as "the look".
* Fascinating Eyebrow. Ponyboy, the main character, tries to imitate this trick without success.
* "Fascinating tales of mystery by the master of science fiction." —
* Fascination, letting latent attractions come to the surface, Miles and Keiko never show any attraction to anyone other than each other. Lampshaded at the end of the episode when Miles tells Keiko that he wasn't among the affected.
* Fascist, but Inefficient: Autocratic governments may promise to bring order and stability, but they ultimately fail to even accomplish that.
* fascistic (the White-Gold Concordat) on the Empire which served to destabilize it further leading up to the events of the game.
* Fascist Italy de-naturalized anyone found "unworthy of Italian nationality", e.g., exiled dissenters.
* Fascist Italy police to do the actual job, and it never officially existed.
* Fascist Italy, though many Blackshirts might have indeed been black shirts, and the trope was named after them.
* Fascist Italy too had its very own calendar, in which 1922 marked the year zero; therefore, 1936 became XIV E.F. (that is, the fourteenth year of the "Fascist Era"). Remnants of this calendar can still be seen on the façades of many public buildings throughout Italy.
* fascist regime by granting greater freedoms to women evidenced by them joining the military.
* Fascist regime where it comes from and its original meaning (was a Roman symbol of "strength in unity")-it's just that Mussolini became too much associated to it.
* Fascists' Bed Time: A curfew has been imposed. Nobody is allowed to go out for a certain period of time!
* Fascists' Bed Time: A curfew is enforced where everyone has to be home and in bed by an unreasonably early time.
* Fascists have been known for their anti-intellectual rhetoric and support for traditional values (Romanticism), but also support loyalty to the state and discipline (Enlightenment) which is fair since modern fascism began as an attempt to co-opt the features and forms of socialist organizations of the past and present, including loyal partisan identity, strong ideological coherence and efficient organization. Conservative parties were not as effectively organized and ideologically coherent in the past.
* Fashionable Asymmetry: the bias cut look, the angled necklines and the off-balanced hats make them fashionable.
* Fashion and lifestyle magazines published in the United States (like
* Fashion Assault is every bit as stupid as one would expect from the title.
* Fashion-Based Relationship Cue: What you wear indicates whether or not you're in a relationship, and can also signal who/what you're into sexually.
* Fashion Designers are gay or bisexual, but many of them are and fashion being a famously gay-friendly business, various designers have developed a LGBT following over the years.
* Fashion Designer: Someone who creates new clothing for the latest fashion trends.
* Fashion Designer's videos can barely go about his day without getting himself or his employees injured, but is nonetheless passionate about his craft - to varying degrees of success.
* Fashion Dissonance: Clothing, hair and makeup once seen as stylish look strange

to modern audiences.
* Fashion editor Carrie Donovan (aka the Old Navy lady) always wore black with pearls and glasses.
* Fashion Forward Risha decides to start her own clothing boutique because none of the ones she's visited in Hollywood have non-petite sizes.
* Fashion MagazineThe fashions they cover usually are luxuries more than everyday clothes.
* Fashion model Ana Sofía Martins for the European Portuguese dub.
* Fashion Model: Attractive people, usually women, who have to pose in photos while wearing the fashion designer's clothes.
* Fashion Model one onto her photos, in order to avoid accusations of over photo-editing!
* fashion reporter Suzuki St. Pierre persona in order to succeed in the fashion industry.
* Fashion satire prints: While exaggerations are pretty much the cream of the crop in satire, there was a time when mocking the fashion trends of the era were commonplace in every editorial from the late 18th century up until the early 20th century. It was easy for the cartoonist to sideline political issues with the excesses of popular culture of the era, and fashion was no exception. It was a time when cartoonists lavishly ridiculed the gigantic wigs and frou-frou styles of the late 18th century, the contrastingly plain yet slutty sheer muslin gowns of the Regency era, the gigantic hoopskirts and bustles and frills of the Victorian era, and the overly wide hats and very narrow skirts of the 1910s. And all of the prints showed shorter hemlines for comedic effect. It wasn't until the 1920s and the 1930s put a halt to these prints due to the influences of film and fashion photography putting in a realistic look of the fashions, and due to the simplicity, the lack of supportive undergarments, and actual shorter hemlines removing the need for ridicule and exaggerations on editorial prints.
* fashion sense stalls at the point of time they, the vampires, first died. Dated clothes trumps weirdo magic-sense. There are a lot of vampires for whom this wouldn't work. At all.
* Fashions Never Change: Anything set before the twentieth century has the characters wear generic clothes for their time period as opposed to nuanced fashions existing.
* Fashions of 1934 came slamming down, and Hollywood films wouldn't show the female navel again for decades.
* Fashions of 1934 includes a scene with a "slave galley" on a stage set, filled with half-naked chorus girls, all wearing platinum blonde wigs, smiling beatifically as they row.
* Fashion styles are a whole category of mispredictions, but one of the more obvious is that no one is using two ties, quite the opposite, ties are nowadays falling out of favor in all but the most formal occasions, let alone office environments.
* Fashion Victims, a story about a female clothes salesman whose son falls for his rival at work.
* Fassad is both very fond of bananas and rather careless about where he discards the peels.
* Fass or Vome kill the other, certain parts of the map will be covered in blue (if Vome died) or orange (if Fass died) sludge that will cover the edges of your screen and periodically induce a shortened version of the above Magnetic effect.
* Fast Acting Integrated Tactical Headquarters. They're a ZAFT special ops unit that only answers to Chairman Durandal. While they're not the Chairman's bodyguards full-time, they do end up protecting him during the Armory One attack and serving him during the Battle of Messiah.
* Fast & Furious 6. Dom struggles to get Letty to remember him and get her back on the team.
* Fast & Furious 6 has Vegh, one of Shaw's henchmen, who drives a heavily modified vehicle designed to ram and flip-over other cars.
* Fast & Furious 6 results in a final battle against Owen Shaw and his crew on

and around his getaway plane to save Mia.
* Fast & Furious 6 with Roman's private jet brandishing the words "IT'S ROMAN, BITCHES!" on its rudder.
* Fast & Furious, Dominic and Brian are searching for Campos, the leader of a narcotics gang. Only near the end do they realize Campos is actually the man who pretended to be his assistant.
* Fast & Furious had Dom and Bryan trying to outrun Braga's henchmen while trying to deliver Braga himself to authorities across the Mexican border.
* Fast & Furious has a variation. Braga needs another driver for a drug delivery and holds a street race to determine who gets the position. Brian and Dominic both enter to be that other driver with Dominic winning by running Brian off the road. Later, Brian gets one of Braga's regular drivers arrested on a trumped-up drug charge which sidelines him long enough for Braga to require that position to be filled as well. Since Brian finished second in the street race, he's chosen.
* Fast & Furious has Brian explaining himself after it emerges that Letty was his informant.
* Fast & Furious: Spy Racers", allof the cars are weaponized. There's a giant pneumatic fist that comes out of one's grill, paintball shooters, sawblades on Layla's car, and so forth.
* Fast & Furious: Spy Racers has a chrome version of the Universal logo as a radiator emblem, which then rotates to reveal the DreamWorks logo on the other side.
* Fast & Furious: Spy Racers is defeated, Frostee broadcasts an old video clip to her brainwashed minions where she says "Stop the fighting! It's time to dance!" So they do.
* Fast & Furious: Supercharged, after the protagonists dedicate a large amount of time telling the riders to shut off their cell phones in order to avoid their location getting traced by the ride's main villain, it turns out that Roman forgot to turn off his cellphone, a goof that launches the ride's main conflict.
* Fast & Furious: Supercharged, all of the helicopters in the ride's climax immediately explode upon crashing.
* Fast & Furious: Supercharged, as it turns out that one of the riders is actually in the witness protection program, and is therefore wanted by the main villain. This results in the protagonists having to take on the villain and his forces in order to protect the witness.
* Fast & Furious: Supercharged, Hobbs happily displays his huge gun to an FBI agent.
* Fast & Furious: Supercharged. One of the riders is actually a crime witness under protective custody, and the leader of an international crime syndicate is after them, kicking off the ride's plot. The Hollywood version is part of the Studio Tram tour. The Orlando version is standalone, and takes the trope more literally; the ride vehicles are 'party buses', and the innocents on board are heading to an after-party celebrating Dom Toretto's latest win.
* Fast & Furious: Supercharged opened at Universal Studios Hollywood, Agent Novak's dialogue towards Roman Pierce was more aggressive, with Novak telling Roman to "get down on the ground" while holding him at gunpoint. Novak's dialogue was later softened to have him just say "Don't move" to Roman, in response to the many police brutality controversies occurring around the nation at the time.
* Fast & Furious: Supercharged, the live hosts of the two pre-shows are named Pat and Jamie.
* Fast & Furious. Though disappointingly, the only action she really gets to do in the film is very briefly firing at some SWAT team members at one point.
* Fast and Furious 7, who died in an auto accident in November 2013, while production was still underway.
* Fast and Furious of Matt Trakker and having a more serious storyline. The IDW Hasbro Wiki even calls it "The biggest example of Critical Dissonance ever", with a link to this page.
* Fast and the Furious series has neon lights all over the body. Of course, they

need extra batteries to keep them glowing.
* Fast Attack CraftVariant of the Patrol Boat, FAC are heavily armed ships, often with anti-ship missiles or guns. They maintain the speed, agility, and low cost, but retains the fragility and lack of endurance. Because of their speed and weaponry, they can outmaneuver Capital Ships while posing a major threat. Then again, they're not likely to survive a direct hit from escort craft.
* Fastball is based on a news story from 1997 about an elderly couple from Salado, Texas, who disappeared on their way to a local event being held in Temple, and were later found dead at the bottom of a 25 foot cliff just a few miles outside of Hot Springs, Arkansas (more than 500 hundred miles from their destination). Lead singer Tony Scalzo was inspired to write lyrics about a presumably middle-aged couple who just got fed up with their lives and reality, and abandoned their children and everything else for a chance to find paradise. The refrain still makes it clear that they've reached Heaven, but their ghosts can still be seen wandering.
* Fastball's "The Way" starts with a series of radio snippets, eventually reaching the lyrics. After the first few lines, the radio effects drop and the song switches to the music proper.
* Fast Break, D.C. (Harold Sylvester) admits to Coach Greene (Gabe Kaplan) that he has unusual feelings for his (ostensibly male) teammate Swish. In the climactic game, Swish unwraps her breasts and hits the court. D.C. is relieved.
* fast by their weapons being rather fast-firing and (for the bikes) powerful enough to take down any vehicle;
* Fast Color: At the end, Ruth and Lila escape in their truck, on the way to Rome where they'll connect with other hidden women who have superpowers.
* Fast Color: Bo's mother tried to stop her being with Ellis. They carried on anyway and had Ruth.
* Fast Color: Bo's mother tried to stop her from being with Ellis, but by then Bo was pregnant.
* Fast Color: The central rule of the family's superpowers is that they can only turn things to dust and then back to normal. They can't repair anything that was already broken before their powers touched it. The one time Lila tries to fix a broken window with her power, it promptly shatters to pieces again.
* Fast Color: The word "superhero" is only said once, when Ruth chides Lila for suggesting they use their powers openly.
* Fast Color: This is the main ability of Bo, Ruth and Lila, along with other women in their family. Bo and Lila both demonstrate an ability to mentally "unmake" objects then put them back together. Ruth can't control hers at all to begin with. At one point, Bo reduces the guns of some government agents to dust.
* "Fast": Complete a level while the monsters are faster than normal.
* Fast Eddie has no plot to speak of, Eddie simply run around, collects prizes and avoids Sneakers.
* Faster has the protagonist driving off into the sunset, pursued by police cars.
* faster. It is not uncommon to find "X" routes that are far from express.
* Faster, Old Guy tapes the murder of Driver's brother and his gang on behalf of a dirty cop. Cicero says that the tape of that murder was found when they busted an illegal hardcore video ring. The tapes Cicero and Cop find in Old Guy's apartment indicate that he has been making and distributing snuff tapes in the intervening years.
* Faster, one of Driver's targets, Old Guy, is an elderly serial rapist and serial killer.
* Faster, one of Driver's Targets, Old Guy, is indicated to have raped several girls on camera before killing them.
* faster players will testify to how much harder the game is without a shield until you get your dodge roll timing down.
* Faster, Pussycat! Kill! Kill! (1965): Campy road movie by Russ Meyer starring big breasted women and nothing more explicit than that.
* Faster, Pussycat! Kill! Kill! At least that was during a knock-down, drag-out fight though. She uses her entire body, and it takes her several seconds to accomplish.

* Faster, Pussycat! Kill! Kill! case of this, where a band of female murderers plans to rob an old man with two dim-witted sons living alone on a rural farm, only to find the menfolk to be more than a match for the women in terms of malignancy.
* Faster Than a Kiss pre-book. It's explained that Fumino and her four-year-old brother are orphans, and are tired of being passed around to relatives. She and her teacher end up in a quick spat where she challenges him and says, "Then, can you marry me and take care of us?!" He takes her seriously and they end up married. As the book progresses, they both grow to seriously fall in love with each other.
* Faster Than a Kiss's Fumino lost her ring for a short time, much to her distress.
* faster than his brain. To atone, Williams financially compensated his fellow comedians every time he realized he had inadvertently borrowed their work. Thanks to this the world of stand-up comedy bears him no resentment.
* faster than light. But they never worked very well and no one wanted them around, so people stopped using them fairly quickly.
* Faster-Than-Light Travel and instead depended on sleeper ships for their entire two million year reign and never encountered any aliens for nearly their entire history and dismissed what artifacts they found of their own precursors as hoaxes. They attempted to exterminate the first alien species they met, the Jabbardeeni, who advanced rapidly and wiped out the Yuht within ten years.
* Faster-Than-Light TravelAny situation where you can cover more distance than a light particle would in the same time.
* Faster-Than-Light Travel are woozy and vomiting from "cryptosleep sickness." If you want to escape the rimworld by building your own spaceship, you'll have to research and construct enough ship cryptosleep caskets to preserve your colonists while a shipboard AI pilots them to a new home.
* Faster-Than-Light Travel have gravboats, which speed up the fleet during FTL and slow down enemies in battle. Other ships added in the expansions include freighters, q-ships, patrol craft, starbase constructors, and propaganda ships.
* Faster-Than-Light Travel in the late 5th millennium) has caused much knowledge to be lost. The average lifespan has fallen to about 200 as a consequence.
* Faster-Than-Light Travel, messages have to be relayed by couriers, so courier ships are a common sight.
* Faster-Than-Light Travel race. A ship that enters grimspace without a jumper will inevitably be lost. Trouble is, grimspace progressively eats jumpers' brains, which eventually causes them to die while jumping (they essentially leave their mind behind in grimspace). It's called Navigator Burnout Syndrome.
* Faster-Than-Light Travel: Spaceships that can move faster than light.
* Faster-Than-Light Travel: space travel is limited to sub-light speeds and is difficult, time-consuming, and expensive.
* Faster-Than-Light Travel: The limit being broken, is the speed limit of the universe, the speed of light.
* Faster-Than-Light Travel usually just accelerate to FTL, unless they're traveling through a wormhole, or the ship is a Leviathan using Starburst.
* Faster-Than-Light Travel. Well, sort of. The main body of the ship is an old missile, which is pretty much beyond the realm of your average homemade invention, but Lily mentions that "it took me six months to scrounge up enough titanium just to build a four-meter cockpit."
* Faster-Than-Light Travel. Without it, you can't really go anywhere other than the Solar System, which, aside from Earth, is made up of some fairly unattractive real estate.
* faster than the eye can see, at least until the threat of main characters suffering the same fate really sets in.
* Faster than the Speed of Love, is celebrated by a book club for the mentally challenged. (In a deleted scene in the same episode, Peter was among the people who likes Brian's book.)
* faster than Wrath control over his abilities, he'd be nearly invincible; his fighting style basically amounts to flailing around at his targets.
* faster that the fast-talking was by accident. Apparently he keeps it up and edits the pauses out, because it's funnier that way.

* Faster, The Evangelist was the sole survivor of the Driver's hit list since the Driver spared him out of forgiveness. The Driver was also the sole surviving member who took part in a bank robbery 10 years prior to the film.
* Fastest Gun in the West has meant that far more people are familiar with the Waco Kid's scene in the film than with the source material.
* Fastest Gun in the West: The guy who can put hot lead in people faster than others.
* fastest of all dogs, so fast he escapes death. The Earth-Dog thought he had lived long enough but all her attempts at killing him failed. When it looked like she had finally gotten Lightning, the Sky-Gods saved him and let Lightning live with them. Whenever lightning strikes it's because Lightning is teasing Earth-Dog by running fast.
* Fastest Thing Alive: A superhero with super speed who is acknowledged as being faster than everyone else.
* Fastest with the Mostest", Wile E. Coyote tries to blow into a balloon for his latest plan, only for the air to shoot back and inflate him. He desperately grabs the nearest object — a bomb — to stop himself from drifting away but just winds up carrying the bomb as he floats up. Then he deflates and finds himself high in the air, still holding a bomb. Whoops.
* Fast Five, a Brazilian crimelord who rules his domain with violence.
* Fast Five, Dominic Toretto and Brian O'Connor assemble a team to rob drug kingpin Reyes completely blind.
* Fast Five entails a chase where two muscle cars are dragging a vault filled with 100 million dollars through the streets of Rio. As they weave and turn the vault naturally does a lot of collateral damage to property, including going through a bank window in the middle of the day. We even see a woman standing right in front of the bank in the cut before the vault hits it.
* Fast Five, every Rio civil police, military police (PMERJ), or Brazilian Federal Highway Patrol (PRF) cruiser or officer we see, except for Elena, is dirty since they are all on Reyes' payroll to protect his money. Too bad for them, it cost them either their cruisers or their lives once they met Toretto and his team.
* Fast Five, full stop. One safe dragged behind two automobiles nearly leveled downtown Rio! In fairness, though, they drive the safe through a clearly occupied bank.
* Fast Five had the crew trying to outrun Reyes and the police on his payroll while towing a vault with his money across the streets of Rio.
* Fast Five introduces Jack Sparrow and his crew robbing a bank by having a bunch of horses dragging a giant safe, but end up taking the whole building along with it.
* Fast Five pull one early in the film, stealing three cars out the side of a train carrying them.
* Fast Five, the guys have an impromptu four-way drag race after "acquiring" some police cars. Roman takes off before the others... and still loses.
* Fast Five, they got what they deserved for betraying the police code for greed. Only Hobbs comes close to apprehending Dom in the film.
* Fast Five, they use two cars and a chain to slide a container into a truck.
* Fast Five to destroy the cars the corrupt police are using before the crew escapes.
* Fast Five, which is set entirely in Brazil, is almost exclusively a clash of American gangsters and American cops - both sides have exactly one important non-American character in their midst.
* Fast food chain Jack in the Box has Jack, a man with a clown-head who is both mascot and
* Fast food chains are often accused of using this trope as a way of disguising their products' ingredients:
* Fast food companies and other "junk food" distributors have been facing increasing criticism for advertising products toward children. Some groups and individuals advocate banning "Happy Meals" and similar food combos to "protect the children." True, parents are usually the ones buying that food; but fast food

places
* Fast Food Freedom Fighters movie. It was done in 1994, part of the early 90s mini-boom in anime gag dubs made by fans who were sick of watching Pinesalad and Corn Pone at every convention.
* Fast food menu items are based around meats like beef or chicken that used to be expensive before intensive agriculture, but fast food restaurants use meat that is of comparatively low quality.
* Fast Food Nation, noting that McDonald's entire plan is to make the job so simple and brainless that they can teach a new employee in 15 minutes, making any given employee totally expendable.
* Fast Food Smoothie, in which each contestant chooses a fast food value meal (sandwich, fries, ketchup, apple pie, soda) to throw in the blender.
* Fast food-themed parody cover band Mac Sabbath are more popular and recognizable than the band they were spun off from, shock rock band Rosemary's Billygoat.
* Fast Forward. A skit parodying Uri Geller had him eventually resorting to an oxy-acytelene torch to get the spoon to bend.
* Fast Forward; he then reverts to normal speed to build up enough force to break the chair.
* Fast Forward involved Brent and Barry being asked to a market a product that consisted of fat, sugar and unidentified radioactive isotopes. They decided to sell it as a children's ice confectionery. Upon being told it eats through wood and plastic, they decided to make that a selling point: the only icy pole on a metal stick.
* Fast Forward season of the series; the turtles find the journal that Cody Jones had used to learn about them. Once the temptation to read it becomes too great, they read a series of entries centered around each of the turtles. Donatello's entry (much to his horror) states that, after an accident in deep space, his brain is placed into a robot known as the Serling unit. Fortunately for the turtles, it turned out the journal they were reading was a fake prepared by Splinter and Cody when they knew the turtles couldn't resist reading it.
* Fast-forward to 1992. Elliott had left Melling Racing after the 1991 season to join iconic team owner Junior Johnson in his #11 Budweiser Thunderbird
* Fast Forward to Reunion: The main plot resolves with characters going separate ways, the ending skips to future to when they eventually reunite.
* Fast Forward to ReunionThe main plot resolves with characters going separate ways, the ending skips to future to when they eventually reunite
* Fast-forward to Season 6 when Sansa arrives at Castle Black, she glomps Jon as well, which is indeed a very heartwarming moment after the hell that both siblings have been through. It’s also worth noting that the two never interacted onscreen together up until this point in the show, and their interactions are only seen in past memories the two have of each other and their family in the books — though they and their family were separated very early on in both the television series and the books.
* Fast forward to today. The SoCon still operates, but dropped to the second level of NCAA Division I football, now known as FCS, in 1982, and is clearly a "mid-major" conference. The SEC and ACC, by contrast, are two of the so-called
* Fast Forward" when a machine that brushes his teeth and puts shaving cream on his face comes to life where he thinks he can get the privacy to read a newspaper.
* Fast Forward, where Skippy would keep finding himself in more and more bizarre situations, such as "Skippy and the Exorcist," "Skippy and the Drug Cartel" and "Skippy and the Nuclear Bomb."
* Fast hero + starting occupation with Treat Injury as a class skill + Surgery feat. For all the gunslinger out there.
* fast. In one episode, Marco chooses to stay behind in the Neverzone to clean up a mess he made; Star is on Earth for less than five seconds when Marco returns, talking about his years of adventures.
* fast It's unclear whether the unsub knew about this habit specifically, but she was killing men who failed to live up to her romantic ideal, so it's very possible that finding the camera set her off.

* Fast Karate for the Gentlemen once had a podcast entited "Not in my SPACE Jurisdiction", about Cyber City Oedo.
* Fast Lane dealt with one of the Buddy Cops' father's old profession as a counterfeiter as a part of an infiltration job.
* Fast Lane episode "Mighty Blue". When officers Van and Deaq confront a criminal gang, one of them reveals herself as an undercover police officer to save them.
* Fastlane to assume the position for frisking, for example (turns out he got a gun from a contact).
* Fastlane was canceled midway through its Friday run due to skyrocketing costs for each episode (more than $2.6 million per episode)., and ended on a cliffhanger.
* Fast Patrol Ships (formerly known as Pseudo-Fighters). They can carry devastating armament, but their shields are paper-thin. The rules even refer to them as "eggshells armed with sledgehammers." PFs with Warp Booster Packs gain extra warp-engine power, which they can
* Fast-penta also removes its subject's inhibitions, making them voice whatever is on their mind. So when Ekaterin is under fast-penta, she talks about her sexual curiosity about Miles, to his embarrassment.
* fast talking, is a very good warrior, capable of fighting off a few large mechas, all while on top of a speeding train.
* fast-talking, slurred and heavily-accented speech (which he called "Porky's Butthole").
* fast. This was not because they were morons or somehow Lacked Moral Fibre (LMF), but because they wanted to actually be able to receive information from and command their men. Away from a telephone-exchange, the force any one man could receive information from and give orders to within the space of a minute was limited to less than a hundred metres and about that number of men (men spread out to decrease losses from artillery fire). It was not unheard of for it to take twelve hours to physically carry a message across five kilometres of contested battlefield, and if a General wasn't in place to 'phone the artillery up and give them new orders based upon that information as and when he received it, then friendly fire and/or massive losses inevitably ensued.
* Fast Times at Buddy Cianci Jr. High", Stewie had to "animate" a corpse to fool a cop, before Lois had a chance to chuck it into the river. He posed as his head and moved the rest of the body. As a result, he managed to have an entire conversation with the cop, even convincing him that he was colleagues with his cousin.
* Fast Times at Ridgemont High, after getting fired from All-American Burger for swearing at a customer, Brad takes a job down at a "Captain Kidd's Fish and Chips," where he has to wear a full pirate outfit with tricorner hat and even (his boss reminds him as leaves to make a delivery) a plastic sword.
* Fast Times at Ridgemont High and taking off her top ... until he is interrupted by the very object of his lust.
* Fast Times at Ridgemont High, another Amy Heckerling high school film (see above), was turned into a forgettable short-lived series that was stripped of all the R-rated content that made the film a classic.
* Fast Times at Ridgemont High, Brad works at two fast food restaurants. At the first one, he is fired after being forced into an argument by an overly demanding customer; at the second one, he quits in the midst of a delivery ... which he was required to make while wearing a pirate uniform.
* Fast Times at Ridgemont High follows a group of high school students over the course of one year as they all grapple with issues of impending adulthood.
* Fast Times at Ridgemont High has in its brief mention of Christmas a Mall Santa dealing with a wet lap from a child peeing in his pants.
* Fast Times at Ridgemont High has Jefferson's car, a gift from a college football recruitment programme, get thoroughly destroyed when a Quaalude-addled Jeff Spicoli takes it for a joyride with Jefferson's brother.
* Fast Times at Ridgemont High" indicator on the door! She's flattered because she thinks he was thinking about her, when in fact he was thinking about her mom.
* Fast Times at Ridgemont High is a goof-off whose teacher says he has wasted eight hours of class time over the past year.

* Fast Times at Ridgemont High is broadcast, a cashier at a fast-food restaurant is mad at the customer who has become somewhat demanding because the meal is supposed to be "100% guaranteed", so he says, "If you don't shut up I'm going to kick 100% of your ass!" When the film is broadcast, it's changed to "100% of your face," and the customer complains because of his comments. Later his boss asks him "Did you use profanity or threaten this customer?" Since he didn't use profanity, they should have deleted that line from the manager's comments (or at least shorten it to "Did you threaten this customer?" Even if the cashier didn't use profanity, he still threatened the customer by saying he was going to kick him in the face).
* Fast Times at Ridgemont High pretty much hit every High School trope.
* Fast Times at Ridgemont High. Upon seeing Specoli entering the American History class, one student comments "That guy's been stoned since the third grade."
* Fast Times at Ridgemont High was initially released in Australia for its theatrical release with an R18+ and two seconds of cuts for underage sex. Modern-day re-releases have received an M rating completely uncut.
* Fast Times at Ridgemont High, where Jeff Spicoli (Sean Penn) wore his Vans black-and-white checkerboard slip-on shoes.
* Fast Tony is an armadillo that has a beak and retracts into his shell like a turtle.
* Fasttrack is listed as having enhanced smell and hearing to distinguish him a bit from fellow speed aliens.
* Fast-travelling between the Institute and the rest of the Commonwealth will only take one minute in-game
* Fast Tunnelling: Characters who can dig unnaturally fast, or just unrealistically so.
* F--: A student manages to do so poorly that they receive a grade that goes way lower than what the education system would allow in real life.
* fast), who, depending on the game, can combine together any of the aforementioned features. These elite Elites (heh) also shoot faster and more accurately than their lesser comrades, and are much dodgier to boot.
* fat, Aegon's weight actually caught up with him. By the end of his reign, he was so morbidly obese he could not rise from his seat, which was covered in his feces. His arms were rotten and infested with "flesh-worms" (i.e. maggots). The maesters tried to give him the milk of the poppy, but it could not alleviate his pain, and he died at the age of 49. The septons considered his fate a judgment from the gods.
* Fat a farmer's dog, livestock, tractor, pitchfork and wife all spontaneously inflate for no given reason.
* Fatah provides large financial incentives for Palestinians to kill Israelis, which they will pay to the attacker's family even if the attacker dies. However, they also provide incentives to survive, get caught, and be put in an Israeli jail for a very long time, zig-zagging the trope.
* FATAL also claims that the medieval diet consisted almost exclusively of bread and beer, completely omitting the critical nutritional role played by legumes. The importance of legumes is mentioned in the very first page found when searching "medieval diet" on Google. The equipment section lists prices for food, again completely leaving out legumes of any sort.
* F.A.T.A.L., although there, it's not so much "Perversion Potential" as it is "Perversion: The Game".
* Fatal Attraction, after Alex bluntly acknowledges the sexual tension between them, Dan calmly declares, "Let's get the check". The next scene is of them going at it in her apartment.
* Fatal Attraction, after going steadily crazier and crazier regarding protagonist Dan Gallagher, attempts this near the end, breaking into the Gallagher family home and trying to kill his wife Beth.
* Fatal Attraction Alex snaps this at Dan when he tries to give her the brush-off.
* Fatal Attraction falls in love with somebody who turns out to be the enemy.
* Fatal Attraction: Fed up with Alex's crazed behavior, Dan finally goes to the police... on behalf of a "client" who wants an ex to stop harassing him. It's pretty obvious the cops don't believe him.

* Fatal Attraction is based on the short story "Diversion" by James Dearden.
* Fatal Attraction is probably one of the most memorable depictions of stalking on film, and it subverts this trope in terrifying fashion.
* Fatal Attractions effectively "gave out" after he was stable, and took months to start working again.
* Fatal Attraction. She becomes increasingly unhinged following her one night stand with Dan, and threatens to kill herself if he should leave. It all culminates in her boiling the family's bunny and attempting to murder Dan's wife.
* Fatal Attractions in another attempt to regain what she thought was her father's adamantium (as she long believed that the process used to graft the adamantium to Logan's bones were what her father used), only to be surprised at how weak Logan is and that his adamantium is gone. She decides to leave the battle and wait until Logan is better to exact her revenge.
* Fatal Attraction situation with a co-worker at the Harness & Hoe Insurance company. Dave found this claim hilarious.
* Fatal Attraction slits her own throat to try and make it look like the man she'd been dallying with had done it to get rid of her.
* Fatal Attraction stated that she regards Alex Forrest as having borderline personality disorder.
* Fatal Attractions, the X-Men are forced to leave Avalon in a modified Blackbird when their final fight with Magneto prevents them from teleporting out. As the Blackbird was not designed for space travel at all, Bishop and the other X-Men are forced to try to keep the plane in one piece while keeping Wolverine stable thanks to the damage caused by Magneto stripping the adamantium off his bones. As Jean is one of the X-Men up in the plane, Cyclops even references her encounter with the Phoenix.
* Fatal Attractions was attacked by her pet tigers because she could no longer afford to feed all of them and had to resort to scrounging for roadkill.
* Fatal Attractions: Wolverine decides to leave the X-Men temporarily as he tries to figure out what to do while his body mends.
* Fatal Attraction. The original suicide ending has been shown in Japan.
* Fatal Attractor: A person who tends to attract admirers that are no good for them (if not outright dangerous).
* Fatal Attractor: Repeatedly falling in love with immoral or mentally unwell people.
* Fatal Attractor: This character always seems to fall in love with evil/mentally unstable people.
* Fat Albert and the Cosby Kids)) – not to mention the strong commentary from two of the other inmates about not having any rights or freedoms, and the strong probability of lost opportunities once released – is enough to convince the gang to stay out of trouble and the hell away from people like Rudy's buddy, who got them in trouble in the first place.
* Fat Albert and the Cosby Kids: A 1970s cartoon that teaches life lessons to kids.
* Fat Albert and the Cosby Kids: a big cloud of dust with the occasional head, arm and leg projecting from it.
* Fat Albert and the Cosby Kids. According to the other Cosby Kids, it's because the animators never had reason to actually draw him a full face.
* Fat Albert and the Cosby Kids as the series creator and the voice of the title character.
* Fat Albert and the Cosby Kids cartoon: Fat Albert enters a cooking contest (he's the only male entrant, which was the point of the episode). His attempt at a cake is a disaster: He uses the wrong ingredients in the wrong proportions, and so on. Of course, he wins anyway.
* Fat Albert and the Cosby Kids episode where Albert and his friends are given a tour of a maximum-security prison, and several of the inmates hoot and holler as they see the juveniles, making remarks about wanting them to enter their cell so they can have their way with them. Afterward, when their friend Larry is sentenced to prison (for grand theft auto), the boys make a dark remark about what Larry is about to endure.

* Fat Albert and the Cosby Kids, his singing voice is provided by Michael Gray. Neither voice sounds anything alike.
* Fat Albert and the Cosby Kids: In "Lying", the gang leap into a muddy river to practice alligator wrestling only to wind up wrestling each other because no one can see anything in the muddy water.
* Fat Albert and the Cosby Kids In the first episode, the gang decides they want to start a band. They go to a music store, pick out a pile of instruments, hear how much it will all cost, then ask the counterman what they can get for the amount they have. He shows them a single drum mallet. (The rest of the episode shows how they improvised instruments — except for Rudy's guitar — from junkyard stuff, and proceeded to play them on every subsequent episode as well as the opening titles.)
* Fat Albert and the Cosby Kids: In "The Stranger", Fat Albert and the gang are backing away from Donald's cousin Betty but back themselves into the janitor's closet instead of their classroom: not even noticing till they shut the door and all of the brooms and mops fall on them.
* Fat Albert and the Cosby Kids: In "The Stranger", Fat Albert, Weird Harold and Rudy are playing a game in the classroom that involves Fat Albert and Weird Harold throwing blackboard erasers at Rudy's face while Rudy attempts to block them with a textbook.
* Fat Albert and the Cosby Kids: In "The Stranger", Rudy throws a tomato at Fat Albert, only for Albert to dodge and the tomato hit the principal instead.
* Fat Albert and the Cosby Kids. Lasted from 1972 to 1984 in the original format, plus 1984 to 1985 in first-run syndication.
* Fat Albert and the Cosby Kids: Pretty much the entire plot of "Lying" where a pal of the gang's recently returned from Florida starts telling tales about his exploits down there that rapidly spin out of control.
* Fat Albert and the Cosby Kids purpose. In essence: The gang is given a terrifying tour of a prison after they are caught in a car a friend — who had run afoul of the law many times before — had stolen. Needless to say, the tour makes the right impression on the kids.
* Fat Albert and the Cosby Kids revealed that Rudy took home economics instead of gym because he loved to cook.
* Fat Albert and the Cosby Kids, starring Kenan Thompson as the lead character and used a plot in which a depressed teenage girl ends up summoning the characters from the cartoon into the real world.
* Fat Albert and the Cosby Kids the kids are trying to figure out how to handle a classmate named Suede Simpson, who everyone tries to avoid because he never bathes. Fat Albert was elected to tell him but just could break it to him. Finally, Russell flat out tells him he stinks and no one wants to be around him.
* Fat Albert and the Cosby Kids where Dwayne ignores a school assembly talking about heart attacks and how to respond to them. This comes back to haunt him when a street bum he's venting his frustrations to about the inanity of school assemblies – the bum agrees – suddenly clutches his chest and collapses. Fortunately, the other Cosby Kids, who were nearby, had paid attention, hear Dwayne yelling for help (and had also witnessed the heart attack), and are able to help save the bum's life by calling 911 and performing CPR ... all while a stunned, shaken Dwayne can only watch.
* Fat Albert cartoon had the Junkyard gang confronting a White supremacist group called the Double Cross, their insignia being two X's. This episode subverts things somewhat in the sense that Hitler, the Nazis, Swastikas, and the Holocaust are explicitly and constantly referred to in the course of the episode. Even in the allegorical Brown Hornet segment, Hitler was still mentioned by name.
* Fat Albert come to life and step out of their animated, 1970s inner-city Philadelphia world to help a teenage girl, Doris Robertson, deal with the challenges of being hated.
* Fat Albert film, Fat Albert is given a car made out of trash from the junkyard to drive his date, subverted in that it's powered by two of the Cosby kids.
* Fat Albert movie has an inversion. Fat Albert and the gang start out as cartoons,

then become live-action when they jump through the TV screen.
* Fat Albert of clothing, but he states to the clerk that he's broke. The clerk angrily collects all the clothing back.
* Fat Albert serves as one of these in the Halloween episode, he was trying to catch the target regularly but it didn't go smoothly.
* Fat Albert, the characters tell the audience to sit back down as the movie isn't over yet. However, they're clearly addressing a film audience, calling out "you in the back", so it doesn't have the same effect if watched on DVD.
* Fat Albert: When Fat Albert goes to pick up Laurie and Doris, Bill says they need to ride "in style." That ride turns out to be a hodgepodge contraption made up of parts from the junkyard, powered by manual peddling. As Albert starts the car, Bill sits under the hood with Mushmouth and he makes engine noises as Mushmouth sings with his new voice.
* Fatal Chase: Among the film's main antagonists, a married couple, the wife dies in this manner from being decked out of a tall window.
* Fatal Contact Bird Flu In America a pandemic already, because the definition of pandemic doesn't actually include death toll in the criteria, just how much it's spread and how hard it is to stop it from spreading further. The fact that it's spread just about everywhere but proven no more lethal than the regular flu is probably why a similar movie doesn't exist for it.
* "Fatal Contraption" because it was a throw-back to Joe's earlier work in animation before
* F.A.T.A.L. detailed results tables for all sorts of encounters. It's most notorious for having rules that governed every orifice a horny male could possibly insert himself into, with females whose ages ranged from 99+ down to... infant.
* Fatale fame) places a horror spin on this trope which also serves to make the femme fatale in question more sympathetic; it's implied that she's supernaturally cursed to forever remain young and beautiful, and the spell also works to cause men to fall hopelessly in love with her to the point where it leads to their own ruin. It's clearly established that she hates her life and the effect that she has on men, but can't escape it.
* Fatale is actually a man who took up the Madam Fatale disguise in order to find his long-lost daughter. Why he kept the disguise after he confirmed that his daughter was gone, we're not sure.
* Fatal familial insomnia is an illness that leaves the victim physically incapable of sleeping. The lack of sleep results in increasingly severe psychological symptoms, rapid weight loss, dementia, and eventually, death. There is no cure.
* Fatal Family Photo: Someone gets killed after showing a photo of their family.
* F.A.T.A.L.), features the memorable line from Jason Sartin, "Remember, folks, Darren's a professional, and we're reviewing on a closed course. Don't projectile vomit blood at home!"
* Fatal Flaw: A flaw that the character wrestles with on a consistent basis.
* Fatal Flaw bad idea to do so. Some of these return as tragic call backs in "The Laws of Gods And Men" when the likes of Ser Meryn and Maester Pycelle use these snide remarks as testimony against him in his regicide trial, acting as though they were legitimate threats and actions, rather than the humorous quips they really were.
* Fatal Flaw comes back to bite him in the ass because by the time he gets serious it is already too late.
* Fatal Flaw feel empathy, but she "discarded her own humanity" in order to become the "perfect king". When she actually reconnects with her humanity, she doesn't take it well. The fact that her reign ended so tragically made her come to the conclusion that she simply was not meant to be king, and someone else should've taken her place.
* Fatal Flaw. He's overly sensitive to his reputation as "just Ben's lackey", and is quick to fly off the handle if someone accuses him of riding off Ben's coattails. This was even worse in middle school, where he got involved with the wrong crowd after they appealed to his strength.
* Fatal Flaw. He will always put his friends' lives ahead of anything else, and is

willing to do anything to save those he cares about, whether that be his friends in the 501st, his spunky padawan, his beloved wife... or the kind old man who always gave him advice when he needed it.
* Fatal Flaw is to call into question whether you're a true dragon in the first place.
* Fatal Flaw or stubborn, or so good and persistent such that fixing his mistakes destroys him.
* Fatal Flaw Protagonist Lloyd Irving, at least, knows when too far is too far, and wants to make sure everyone can live in peace.
* Fatal Flaw speed and does what he can to use counters to his benefit.
* Fatal Flaw tendencies as a result. In season 5, he ends up dumping Rory because he feels he doesn't belong to Rory's glamorous world. In his last appearance, he tries to make Luke insecure as well, telling him that both Gilmore girls want more than a simple Start Hollow guy.
* Fatal Flaw that ensued when Grindelwald attacked Aberforth. Dumbledore learned his lesson about how he shouldn't be trusted with power that his own brilliance could bring from this but Snape never did.
* Fatal Flaw, where he shows this trope twice, and both times cause Chell to be genuinely pissed off at him:
* F.A.T.A.L. for being raped and prostitution is accepted and common. The author flip-flops between saying it's "controversial humour" or that this applies to all of Europe for all of its history because of one book about prostitution in 1400's.
* Fatal Forced March: Characters are forced to make a dangerous and likely-deadly journey on foot through hostile territory.
* Fatal Frame 2: Deep Crimson Butterfly you also have the ghost hands that have a random chance of attempting to grab Mio's wrist while trying to pick up an item. Overall, they don't do any damage (except for one fast, darker hand with slash marks on it, but can be easily shaken off) and it's actually minor. But put in conjunction with the entire mechanic and having to re-zoom after avoiding the ghost hand...
* Fatal Frame" and, just to make him even creepier, he has a particular interest in taking children as his victims...
* Fatal Frame can take pictures of spirits, which are not normally visible. It can also sap the spiritual energy of hostile ghosts (probably inspired by the aforementioned belief that cameras stole a person's soul), with the power of each shot depending on the film used. In the first game, a hostile spirit would be exorcized if defeated enough times, but later games dropped this: a hostile spirit can only be warded off, never permanently defeated.
* Fatal Frame designs of her Japanese appearance were removed. However, this re-design went over so well, it became the official design for the Xbox port and further appearances.
* Fatal Frame features Himuro Mansion for the first game and the Mansion of Sleep for the third. Both are big. Both are spooky. Both are designed to make sure you never come out again, dead or alive.
* Fatal Frame fits this trope, at least as it was advertised outside of Japan. The cover of the game-box proudly says "Based on a true story" on the American and European version, and the tale that follows has a young Japanese girl searching a haunted mansion for her missing brother, battling ghosts with a magical camera, and slowly uncovering a mystery that stretches back hundreds of years and involves vengeful ghosts, dozens of innocent victims, sacrificial rites, star-crossed lovers, creepy dolls and trying to hold shut the gate to hell. To much confusion as to whether Himuro Mansion was real or not. There was a debate going on about it for awhile until it was revealed the inspiration for the setting of the game was in fact many places and Himuro Mansion did not, in fact, exist for real. Unsurprisingly, the Japanese version makes no pretense of being based on anything but urban legends.
* Fatal Frame games using only the weakest film, and it's even harder if you don't upgrade your camera.
* Fatal Frame has a handful, though there's a particularly scary one in the third

game that has to do more with where you find it.
* Fatal Frame has quite a bit of this. Why do ghosts have to get close if you want to inflict maximum damage? Because it's scary.
* Fatal Frame has this with the "Sleep Priestess" song sung by the four young handmaidens.
* Fatal Frame II, as you're in a ghostly haunted house. Lampshaded by Markiplier:
* Fatal Frame II: Crimson Butterfly and she was incapable of rescuing her sister.
* Fatal Frame II: Crimson Butterfly in the Osaka underground passage. Despite the rocks being large and looking sturdy enough for a teenager to climb over, she refuses to do so.
* Fatal Frame II: Crimson Butterfly, Mayu says this to Mio when she is locked in the repentance cell. She will also say it if Mio runs too far ahead of her.
* Fatal Frame II: Crimson Butterfly where if you go in, the door just locks itself and going into first person view, you realize that the walls have "help me!" written all over in either blood or scratched in with fingers. Looking at the door, you also realize that whoever was trapped in there has tried to claw their way out and open the door with the bloody clawmarks left behind.
* Fatal Frame II has ghosts that grip on the twins and attempt to drag them away. They mostly appear on the bridge that connects to the Kurosawa residence and, even though Mio can photograph them to make them go away, they only appear as hands phasing through the bridge. The first installment also had ghostly hands coming out of the floor, but they were extremely rare-to-see entities.
* Fatal Frame III. After having a dream about a ghost encounter in the attic, the protagonist can go downstairs and open a closet, at which point her housemate's cat will leap out.
* Fatal Frame III involves her appearing at some random location near you. And if you aren't looking clearly away from her at this point, she will laugh at your health bar depleting.
* Fatal Frame III: Rei, Miku and Kei travel into the House of Sleep when they dream. If they lose all their spiritual health in the dream-world, they are confined there forever; leaving nothing in the physical world but a bunch of scorch-marks.
* Fatal Frame III: The Tormented, and proclaims the same about a somewhat wide gap between rooftops. When playing as the male protagonist, they can be easily moved.
* Fatal Frame III: The Tormented (easily the largest of any single one of the Fatal Frame houses) and very easy to get lost in.
* Fatal Frame III: The Tormented on this trope. Any person suffering from guilt over having survived, while their loved one died, gets lured and trapped into the Manor of Sleep.
* Fatal Frame III: The Tormented separate at the beginning of the game. As the story progresses, however, things such as the photographs taken in the manor and even the manor's ghosts begin to appear in the waking world.
* Fatal Frame III: The Tormented. The main antagonist Reika wears only hakama, but she's covered in tattoos and out of focus, so it's not exactly taughty to see her. It is, however, terrifying.
* Fatal Frame III, those who die from the Tattoo Curse vanish into an ashen outline.
* Fatal Frame II / Project Zero 2 has a couple of places where the twins have to stand on pressure pads to unlock certain doors. Seeing as the village had been completely cut off from modern technology it's rather out of place to the general rural-rustic style.
* Fatal Frame II, since it's a viable conclusion to the story and even suckier than the already depressing regular (and canonical) ending.
* Fatal Frame II's trailer, one can see Mio running as fast as she can to rescue Mayu, and damned if it wouldn't be nice if she could run that fast in-game!
* Fatal Frame II usually ends with a fight against "Rope Man" (a.k.a. the Kusabi). However, on Nightmare difficulty on the PS2 of Fatal difficulty on the Xbox, you fight Sae Kurosawa after him, and get a different, somewhat happier ending. The Wii Remake allows the player to fight Sae at any difficulty, as long as several

conditions are met.
* Fatal Frame in Normal Mode and getting the canon ending you unlock Hard mode with a bonus ending. And you can reload all of your cleared games, including the Easy Mode ones. When you reload a cleared game you get to keep ALL power-ups, documents, items, and other stuff you collected in the previous game. And there is the bonus costumes....
* Fatal Frame in the form of a camera upgrade. If you photograph every ghost in the entire game, which at best can be completed early through a second playthrough, the Zero function makes the game ridiculously easy — rather than have to spend time charging each shot, your camera stays at full charge all the time. It's basically the equivalent of upgrading from a flintlock rifle to a minigun. Oddly, this isn't the hardest upgrade to get; the reward from getting perfect scores in battle mode is much more challenging and virtually useless, since you're limited to equipping only one upgrade at a time.
* Fatal Frame is all about using a camera to detect and banish ghosts.
* Fatal Frame is represented by a filament that glows blue when a ghost is nearby... or orange if the ghost is hostile. The glow increases and decreases based on how close the ghost is and whether or not you're facing them.
* Fatal Frame IV has no enemies or ghosts. Unless you take a good long look at one of the eyeless mannequins in the center. The head will TURN TO YOU and open its eyes, revealing yellow demon eyes. If you try to look at it again, it won't do it anymore. It is a common scare in the games to have a doll turn and look at you if you look at it through the camera. However, they only do this once, and the instant you lower the camera, they're back in their original pose, leading some gamers to wonder if they're just imagining things.
* Fatal Frame IV is only available in Japan. However, a group released a patch that runs from the Wii's SD card slot using Riivolution, instead of directly patching the game (since the developers stated that they don't want to promote piracy). Though people have figured out how to do it anyways using their files.
* Fatal Frame IV: Mask of the Lunar Eclipse at the face will suffer the same fate.
* Fatal Frame IV: Mask Of The Lunar Eclipse. He seems to take it rather calmly.
* Fatal Frame IV: The late battles against the Utsuwa (Vessel) and Kanades (Accompanists). The Utsuwa is on her own, but she likes to teleport frequently and attack randomly. So unless you get the Evade function down pat, she'll be hell to fight. The Kanades are worse, though. There are five of them and they team up well; four of them are likely to remain in your field of vision and distract you long enough, so the fifth one can easily attack you from below.
* Fatal Frame likewise came to Xbox as a "Director's Cut" with similar enhancements, in addition to the option to play the entire game in first-person perspective.
* Fatal Frame: Mafuyu chose to remain with Kirie at the hellgate and willing to leave his sister behind because he wanted Kirie to never be alone again.
* Fatal Frame: Maiden of Black Water has the Interlude, where there are only some non-hostile spectral echoes for photo-op, some notes to collect, and NO hostile ghosts to confront. The episode ends with the player-controlled protagonist heading back out to Mt. Hikami, where the plot picks up again.
* Fatal Frame: Maiden of Black Water, making them both sacrifices to appease the Night Spring. Which "bride" he ultimately chooses determines his ending in the game.
* Fatal Frame: Maiden of Black Water, notices that he talks in his sleep when he has nightmares and deduces that his nightmares may be the reason this trope applies to him, and one of her journals ends with the question: "Are the women he's dreaming about really that frightening?"
* Fatal Frame. Oh, and he's fully invisible too. And he can't be pushed back with a critical shot like every other ghost can be so he's ALWAYS coming towards you without stopping. Again, being invisible, you can't see him but rather HEAR him, unless you get a shot of him fading in and out quickly while looking through the camera, which is the only real way to defeat him.
* Fatal Frame one of these being the reason the area you are in is haunted. In

order:
* Fatal Frame ritual gone horribly, horribly wrong. It's like a follower of an Abrahamic religion having to fight his or her way through an entire village of Satan-worshippers.
* Fatal Frame scarier, as it alerts the player that something is happening, but doesn't break the suspense.
* Fatal Frame series almost always involve some failed ritual releasing an evil, corrupting presence known simply as the "Malice" or the "Dark".
* Fatal Frame series tend to cause radios, tape players, televisions, telephones or other kind of electronics to act up.
* Fatal Frame. Specially effective with the handmaidens, since they are singing about skinning and impaling people in a monotone, almost entranced tone of voice.
* Fatal Frame stated that the two of them are related, though how this is so has not yet been made clear.
* Fatal Frame. The second installment features a few children who aren't even aware that they've died yet, and continue their game of hide and seek. Then they drag Mio into it if she happens to encounter them. It also features Crimson Kimono, the only ghost not killed by the Darkness or anything caused by it, but instead by either terror or starvation, and who had the unfortunate opportunity to watch the slaughter from her favorite hiding place.
* Fatal Frame VI: Vengeance; for starters, Miku Hinasaki married a man named Shuichiro Kobayashi and had two daughters, one of whom is Sumiko's friend Minako.
* Fatal Frame VI: Vengeance: In chapter 5, the mere presence of Ayumi Oshiro makes the room so cold that Sumiko's breath becomes visible.
* Fatal Frame VI: Vengeance: The entire reason Sumiko comes to the Watanabe Shrine is to solve the mystery of the Disappearance of the Watanabe Three in 1984.
* Fatal Frame, with the overarching story being the protagonists getting trapped in haunted villages and slowly piecing together what ominous events created the various horrific ghosts that will kill them cruelly and painfully if they catch them.
* Fatal Frame, your only weapon in the games, which seems to steal energy from the ghosts until they can no longer materialise (as opposed to capturing them, since they have a habit of turning up again later).
* Fatal Fury 2 is "Street Fighter 2 with some Fatal Fury 1 elements tossed in", as well as four-button layout instead of SFII's six-button layout, though.
* Fatal Fury 2, Special, Garou: Mark of the Wolves is on top of a train.
* Fatal Fury 2 The New Battle. Krauser lifts Terry Bogard up by the head and Terry's immediate reaction is to try to pry Krauser's hands off (To be fair Krauser also threatened to crush his head) His second attempt is to kick Krauser in the face, which is blocked. Finally, Terry knees Krauser's elbow, finally forcing him to let go.
* Fatal Fury 3, in which Chonshu telepathically taunts the player, saying that he's not interested in someone who had to struggle so hard against Yamazaki and that he'll gladly meet up with them again in the future once they improve themselves.
* Fatal Fury after finding and destroying the scrolls so that their power could never be used against him. Once more, Terry and Geese square off at the top of Geese's tower, and once again, Terry defeats Geese. This time, however, Terry tries to save Geese from falling, only for Geese to defiantly refuse and allow himself to fall.
* Fatal Fury: After Geese Howard killed Jeff Bogard, Jeff's sons became martial artists to eventually kill him back.
* Fatal Fury already has a nearly spherical torso, and he can inflate himself with air during at least one of his attacks.
* Fatal Fury always carries a knife around wherever he goes. Just try not to get too close to him.
* Fatal Fury and its sequels introduced a second plane which characters could jump to to avoid attacks along the two-dimensional plane.
* Fatal Fury, as his eyes glow yellow whenever he meets up with an evil character. Indeed, fans often use Kim's "evil sense" as a way to determine whether or not a

character is truly a villain. His son Jae Hoon also follows suit, and sometimes labels someone overconfident but not completely evil like Gato... EVIL!
* Fatal Fury (as Terry, Andy, and Joe officially were "Team Italy" that year), though the venue is only limited to that area of Italy.
* Fatal Fury, before the fight starts there's dead silence... and then, in the background, Terry Bogard's pet monkey jumps on the "Play" button of a boombox. At that point "Big Shot" starts up.
* Fatal Fury, Billy Kane, is treated like a friend more than an employee, and he even treats his minions to drinks on occasion.
* Fatal Fury by grabbing Geese's hand as he falls from Geese Tower. Geese just smiles and pushes out of Terry's grip, letting himself fall to his death.
* Fatal Fury, even though both it and SFII were in development at the same time.
* Fatal Fury, has a nasty scar on his back, received when he was thrown off the top of Geese Tower. He shows it off in his intro pose.
* Fatal Fury; he'd become bored after beating so many challengers that he finally decided it was time to fight the best in the world. Rugal Bernstein also hosts the tournament in '94 for the same reasons, but unlike Krauser (who is brutal in the ring but a nice guy otherwise) he just wanted to stroke his ego and maybe add a few more statues to his...collection.
* Fatal Fury. If it weren't for his... excessive pride, he wouldn't be stuck to the pavement like a mancake right now.
* Fatal Fury. It works but afterwards leaves her so weak from the strain that she can barely move.
* Fatal Fury: King Of Fighters), he raises Geese's orphaned son Rock, apparently to keep him from going through the same process.
* Fatal Fury, Mai Shiranui is said to be this to Hokutomaru, who refers to her "Mai-neechan" ("Big Sis Mai").
* Fatal Fury, Mai Shiranui's birthday falls on January 1 - New Year's Day.
* Fatal Fury OAV ends this way after the two of them have exhausted each other with their ultimate attacks.
* Fatal Fury), results were similar for Terry as they were for Hero entering November 2019.
* Fatal Fury series anymore and is pretty much just there to appease older fans. Some have even feared that SNK would kill off Blue Mary since unlike Terry who used to be a main character Mary was always a secondary one. That and Terry's girlfriends have a tendency to end up dead (in the anime, anyway). Fortunately that hasn't happened yet.
* Fatal Fury series. Appears to be quite a multicultural place, possibly justifying how so many people there master several martial arts from around the world.
* Fatal Fury series, where he was responsible for repeatedly saving Southtown by defeating the likes of Geese Howard, Wolfgang Krauser, and the Jin Twins, among others.
* Fatal Fury. The boyfriend in question is deceased, though how was not elaborated on.
* Fatal Fury took over, however, she lowered the pitch and now Mai sounds way better.
* Fatal Fury, when Geese shows up halfway through the film to show us his RAGING STORM...and then is absent for the rest of the movie. Sequel time? Nope, they never made another.
* FATAL. Hall answered criticism of this mechanic with anecdotes about nursing sourced to "some females I knew in college".
* F.A.T.A.L.. Hall certainly "did not search with vigor" if he missed those references. Let's not even go into the "mythologically accurate" claim.
* F.A.T.A.L. has armor (or armor pieces) "of agelessness", which slow down the wearer's aging by a factor of ten, but it all catches up when removed.
* F.A.T.A.L. has this as the eponymous spell, which destroys the universe. The spell can be cast as a random effect of a spell miscast. Given the kind of game it is, this is arguably a mercy.
* Fatal Hearts, most of the romance options for the female protagonist are male,

but your female best friend is canonically in love with you and can get together with you in one ending.
* Fatal Inertia or shot and attached to an opponent's craft, sending them into a wild spin.
* Fatal injury to the spleen tends to play out this way, as it's a highly-vascular, notoriously-delicate organ which can slowly bleed out into a person's abdominal cavity over several hours.
* Fatal Injury Underreaction when Warren unintentionally shoots her through the heart after trying to kill Buffy. She has just enough time to frown in confusion and say "Your shirt," when seeing the blood spatter on Willow's blouse before collapsing and dying.
* Fatal Instinct: Both Ravine's unfaithful wife Lana and released convict Max Shady plot to kill him on the same train ride. Lana ends up shooting Shady by mistake because he also wears Ravine's trademark blue suit.
* Fatal Instinct hangs onto the underside of a vehicle while it drives along. When he gets out, it's revealed that friction with the roadway wore through his clothing, exposing his buttocks.
* Fatal Instinct has a life insurance policy that only pays out in full if he dies from being shot with a pistol, falling out of a northbound train, and landing in a river. So his wife comes up with a plot to do just that so she can cash in and elope with her lover.
* Fatal Instinct. Lana Ravine explains her plan to murder her husband to her co-conspirator lover by using a tabletop map as well as an audiovisual presentation. When her lover asks how long she's been planning this, she claims it only just came to her.
* Fatal Instinct, Lola Cain does this to Ned Ravine after he calls her a "sure thing".
* Fatal Instinct. Lola Cain turns and looks at the audience after Ned Ravine turns her down.
* Fatal Instinct, Ned Ravine has a closet completely filled with identical blue suits. He asks his secretary which one he should wear. The secretary responds "The blue one".
* Fatal Instinct. Ned reads the entire business card of Le Hot Club out loud, pronouncing every word slowly and solemnly, including the phone number: 555-5555.
* Fatal Instinct, Ned's wife is cheating on him with her auto mechanic, who has been working on fixing a car that hasn't left the driveway in months. Ned just thinks he's screwing her in the financial sense, racking up huge labor costs while doing no actual work.
* Fatal Instinct. Occurs twice: once when Laura Lincolnberry punches and breaks the cookie jar, and again when she shoots Lola Cain and Lana Ravine at the same time.
* Fatal Instinct, secretary Laura Lincolnberry explains the situation in great detail to her boss Ned Ravine.
* Fatal Instinct: The headline for Lana Ravine's trial is introduced this way until Lola Cain yanks it out of the air.
* Fatal Instinct, the protagonist's wife and lover conspire to kill the protagonist to collect his life insurance, under highly specific circumstances which which will invoke a triple indemnity clause (Namely, he has to be shot with a pistol, fall out of a north-bound train, and land in a river).
* Fatal Instinct. While Ned Ravine is searching his house for intruders he opens the medicine cabinet in his bathroom and discovers his cat inside it. The cat jumps out yowling.
* F.A.T.A.L. is an enforced aversion - in that game, high Strength stats in female characters cause equal penalties to Charisma. So, even if technically some spectacularly high STR and CHA roles could make a character an Amazonian Beauty, she'd be considered even more attractive if she wasn't Amazonian.
* F.A.T.A.L., it probably comes down to whether you will say "please" and "thank you" when raping someone or not.
* F.A.T.A.L.. It's just a matter of time before something tragic happens in a F.A.T.A.L. campaign (as always).

* Fatality, one of the most difficult disc sets along with T2's Maximum set, features a high boss in the form of Xeus MX, which is Thor on steroids, thus in the same league as D2 and Cypher Gate in difficulty. Like other Maniac performance sets, the prerequisite involves playing two specific songs. In this case, they are AD 2222 and Angel. Like other similar charts, Angel's MX chart is designed to push players beyond human capabilities, with (glitch-laden) tiring repeaters being its primary challenge. Many consider this to be HARDER than Fatality's Low Boss (Supernova).
* fatal Low-proof beers or wines are safer (and far less irritating) but even then only in the amount of a standard oral drink and not with someone who is already drunk—and the practice is not advised for anyone who isn't into the aforementioned forms of erotic play to some extent.
* fatally mauled while giving a presentation for students at a circus show in Alexandria on Dec 2, 2016.
* Fatal MacGuffin: Achieving this Macguffin can be hazardous to your health.
* Fatal MacGuffin object which kills anyone who dares to touch or use it.
* Fatal Method Acting: An actor ends up dying during production of the work.
* Fatal Method Acting: A performer dies suddenly during their performance.
* Fatal Move where an evil mob boss tortures someone for information by removing their fingernails and teeth.
* F.A.T.A.L. qualifies, and it doesn't even compare to the game. Although in the case of the review, it could be argued that it succeeds, though the game not so much.
* Fatal Racing proudly embraces this. You can even self-destruct by turning on engine damage and running a gear below your top gear.
* Fatal Racing, yet it's still all supposed to be a competition with major manufacturer sponsorship.
* Fatal Reward: A person's promised reward for doing as they've been asked turns out to be death.
* F.A.T.A.L. rules about rape, if you're reading this, Hall) trying to take the moral high ground over a couple guys who listed hitting yourself in the scrotum with a tack hammer as an activity preferable to playing FATAL.
* F.A.T.A.L.'s creator Byron Hall claims that the game is absolutely historically accurate—when he's not claiming that some hideously offensive magical item was included for controversial humor. In practice, "historically accurate" in this case means that he just looked up stuff that people used to believe at one point or another, and treated it as though it's actually true.
* fatal shooting that apparently inspired the classic folk song "Stagger Lee" happened on December 25, 1895 in St. Louis.
* fatal shooting with a prop gun made his portrayal of a musician who was shot to death and came back from the dead for revenge very poignant. The scene in the movie where Eric Draven was killed was heavily edited to change it from an explicit view of Draven being shot to a fast cut of Funboy firing a gun at him, but it couldn't be removed completely because it was the basis of the movie's plot. (Part of this was pragmatic, of course, to hide the double's face.)
* Fatal Terrain is under Chinese bombardment when USN and USAF assets show up.
* Fatal Terrain, the Chinese try to paint themselves as righteously resisting the warmongering of America and actually succeed for a while.
* F.A.T.A.L. that's a good thing) and at worst you lacked an anus so hard that there were less assholes in the world because of your mere existence.
* F.A.T.A.L. that the spell of the same name, which kills absolutely everything in the world, is this. Oh, and it's possible to cast it by accident when you miscast an entirely different spell.
* FATAL upon which you might like to base your own highly realistic RPG: Flies have four legs. Men have more teeth than women. Oh, and the brain's purpose is cooling the blood - it's the region around the heart that's responsible for thinking.
* F.A.T.A.L. whatevermancy skills, ranging from gleaning information off of staring at the clouds to telling the future from someone's droppings (of course).
* Fat and Proud: I'm proud of being fat and I'm not afraid to flaunt my fatness!

* Fat Bastard calls his "Willy/willie", "Mommy-Daddy Button" and "Nuts".
* Fat Bastard, this is just as painful for Dellinger as it is to Machvise.
* Fat Bastard traits being played up more so he comes across as merely a lovable jock who, as the biggest and strongest member of the main cast, always looks out for his friends and has their back when the going gets rough. Granted, with each reboot and run of the series he has gotten less mean in general, but even then “Movie Gian” is memetic for how much of an utter bro he is in contrast to his usual self in the series, and in the original manga specials these movies are based on this was already the case.
* Fat Bastard who regularly breaks through solid stone; he's probably the strongest human in the series. He wears purple overalls.
* Fat Bastard who stabbed a toddler to death, by feeding him to a bear.
* Fatboy Slim, but by the duo Mighty Dub Katz, one half of which was Norman Cook, better known as Fatboy Slim.
* Fatboy Slim features a late-model Hawker Hunter painted in US Air Force livery, possibly to represent an F-105 Thunderchief. The resemblance from most angles isn't bad even if their performance isn't remotely comparable.
* Fatboy Slim has vocals taken from the song "Take Yo' Praise" by Camille Yarbrough, but the "should" starting at 0:32 is digitally treated to last for a whopping 46 seconds!
* Fatboy Slim". In fact, the final version of the script is a single line: "Blow stuff up."
* Fatboy Slim's only Top 40 entry wasn't "The Rockafeller Skank", but rather "Praise You".
* fat, but also a subversion for being a very good horseman, swordsman and stellar military leader for most of his life and reign.
* Fat Butt and Pancake Head couldn't control his hand, got Affleck spooge all over him.
* "Fat Butt and Pancake Head": For a report on Cultural Diversity, Cartman chooses to do one on Latinos in the arts with the help of a Jennifer Lopez hand puppet. Later, at the mall, the puppet gains autonomy and insists they make a music video, which launches the hand puppet's musical career. Ben Affleck falls in love with the Jennifer Lopez hand puppet (whom he thinks is actually Jennifer Lopez), and strikes up a relationship with it (and they both have sex). Then the REAL J-Lo shows up to protest the hand's authenticity. When things get out of control, the hand reveals its real identity by removing "her" hair and, in a male voice, making a confession that she is not 'Jennifer Lopez', but 'Mitch Connor', a con man who has been moving around from town to town. He apologizes to Ben for playing around with his love and states that he will die because he has recently consumed a cyanide pill. After the hand "dies", Cartman is left in control of his hand again. What makes the entire situation funnier is that everyone besides Kyle thought Cartman's Jennifer Lopez hand puppet was really
* Fat Buu does this in the anime flashback when Kaioshin first introduces him, exterminating all luminosity from a galaxy by destroying its stars.
* Fat Buu turned Dabura, the King of the Demon Realm, into a cookie and then ate him, destroyed a city by breathing at it and turned dozens of humans into clay and used that clay to build his own house.
* Fat Buu who is a near endless well of power, endurance, and is able to regenerate. He is also the least skilled of all the Buu forms. He can't even sense energy and gets his ass beaten when fighting someone near or above his power such as Evil Buu, Kid Buu, and Super Saiyan 3 Goku.
* Fat Camp: A summer camp where parents send overweight kids to diet and to get off their butts and go outside.
* Fat Comic Relief: An overweight character whose purpose is to provide humor.
* Fat Comic Relief: Overweight characters are used for comedic effect.
* Fat Dog Mendoza is initially such a bad salesman he couldn't sell water to a man dying of thirst in a desert, in contrast to Fat Dog selling ice to Eskimos.
* Fate also does this at the end of the first season, but it's made clear that she and Nanoha would see each other again and the first episode of

* Fate also does this sort of thing when he fights Negi, leading to some
* Fate and Erio had a loving family, and complete knowledge of their origins long before the series even began.
* Fate and his eternal opponent (and personification of this trope), the Lady (i.e. Lady Luck).
* FATE and its sequels, every quest monster and uniquely-enchanted item has a randomly-generated name and/or title.
* Fate and Nanoha had a rematch in the supplemental materials as well. After the first season, it seems Fate won when she's going all out, rather than fighting half heartedly.
* fate and prophecy it's still unclear whether this trope or the more fatalistic one will come true in the end.
* Fate and Signum, who first became friends back when Fate was just 9 while Signum... looked and acted to be around 19 but is actually
* Fate/Apocrabridged lead his interlocutor to scream in exasperation that he has no idea how it works either.
* Fate/Apocrypha, after the theft of the Greater Grail, Darnic spread word of the mechanics behind it, prompting the start of a slew of Subcategory Holy Grail Wars, none of which were remotely close to the true power of the Grail. None have managed to summon more than five Servants at a time, and at least one Subcategory Lesser Grail detonated.
* Fate/Apocrypha. Astolfo is left laughing about even on the following day. Even funnier is that Jeanne has the True Name Discernment ability, which lets her figure out any Servant's identity, meaning there's no reason she SHOULDN'T have known Astolfo was a guy from the start. To quote Sieg on the matter:
* Fate/Apocrypha Astolfo's gender). Here's the exchange between Astolfo and Sieg about it the following day:
* Fate/Apocrypha as well. Eventually, all that power causes his body to warp into a humongous blob with multiple heads and limbs. There's a limit to how powerful he can become this way, and when it is reached, he explodes.
* Fate/Apocrypha: Atalanta has lion ears and a tail, likely a reference to how in her myth she was eventually turned into a lion.
* Fate/Apocrypha by acting far more effeminate while also throwing in more reminders that he is, in fact, male.
* Fate/Apocrypha definitely doesn't apply here since she is treated as a despicable person.
* Fate/Apocrypha. Despite his morbid use of magic, he's actually a pretty decent guy.
* Fate/Apocrypha differently than most homunculi in the franchise, including mechanical parts for one).
* Fate/Apocrypha has Astolfo, Paladin of Charlemagne, who has long, pink hair in a braid, a penchant for rather androgynous clothing, a high-pitched voice, and the personality of a spunky teenage girl. He is also a guy. In-story, the only one who seemed to not realize this was Jeanne d'Arc, who freaked out a bit upon running into Astolfo coming out of the shower. Astolfo himself occasionally likes to mess with people by playing up his gender ambiguity, and is noted to not care particularly much about gender differences.
* Fate/Apocrypha, he can become a vampire. Semiramis says that she had nothing to do with the Hanging Gardens of Babylon, but can summon and control it because so many people believe she built it.
* Fate/Apocrypha is a burly, cigarette-smoking, shotgun-wielding, leather-clad necromancer who looks like he'd be more at home in a biker gang than fighting in a Holy Grail War.
* Fate/Apocrypha isn't really affected by such sights due to his emotional development.
* Fate/Apocrypha: Jeanne d'Arc is the deuteragonist to Sieg's protagonist. Saber of Red/Mordred and her Master Kairi Sisigou are the tritagonists by virtue of being the most developed Master and Servant of the Red Faction and joining Sieg and Jeanne's side to fight the true enemy.

* Fate/Apocrypha: Kairi Sisigou offers Mordred a handshake, but she cheerfully hi-fives his hand instead, causing Kairi to look slightly annoyed.
* Fate/Apocrypha, Mordred and Kairi Sisigou get separated during their fight with Semiramis. Kairi tries to use a Command Spell to make Mordred teleport back to him, but Semiramis explains her magic can prevent it from working.
* Fate/Apocrypha, Nazi Germany intervenes in the third Holy Grail War after Darnic informs them about the existence of the Holy Grail and convinces them to try and acquire it with his help. Wehrmacht commits a full scale invasion of Fuyuki city and defeats The Three Families as well as the Imperial Army that tries to stop them. After the war ends inconclusively, Darnic stabs the Germans in the back and steals the Greater Grail for himself.
* Fate/Apocrypha, Ruler's usual civilian outfit, which is supposed to be a school uniform, exposes her entire back when not covered by her jacket. This also reveals the Command Spells (think magical tattoos) on her back.
* Fate/Apocrypha: Subverted with Shakespeare. Despite being summoned as a Caster, in life he was exactly what history recorded him as: An excellent writer, but nothing more. He had no knowledge of magic or connection to that world. He is famous enough that he still qualifies as a Heroic Spirit, and the Grail gave him a large power boost when he was summoned. He is by far the weakest Servant and spends most of the War recording the events as a story, but he is at least theoretically capable of fighting another Servant.
* Fate/Apocrypha to King Arthur aka Altria Pendragon, she actually admired Altria and was happy when she learned she was her child. However, Altria rejected her as her child, but not as a knight, and rebelled against her. Also, she still mentally a child since she is an aged up homunculus created by Morgan.
* Fate/Apocrypha. To prevent outside interference from disrupting the duel, time freezes for everyone except the combatants within the Duel Field, only resuming when a victor is declared.
* Fate/Apocrypha writer, Yuichiro Higashide, also did the scripts for its anime adaptation.
* Fate, appropriately, gets to choose for herself the time of her service and the identity of her successor. She also, unlike her colleagues, gets to return to life when she retires, instead of passing on (leading to one character, over the course of the series, being recruited as Fate, serving time, retiring, living out her life, and then getting recruited as Fate
* fate are all outside Fate, and people from those places don't have a destiny. Even then, though, their destiny may be written in samsara, and lesser beings from the Wyld may be ensnared in fate simply by entering Creation.
* Fate are magical cats defending their human burdens from monsters. One ability you can acquire for your cat character is essentially this.
* Fate Averruncus can use water to teleport (Evangeline and Kotaro use shadow instead).
* Fate Averruncus did this to multiple people in his first appearance in Kyoto (
* Fate Azure Destiny and the Sirens. Just like the Mages Association have no idea about technologically advanced Shipgirls, Azur Lane and the Sirens have no idea about the Mages Association or that magic exists.
* Fatebane frequently chooses a bizarre out-of-box-thinking way of getting out of seemingly impossible situations in
* Fate/Black Dawn: As in canon, cooking is the one thing that Shirou takes pride in. There are a lot of other things he's great at, but cooking is a battlefield he refuses to ever lose in. In medieval Britain, he doesn't have very good materials to work with, but Morgan and Mordred are quickly enamored with his cooking, and the castle staff swear he used magic. This might be a reference to how a lot of the world considers British food to be terrible.
* Fate/Black Dawn, but in the sequel, Morgan mentions that he gets a lot more violent when he's jealous, which she enjoys.
* Fate/Black Dawn: Half-sisters Arturia and Morgan could be twins, the main difference being that Morgan has long hair and enjoys being cruel, while Arturia is pretending to be a man and emotionless.

* Fate/Black Dawn looking out for him. Early on, he notes that Morgan's lips aren't quite matching up with the words he hears.
* Fate/Black Dawn: Mordred to Shirou, immediately and shamelessly. She lived under the thrall of her abusive mother Morgan until Shirou showed up, protected her from Morgan, cooked food for her, play-fought with her, and dragged Morgan into being a decent mother almost on accident. Since Mordred was so young she just assumed Shirou was her father, but once she got older and understood the difference she didn't care. She also trained in his fighting style and became a master archer, unlike in canon where she used a bastardized self-taught version of Arturia's sword style.
* Fate/Black Dawn: Morgan views her body as just another of her weapons, albeit one that's more fun for her to use. On the first night of the tournament, she was planning on taking Shirou to bed and is extremely annoyed when he gets called away without even noticing that she was trying to seduce him.
* Fate/Black Dawn: Shirou walks in on Morgan naked, then immediately blushes and leaves. She finds this exasperating, since (in addition to trying to seduce him) she actually does need to talk to him. She is amused at how quickly he jumps to apologies and trying to appease her, and notes that this sort of thing has probably happened to him before.
* Fate/Black Dawn smiles, and it kills Shirou when he sees her displaying all the emotions of a statue. He is delighted when he does actually make her smile, if only briefly.
* Fate/Black Dawn: Sometime before the start of the fic, Shirou finally realized that Rin and Sakura were in love with him. He refused their advances as he didn't think it was fair to them that he was still in love with Arturia, who was lost. Rin apparently didn't take this well, and became bitter over time.
* Fate/Black Dawn: When Shirou officially meets Mordred, he immediately and instinctively shields her from her mother's wrath, despite knowing that this will ruin what little he's built up with Morgan. Shirou wryly notes that he's still the same stupid kid he always was.
* FateBlack Reflection: Kakolethros' Μηδέν (pronounced Midén, Greek for "Zero") is a stream of spiritual energy and mana that it fires fom its mouth. Although it bears a resemblance to the Cero used by Menos-class hollows, it's outright stated that it doesn't pack anywhere near as much of a punch due to Kakolethros' origins. Despite this, the technique is acknowledged as being a serious threat to a normal human or a magus.
* Fate/Cero has Berserker's (Lancelot) reaction to Lancer's (Diarmuid) pun.
* Fate Core are good at things. They aren't bumbling fools who routinely look ridiculous when they're trying to get things done—they're highly skilled, talented, or trained individuals who are capable of making visible change in the world they inhabit."
* FATE Core known as the "Transmigration Heresy" which does believe that eidolons are reincarnations of their progenitors.
* Fated Feather, Yote relentlessly teases friend and foe alike (even during moments of high drama), and the beginning of Chapter 7 suggests he does it just because he enjoys getting a rise out of people.
* Fate did this in the first season of the show during her second appearance, appearing as a black silhouette with Alucard-style glowing yellow circles.
* Fate does this to Precia. Pretty much no one can blame her at that point.
* Fate double-length episodes. The second season was 13 episodes, all standard length this time.
* Fate Drives Us Together: If two people keep encountering each other, it means they're meant to be together.
* Fated,. There's no reason to think it works by the same rules as reality.
* Fate DxD AU: Ritsuka Fujimaru lists the women in Chaldea in love with him besides Mash Kyrielight.
* Fate DxD AU. Whenever he fights someone wielding a holy sword, he goes berserk and attacks the sword over and over again, even though his summoned swords always break against them, causing him to lose. Ritsuka Fujimaru points out that swordplay

is about attacking the opponent's body, so Kiba could have won if he just bypassed the holy sword and stabbed the wielder, but he can't get over his hatred and keeps doing this in later fights. Realizing Kiba won't change anytime soon, Ritsuka provides him with Black Keys, which are durable enough to stand up to holy swords to give him a chance at survival.
* Fate DxD AU: When the Demon Pillar Flauros meets Diodora, he thinks Diodora is so pathetic that killing him is a waste of energy.
* Fate DxD AU world, but the spell for summoning Servants doesn't, because the Throne of Heroes doesn't exist there.
* Fate ends with Shiro and Saber fighting Kotomine and Gilgamesh, respectively.
* Fate, especially after Type-Moon started putting their other works on the backburner to promote it.
* Fate/Extella: The Umbral Star, Cu Chulainn gives Elizabeth a verbal beatdown about her singing. It was harsh enough to bring her to the brink of tears.
* Fate/Extella: The Umbral Star happened as well, but given the nature of that game, Hakuno and their Servants have forgotten about it.
* Fate/Extella: The Umbral Star operates on the fact that conflict must be happening in order to create possibilities for humanity and the protagonists by proxy; timelines where no conflict is happening and ergo nothing to challenge the protagonists or humanity are designated a waste of space and are permanently deleted from the multiverse.
* Fate/Extella: The Umbral Star, you have Bond Levels with the servants. Not surprising, given the franchise's visual novel origins. You raise Bond Levels by selecting the correct options in dialogue events and completing side-missions. Reaching certain bond levels will unlock bonuses, such as alternate costumes or gameplay items.
* Fate/EXTRA (acting rough, talking like a sailor and heavily drinks) that her crew refer to her as a man, otherwise they don't feel manly themselves.
* Fate/EXTRA and its sequels focus on a world in which magic died out but was replaced by manipulating an ancient, alien supercomputer known as the Moon Cell. The Moon Cell is such a ridiculously advanced and powerful machine that its effects are indistinguishable from magic from the perspective of modern humanity.
* Fate/EXTRA and killed it with her bare hands by strangling it to death, simply because she wanted to reenact the story of Hercules vs the Nemean Lion.
* Fate/EXTRA asks your character where yours is, expresses envy that it's on your hand, and admits to you that his is a tramp stamp.
* Fate/EXTRA as she originally planned. The boyfriend realizes the full implications of what they've gotten themselves into much sooner, while the girl remains cheerful, optimistic and sunny.
* Fate/EXTRA CCC and melt them into data for her to absorb and devour.
* Fate/EXTRA characters and concepts. The fact that two ex-ATLUS employees worked on the developing team doesn't help.
* Fate/EXTRA clearly remember and are still in love with their Master Hakuno, Tamamo specifically.
* Fate/EXTRA, corrupt nun Kiara invites you to join her sex cult. You can decline because she's evil, or because you're not into older women.
* Fate/EXTRA, Gawain is distressed when he cannot take his sword into the mixed bath with him, since he would be unable to protect Leo.
* Fate/EXTRA, is a Caster-class Servant. A representative of children's love for the genre, the Moon Cell thus recognizes the genre itself as the "Hero of Children" and makes a Servant that mirroring its Master's adoration to it. Its Matrix; descriptions of identity, skills, and Noble Phantasm, and its dialogues are written in nursery rhyme.
* Fate/EXTRA is a concert hall. Apparently, it's based on an incident from her life where she attempted to build a theater just so people could listen to her; when they started leaving, she locked them inside.
* Fate/Extra Last Encore, the purpose of the Moon Cell is to observe and record the entirety of human history.
* Fate/EXTRA, Meltlilith acts this way towards Passionlip; Meltlilith is verbally

abusive and callous to Lip as she only could only protest weakly at her.
* Fate/EXTRA Noble Phantasm being a spell capable of reality-altering power. The only reason he's defeatable is that he's not trying to win: he's just fighting on behalf of a wretched soul to show that soul some compassion and kindness.
* Fate/EXTRA: Saber Nero tells the protagonist tales from back when she was alive and an ordinary human. In one, Nero once fought a lion in an arena naked and killed it with her bare hands. Strangely, none of her subjects were impressed by this feat, and when the protagonist hears this story, they only pay attention to Nero saying she did it naked.
* Fate/EXTRA, Servants with the Imperial Privilege ability can temporarily copy the skills of others. The only limitations are that they have to sincerely believe that they can perform it (Nero can't copy someone's cooking skills because she's never learned how to cook).
* Fate/EXTRA states that she's just a normal girl in terms of physical prowess. She's not even heavily skilled in melee combat by normal, real-world standards. Doesn't stop her from physically striking iron-bodied servants that can move faster than sound and actually hurting them.
* Fate/EXTRA the class for herself. Since then, there have been two other characters who qualify: Ganesha/Hinako and Kiara, who is heavily implied to have essentially stolen it from BB.
* Fate/EXTRA). The description says that it takes all of the player's restraint not to eat the masterpiece bento themself, despite knowing how much the ruby is needed. Sakura's regular bento are the best healing item in the game, restoring all health and clearing all status effects. There is no Shirou in this game, so Sakura has taken the "supreme chef" role completely.
* Fate/EXTRA when Gilgamesh fights Elizabeth. He uses an "ability" that instantly strips himself nude aside from his jewelry and a glowing censor light. His nude form leaves Elizabeth babbling and unable to fight, and when Gilgamesh strikes a pose she's outright defeated by him.
* Fate franchise has gone on to feature a startling array of gender-flips of real, fictional and mythical people, some with in-universe justifications (or excuses), some without.
* fateful decision, a choice, and how they answer determines whether or not there is a story.
* Fateful Findings. At one point, finding out his friend has taken his own life, he cradles the body and delivers a truly epic dull surprise moment as his tone of voice sounds more like a tired parent who just found out his kid still hasn't cleaned his room.
* Fate/Gamers Only: During the first Halloween event, Rikku prepares to respond to Kiyohime calling her her husband by saying that her wife is Mash, but cuts herself off before she can finish saying her kohai's name. Mash gets disappointed because she was interested in finding out what Rikku's type was, but Dr. Roman assures her that she doesn't have to worry.
* Fate/Gamers Only flips Mash and the protagonist's relationship from having Mash object when she notices other girls advancing on the protagonist to having Rikku act possessive of Mash when she notices certain behavior from those around her. When Nero expresses interest in Mash's abilities, Rikku drags Mash away and declares "Mine", and she later holds up Orion at sword point for admiring Mash.
* Fate/Gamers Only hasn't eaten since she got thrown into a battle simulation when she came to Chaldea.
* Fate/Gamers Only: Kagetora makes a background appearance in the first GUDAGUDA event, when she'd made her first in-game appearance with the fourth GUDAGUDA event.
* Fate/Gamers Only: Rikku calls El-Melloi II "Sensei". According to the author's notes, Rikku didn't even notice that she called him that the first time, but "He's just so much like that one gruff teacher that the students love because he's actually a good teacher that she called him that automatically." El-Melloi thinks to himself at one point that he'd like to protest being called "Sensei", but decides that it sounds "natural" coming from Rikku.
* Fate/Gamers Only: Rikku decides to fast forward to the end of the first Halloween

event (despite Dr. Roman saying she can't fast forward reality), and the dialogue of everyone encountered between where she stopped and the end of the event is rendered as "high speed chipmunk noises".
* Fate/Gamers Only: Rikku's specialty, often explaining concepts about the Servants the cast meets and their relation to the setting, such as explaining why Cu could be summoned as a Berserker.
* Fate/Gamers Only: Rikku wears the top from the male version of the True Ether Mystic Code as opposed to its midriff-showing female version during Orleans to avoid this, much to Da Vinci's disappointment. When entering Septem, Rikku finds that Da Vinci swapped the male top out for another version in eye-searing bright colors to encourage her to wear an outfit with a midriff, which doesn't work until Nero forces her into the alternate outfit after being convinced by Da Vinci that Rikku lacks confidence to want to wear it.
* Fate/Gamers Only that fills her with holes, and Rikku threatens the judges of Medb's beauty contest at gunpoint to give her a higher score than Medb as payback for her setting up Mash to be humiliated.
* Fate/Gamers Only: The strain of Rikku summoning a Servant without support from Chaldea or the Grail near the end of Septem results in her blacking out.
* Fate/Gamers Only to tell him she's no lord, they're not allies, she has no treasure, and she would be a disappointment for him to kill. Mash thinks it's harsh, but Rikku's not taking any chances.
* Fate games give you the option to play this trope straight, letting you retire a character who's completed the game's challenges and pass one possession of your choice down to a new-made "descendent".
* Fate Genesis and a bunch of seemingly magical animals fighting in the streets.
* Fate Genesis mask from the high school's drama club and wears along with her normal battle dress to protect her identity. Notably, this only fools those who don't already know Saber is a Servant.
* Fate Genesis Rin doesn't believe that technology is capable of keeping up with magic. Each time Eggman's creations continue to keep up and show up magic, she grows more and more frustrated.
* Fate Genesis, this is how Knuckles pays Caster back for her deception and his imprisonment- by slugging her so hard she goes flying away from her safe spot and into the labyrinth that acts as her lair.
* Fate Genesis with an act of the 2nd True Magic- and have trouble accepting that it can be done with a machine. In chapter 9, Eggman briefly kidnaps Rin and sticks her in a cell that drains her Prana, and Rin is forced to realized that in the Segaverse, there's probably a shorter gap between magic and technology.
* Fate Genesis with his step-sister. Being robots, Orbot and Cubot just delete the memory from their minds, but Shinji isn't so lucky, leading the two villains wondering why Shinji is throwing up in the bathroom and showering excessively.
* Fate/Grand Carnival premise. Case in point, the first OVA had the elimination of servants from Chaldea in the form of the Olympics.
* Fate/Grand Order about this. Romulus-Quirinus' father is Mars, but due to a legend that says his father was Hercules, he's able to use a version of Hercules' Nine Lives attack as if he was raised and taught by him, and he says the Servant Hercules feels like his father even though he still remembers Mars as his father.
* Fate/Grand Order - Absolute Demonic Front: Babylonia, the goddess Ereshkigal takes over the goddess Ishtar's body at night. She pretends to be Ishtar to learn about the main character. However, when she sneezes her true appearance can be temporarily seen.
* Fate/Grand Order absorbed what was left of his ego, leaving them in complete control of their own body and full of memories from a timeline where they recklessly and destructively pursued their own pleasure, and full of enough demonic power to repeat that same hedonistic ambition.
* Fate/Grand Order. A few notables are Aŋra Mainiiu, Fergus mac Róich, and the Caster version of Gilgamesh.
* Fate/Grand Order agaisnt Lostbelt Odysseus. Bartholomew Roberts sacrifices himself to get Orion into firing position against Lostbelt Artemis. Hector destroys

himself in order to tank the first shot from Lostbelt Artemis, quickly followed by Mandricardo doing the same to stop the second shot. Paris and Apollo become the arrow Orion uses to shoot down Lostbelt Artemis, but all three used up all their magical energy to do so. Achilles is killed by Lostbelt Chiron. Jason is left bleeding out as he tells Fujimaru to go on without him as he and Chiron sink along with Lostbelt Poseidon.
* Fate/Grand Order, and extremely potent skills that excel at keeping him alive. Solo Cu runs are a common type of challenge, and one can find countless videos online of him soloing all kinds of bosses.
* Fate/Grand Order, and he decides in his capacity as a Ruler-class Servant that the details of these things are knowledge no living human should ever be burdened with knowing.
* Fate/Grand Order, and is mortified over how it sounds coming from somebody else.
* Fate/Grand Order), and some seasonal versions of popular servants have Noble Phantasms and attack animations that can crack some laughs and chuckles to the player.
* Fate/Grand Order and then stomping on the opponent. (This is generally considered a good thing, because this means its animation is about two seconds long.)
* Fate/Grand Order, and the protagonist has to somehow create a natural narrative contrivance to explain his absence. And to top it all off, they're on an incredibly tense time limit of only having a few days to actually wrap anything up, otherwise they haven't resolved the film director ghost's wish to finish a movie and retrieve the Holy Grail they're hunting for.
* Fate/Grand Order Antonio Salieri's Noble Phantasm is to concentrate his hatred into a symphony that assaults both mind and body.
* Fate/Grand Order are prone to black sclerae, particularly those who are incoherent or nonverbal due to Madness Enhancement: Heracles, Caligula, Darius, and Lu Bu. Subverted with Asterios the Minotaur, who is fully talkative and childish more than insane.
* Fate/Grand Order are under a curse of separation that prevents them from reuniting. When he finally finds her in the America chapter, he collapses from his wounds and she ends up giving her life to save him. The Grail War's summoning system normally prevents them both from being summoned at the same time as well, though Singularities are strange enough affairs that they can be summoned at the same time. On a meta level, players have been waiting for Sita to be introduced as a summonable Servant so that the two can be reunited and she finally was in 2020... in the arcade, which Rama isn't part of.
* Fate/Grand Order, as they're usually shown as chivalrous knights who may take satisfaction from honorable duels, but fight with higher goals in mind.
* Fate/Grand Order at the end, EMIYA uses more Projected weapons, etc.).
* Fate/Grand Order, Bedivere is blindsided to the point that he completely fails to register the chocolate for a good half a minute before freezing mid-sentence, insisting that this can't actually be happening, and turning into a stuttering mess so flustered that he almost forgets to give the protagonist the gift he had prepared for them.
* Fate/Grand Order before settling on another female body. Needless to say, trans and non-binary fans raised some eyebrows.
* Fate/Grand Order behind them all is defeated; but some time later, 4 smaller Singularities pop up and the protagonist has to fix them too.
* Fate/Grand Order bring your starting roster to 0 HP, she's pretty clearly a walking talking indicator of how screwed you are if you don't get the item. Naturally, the playerbase took this as a challenge, and discovered that it was indeed possible to beat her—the fact that most such fights tend to last the better part of an hour should probably be indicative of how difficult it is to outlast her.
* Fate/Grand Order, but in their unique Lostbelt (timelines that have severely diverged from the main one and resulted in human progress being halted) Zeus managed to defeat said entity and the Pantheons proceeded to further upgrade their starship bodies.

* Fate/Grand Order, but she has no tongue and thus can't actually taste anything. She was able to become such a skilled cook by judging the amount of nutrients, studying various preparation methods, and then observing other people's reactions when eating her food.
* Fate/Grand Order crashes the party and bites the super chimera in half.
* Fate/Grand Order crossover, the game's managed to avoid these problems, though during particularly popular or intense events the game can sometimes have intermittent connection issues as the now-gargantuan userbase DDoSes the servers and their ISP by fiat; Summer 2017 was a good example of this. This currently only applies to the Japanese version as the Chinese, Taiwanese, and American versions have all displayed a lot more stability, if only because they have fewer players on their servers and the Japanese version tends to be used as the "measuring-stick" for what precautions should be taken with the other ones.
* Fate/Grand Order die, only the main servant remains to do the challenge.
* Fate/Grand Order different copies of the real Saber doing a terrible job of pretending to be someone else.
* Fate/Grand Order: During the 2017 Dead Heat Summer Race event, James Moriarty, master criminal, instantly melts when he meets Frankenstein and joins her in the race so that he can be her father. Whenever he starts acting up, all she has to do is call him "Papa" and he falls back in line.
* Fate/Grand Order: During the Summer 2018 event, Lancelot buys a bunch of doujinshi from Mash's group. He's only tanned and wears a pair of glasses, yet Mash is unable to recognize to him. It's possible that he used For Someone's Glory to cause this effect, since For Someone's Glory is a Noble Phantasm that allows him to make him unrecognizable to other people.
* Fate/Grand Order. During the Valentine's events, several female Servants admit to going to Boudica for help with their chocolates, which suggests her skill extends to foreign foods as well.
* Fate/Grand Order), each of which has their own distinct voice actor.
* Fate/Grand Order, especially if it takes form of a shiny big metallic horse.
* Fate/Grand Order. Even before then, however, getting them to a certain Bond Level will give them an Interlude that will often upgrade a skill or their Noble Phantasm.
* Fate/Grand Order fanbase due to the gameplay similarities between the games, and both being distributed by Aniplexa.
* Fate/Grand Order five-star you'll get, assuming you get one of those 1% instances. Needless to say, "RATE-UP IS A LIE" remains a fairly popular curse in the community.
* Fate/Grand Order for research purposes. Ironically, after he went to visit Mauna Kea in the middle of a blizzard on the first day, he got a fever and was not allowed to leave the hotel for health reasons for the entire trip.
* Fate/Grand Order." For the moment it seems she's been canonized as just "Mash."
* Fate/Grand Order franchise, which is revisited for the following Halloween event.
* Fate/Grand Order goddess girlfriend Artemis instead, while Orion is turned into a teddy bear.
* Fate/Grand Order has an odd one occur in the middle of the second Lostbelt. The tense atmosphere of the meeting between Chaldea's crew, Ophelia, and Scathach-Skadi gets pulverized when Napoléon loudly introduces Ophelia as his fiancée, confusing the hell out of everyone involved. Turns out he proposed to her when they first ran into each other, during his first infiltration into Scathach-Skadi's castle, and took her dumbfounded silence as a "yes".
* Fate/Grand Order has one of the classics, The Queen of Sheba, show up. She never actually gets a chance to interact with King Solomon on-screen, but it does show that she has an obvious crush on the man and wants to protect his legacy. However, there isn't any confirmation that she was really married to him or not (as her profile mentioned it's just a Ethiopian folklore), or if her crush is actually caused by her Spirit Origin being affected by that story.
* Fate/Grand Order has two kinds of magical energy utilized by Chaldea for its economy.

* Fate/Grand Order her and smells her lover Sigurd's scent. She concludes Altera must have slept with him and angrily attacks her. Altera and Mash realize that Brynhild smelled Siegfried's scent on Altera and mistook it for Sigurd's, since the two men come from similar myths. And the reason why Altera has Siegfried's scent is that she had married Siegfried's wife Kriemhild. They try to explain this to Brynhild, but she won't listen, so they are forced to beat her into submission.
* Fate/Grand Order in a baseball cap and gym clothes. She is a Mysterious Heroine of Justice wearing a space exploration uniform!
* Fate/Grand Order: In Asterios the Minotaur's backstory, he eventually managed to find the exit to the Labyrinth, but he was so guilty about all the people sacrificed to feed him that he went back into the Labyrinth and decided to wait until a hero would come and slay him.
* Fate/Grand Order in gameplay. Unfortunately, she also has a 19th-century knowledge base and habits, and is under a curse that makes her obsessively want to keep everyone in perfect health. As a result, leave her to her own devices and she will throw someone into quarantine over a case of the hiccups and employ amputation as her first resort for every physical ailment. It doesn't help that she considers "the patient is dead and therefore not sick anymore" to be a more acceptable result than leaving them sick.
* Fate/Grand Order in order to decisively defeat Sefar, and this allowed them to survive with their technology intact. Over the millennia, they continued advancing their tech, so in the present day Olympus (which is apparently situated below Atlantis) has become a very high-tech city, and yet both the gods and humans there still wear togas.
* Fate/Grand Order in particular for invading her land, killing her people, and raping her daughters, really wanting to kill Nero. It turns out that Nero's generals committed those attrocities without her knowledge, and when Nero found out, she was horrified and had the generals punished.
* Fate/Grand Order: In the "Murder at the Kogetsukan" event, the protagonist Ritsuka Fujimaru gets his consciousness sent into another person's while he is dreaming. While in control of the person, Ritsuka has to solve a murder mystery, but it is complicated because he sees everyone as one of his Servants. This leads to misunderstandings because the people's relationships do not always match their Servant counterparts.
* Fate/Grand Order in the past, accuses her of trying to become an otome game protagonist.
* Fate/Grand Order. Ishtar says besides Rin's small breasts, she's gorgeous, and shows off by wearing a skimpy outfit.
* Fate/Grand Order is meant to take place in real time as each year progresses, but the regional and lapse of time differences between each server has led to their own mini-canon on when it actually started.
* Fate/Grand Order is openly suspicious of who he really is. Despite this, the group pretty much does everything he says until the very last minute.
* Fate/Grand Order is the result of such an attempt, and her personality is so horribly mangled compared to the real Jeanne that many of her allies feel compelled to comment on it during the Orleans chapter. Dantes later attempts to provoke her the old fashioned way, and that too fails because Jeanne is just too nice to be angered. In her NP rank-up interlude, Mephistopheles tries to corrupt her through a test. It doesn't work either. Her third interlude reveals all past three interludes have been Jeanne Alter's attempts to find any darkness in Jeanne, and the best she found is Jeanne would rather not be burned at the stake (a rather mundane thing most anyone would want to avoid).
* Fate/Grand Order it does, manages to keep Nemo as Indian. Portrayed as a little boy that can clone himself, mind, but still.
* Fate/Grand Order. It is also because nobody is aware of their time traveling adventures, so the Mages Association thinks they haven't done anything significant and are a waste of resources.
* Fate/Grand Order itself that star characters from a series that parodies the rest of the Nasuverse, and frequently hangs lampshades on both.

* Fate/Grand Order, Jeanne Alter comments this is the ultimate result of every Avenger: their curse prevents them from ever letting go of their hate, even if they've completed their revenge, even if it takes an eternity: they will continue to hate, aware of the sheer, horrible pointlessness. As such, death is the only thing that can release them.
* Fate/Grand Order last forever is meaningless", and escalates further to "since humanity can't last forever, there's nothing wrong with me destroying it so I can recreate humans as an immortal race."
* Fate/Grand Order logo, except that it says "EDISON 19th CENTURY" instead and the signature music intro gets cut off after the first three notes.
* Fate/Grand Order: Lü Bu's legendary horse Red Hare is eventually summoned as a Servant. Red Hare gains the ability to speak, and comments that he was an ordinary horse before the summoning.
* Fate/Grand Order: Many of the Events love to reference fandom jokes and discussions.
* Fate/Grand Order Many of the Servants you can contract with will fall in love with you, to different extents, if you bonded with them (i.e raised their bond points) enough.
* Fate/Grand Order, Medb is confirmed to have a weakness to being struck in the head by a thrown cheese, as this was how she died in legend. When you try it, however, she kicks the cheese away, and announces that she's used her time on the Throne of Heroes to train for exactly that. After an animation update, her new Buster-style attack is reacting to a cheese that comes flying at her, and kicking it at the enemy.
* Fate/Grand Order move in. But the vibes, and especially the mysterious nature of everything that happened before the protagonist arrived, are a little spooky.
* Fate/Grand Order Napoleon, who is a fellow Archer-class servant in the game.
* Fate/Grand Order oldest Divine Beasts in the franchise and so powerful even the gods would be wary of trying to fight.
* Fate/Grand Order on the village that is sheltering the heroes. Realizing that if they do nothing, everyone will die, Spartacus tells Ritsuka to command him. Ritsuka uses a Command Spell to order him to jump. This strengthens him enough to leap up and shatter the meteor at the cost of his life.
* Fate/Grand Order. Other periods pop up in the main story, mixed up during the 3rd Epic of Remnant Shimousa, and focusing mostly on the Heian Era in Lostbelt 5.5 Hell Realm Mandala: Heian-Kyo.
* Fate/Grand Order permanently), leaving more mundane debuffs like Attack/Defense Down to do their work.
* Fate/Grand Order possesses Mash Kyrielight to save her life and turn her into Servant Shielder. But since he's a prick and thinks the heroes' struggles are not his problem, that's as far as his generosity goes. With a few exceptions, he refuses to communicate with Mash, teach her how to use his powers, or even tell her the name of their Noble Phantasm. She is forced to figure it out on her own. Fortunately, she manages to activate her Noble Phantasm on instinct to protect Ritsuka.
* Fate/Grand Order, Queen Medb is obsessed with Cu Chulainn because he's the only man who she cannot seduce.
* Fate/Grand Order Quick teams. Waver, on the other hand, does not support any specific team composition, as all his skills merely provide regular boosts to damage, defense, and NP charge. However, this also means that while he isn't as good as any of the above in their specific team composition, he also fits into any team composition, because there isn't a team in the game that doesn't want what he provides.
* Fate/Grand Order rare Servants, they just tend to be some of the strongest and most popular units.
* Fate/Grand Order reveals that the prime version stored in the Throne of Heroes does in fact remember everything; it's just that whenever a new version is summoned from the Throne, their memories are "filtered" to ensure conflicting memories don't affect their performance. That said, particularly powerful memories tied to

different emotions (especially love) are more likely to stay intact.
* Fate/Grand Order revere Him greatly too, but it's unlikely that they literally met Him in person, unlike Martha.
* Fate/Grand Order: Ritsuka Fujimaru was a teen living an ordinary life who had no idea the supernatural existed. Then Ritsuka is discovered to have magical potential and is abducted by the Chaldea organization to be a Master of Servants to stop the Incineration of Humanity. Ritsuka needs a crash course in magic and summoning and starts their first adventure completely confused, but gradually adjusts.
* Fate/Grand Order. She assumes a downed zombie is dead and approaches it, only for it to revive and kill her.
* Fate/Grand Order, she's a fictional version of what's already a fictionalized character, making her existence tenuous enough she can't sustain the existence of a Servant.
* Fate/Grand Order, some characters react as if you are poking them annoyingly when you tap them in the My Room screen. For instance, Alexander says it tickles, and Zhuge Liang complains that you're playing with his hair. However, they just do it randomly, rather than after too much tapping.
* Fate/Grand Order sorts of dangerous scenarios or shenanigans without paying any sort of attention to their safety (emphasis on all). So as long as they remember to shanghai Mash, they can cut loose without fear. ...or pain.
* Fate/Grand Order's tasks is to prevent the cosmos from "correcting" your presence in eras prior to your birth, which is why they panic every time the connection lags or drops (which is often).
* Fate/Grand Order "Stella: The Lone Meteor" is an AoE nuke that does immense damage but also immediately kills him. As a low-rarity Servant, this makes him useful as a cheap way to clear through trash mobs.
* Fate/Grand Order such a big research project, as well as getting away from her sisters' bullying for a while.
* Fate/Grand Order, Summer, Halloween and Christmas events), chances are they're this. Even if some of them can be serious, they're often underscored with their more funny behavior and/or being the butt of jokes. Many of those Servants are variants of existing, non-gag Servants, and they're played in more lighthearted ways. Despite all that, most of them are powerful fighters in their own right.
* Fate/Grand Order, Takeuchi has expressed a lot of love for Sakata Kintoki.
* Fate/Grand Order territory, her songs coming off more as screaming too loud. That said, her Grand Order profile implies that her lack of success is due to her selfishness at wanting to become an idol; if she ever were to sing for someone else's benefit, she'd enjoy much more success.
* Fate/Grand Order that she knows all about the "secret" folder he has on Chaldea's servers and will delete it if he doesn't behave himself.
* Fate/Grand Order. The heroes use a high tech device with a holographic display to communicate with Dr. Roman. Cú Chulainn is amazed and says their magic is impressive.
* Fate/Grand Order, their final ascension artwork leaves very little to the imagination on what their relationship is. Also, their Noble Phantasm's title is Bond of Lovebirds, and one of them is incapacitated/killed, the other is also incapacitated/killed. Blackbeard even refers to them as "The Yuri Couple."
* Fate/Grand Order: The protagonist is surrounded and fawned over by the greatest heroines in mythology and history, all of whom have their own varying levels of clinginess, yet it's Mash Kyrielight, the female lead with the most screen time, who is the most infamous for this. As Mash will usually tag along with the protagonist everywhere, she'll be the first to butt in when she feels like a female Servant is getting too friendly with her Master, which happens often.
* Fate/Grand Order. The "rate" of time between the two realms always fluctuates, although time would usually pass slower in the real world.
* Fate/Grand Order, there are two examples caused by the same incident: The protagonist is initially taken off the mission for being inferior to all of the other potential Masters in addition to falling asleep during the initial mission briefing. Meanwhile, Chaldea's Head Medic Dr Roman slacks off in their room and has

a conversation with them, allowing both of them to dodge an explosion in the control room that leaves all of the other potential Masters in critical condition and kills everyone above Dr Roman on the chain of command, leaving him in charge.
* Fate/Grand Order, the standard Chaldea uniform will include pants for males, but skirts and tights for females (with an extra strap on the shirt under the breasts). Between the optional costumes for the two protagonists, female Ritsuka will often have skirts, shorts, crop tops or dresses.
* Fate/Grand Order. Under normal circumstances, Servants with Divinity are not allowed to become Grand Servants because they are supposed to be the greatest pure human warriors, explaining why Heracles (a demigod) is not a Grand Servant. It is possible for them to lose their title for whatever reason and be replaced.
* Fate/Grand Order uses the Holy Grail to hold a concert at her castle.
* Fate/Grand Order was, as they were a fan), they don't know anything about history and mythology, so their companions have to fill them in. In battle, they are good at strategy and using their Servants' strengths to their fullest.
* Fate/Grand Order. When you summon them to add them to your team permanently, they join at level 1 and require a metric ton of investment just to bring them up to par with their guest-star selves. This is somewhat justified, though: the protagonist of the game is a very weak Master, and when they switch sides, the Servants tend to now be running off your pitiful mana reserves instead of whatever was fueling them before.
* Fate/Grand Order, where Miyu in a summer event doesn't believe that ghosts exist... Even though Servants are spiritual beings that require mana to physically manifest, making them super powered ghosts in a way.
* Fate/Grand Order), where the unique currency is "Artorium", which is just the ahoge common for all Saber-knockoffs.
* Fate/Grand Order which put him front and center. Thanks to an engaging plot and being well-written and well-developed as a character, Bedivere's popularity exploded overnight. He is one of the most popular characters in the game (albeit still a long ways off from the astronomical popularity that Jeanne Alter and Ereshkigal enjoy), and his tale is being adapted into a pair of movies releasing in 2020.
* Fate/Grand Order, William Tell's crossbow has a laser sight and stock from a 21st-century assault rifle. He mentions that he wants to keep up with weapons technology from after his time, even though it's not necessary for him as a Heroic Spirit with perfect aim.
* Fate/Grand Order, with a Quick-type focus and some very helpful support skills.
* Fate/Grand Order, with her being added here as a promotional tie-in. However, the latter game got delayed by almost a year, so FGO ended up being her "first" appearance.
* Fate/Grand Order with it because she believes it can. Mandricardo's Noble Phantasm, Rêve de Durandal, will only activate and allow him to wield the weapons Durandal or Durindana if he truly believes he is worthy of them. Nero's skill, Imperial Privilege, allows her to copy any skill she sees as long as she believes she can do them.
* Fate/Harem Antics: After Rider crushed Zouken Matou under rubble and then Assassin killed him, his grandson Shinji becomes terrified of the two and goes into hiding, paranoid that they will come after him next and praying that they don't find him. He's hiding for nothing, as those two barely, if at all, noticed him, and they certainly don't give him a second thought.
* Fate/Harem Antics: Archer/Francis Drake normally wields guns and cannons, but she has a boarding axe for melee combat.
* Fate/Harem Antics as Shirou isn't really one to denote a "favorite".)
* Fate/Harem Antics: At the Archery Club, Shirou puts his arms around a girl to correct her archery technique. She blushes while he is completely oblivious.
* Fate/Harem Antics. For specific examples, Gunner/Oda Nobunaga and Temptress/Elizabeth Bathory are both less than five feet tall and have the bodies of children, but their opponents quickly learn they pack a lot of punch in hand to hand combat and should not be taken lightly.

* Fate/Harem Antics girls in his harem. Now it's a matter of the story reaching that point.
* Fate/Harem Antics, he notes that being able to keep up with Sakura means he can keep up with anyone.
* Fate/Harem Antics: In an omake, Gunner/Oda Nobunaga battles Gilgamesh, who dismisses modern humans as weak and worthless. Nobunaga says while individually humans are weak, by working together, they were able to do wonders like go to space. Such a talent for innovation is worth defending.
* Fate/Harem Antics just in time to summon two swords when Angelica Ainsworth was about to kill him.
* Fate/Harem Antics: Kirei Kotomine drinks when he fails to steal Bazett's Servant, and again when he is forced to team up with his estranged daughter Caren, who endlessly trolls him.
* Fate/Harem Antics: Once Saber becomes the new gym teacher, she makes the students run drills like in her old army. Several students complain that she may be hot, but she's a demon. She also trains Shirou in swordsmanship by kicking his ass until he can defend himself.
* Fate/Harem Antics: Servant Ruler/Saint Martha tells her Master Taiga Fujimura that they are not supposed to interfere with the battles unless a rule of the Holy Grail War is violated. Taiga says that if Shirou, Rin, or Sakura are hurt, no power in the universe will stop her from helping.
* Fate/Harem Antics: Servants are way faster than ordinary humans and do this a lot. For example, when Lancer attacks Shirou's home, Shirou tells Sakura to get behind him and prepares to defend her. Lancer suddenly disappears from their sight, then is behind them and grabs Sakura.
* Fate/Harem Antics: Several characters have this reaction when they witness Berserker/Raikou's power.
* Fate/Harem Antics). She ends up as the third person in Shirou's harem, after she kidnaps him and takes him to her castle for some "alone time."
* Fate/Harem Antics: Shirou Emiya is sent a dream of Archer EMIYA's memories. In the memory, EMIYA takes down a group of Dead Apostles and arrives in time to rescue a little boy they were planning to eat. EMIYA became happy that for once in his life, he managed to save someone.
* Fate/Harem Antics: Taiga Fujimura was in love with Kiritsugu Emiya back when he was alive. After his death, she becomes attached to his son Shirou. Her grandfather Raiga says he can tell she now has feelings for Shirou, while she becomes embarrassed and desperately claims that's not true.
* Fate/Harem Antics: The entire fic is about Irisviel, who is trapped in the Holy Grail but in full control of it, deciding to use the upcoming Holy Grail War to get her son Shirou a harem. All the existing plots and plans promptly get derailed as Iri makes sure all the Masters and Servants besides Shirou are female. Specific examples are:
* Fate/Harem Antics through sex is a thing when it comes to exchanging mana. Then it's Shirou's turn to blush when he realized he just accidentally propositioned Rider, which is nothing compared to their reaction when Sakura unexpectedly agrees with the idea.
* Fate/Harem Antics: When Shirou meets Shielder in her civilian clothes and glasses, he doesn't recognize her until she speaks.
* Fate/Harem Antics: While Bazett is summoning Lancer/Scathach, Kirei attempts to backstab her, but Irisviel stops him by inducing a heart attack on him. He just falls over in pain and doesn't even lose consciousness, then Bazett and Scathach treat him and call a doctor.
* Fate has also shown these tendencies; claiming that everyone are just soulless puppets, etc.
* Fate has giant spiders as monsters. They're no longer present as you progress to deeper levels of the dungeon.
* Fate. He also used magic, of course, but in the world he lived in this was hardly a superpower.
* Fate/hollow ataraxia: Ayako Mitsuzuri's little brother Minori has a crush on

Sakura Matou and is jealous of Shirou Emiya for having Sakura's affections. After a talk with him, Shirou finds out Minori doesn't know anything about Sakura and just likes her because she is pretty and he has an image of her being perfect when in reality Sakura is far from it.
* Fate/hollow ataraxia, becoming much more confident in herself, as well as much more intimidating. Shirou even states she has become much more like her sister, Rin.
* Fate/hollow ataraxia, Child Gil uses his Noble Phantasm, Sha Nagba Imuru, which lets him see perfectly into the future and know all of the steps to reach the best outcome, to cheat at cards.
* Fate/hollow ataraxia, it is briefly mentioned that Gilgamesh is the only person who knows how to cook hydra meat, which is incredibly toxic, and turn it into a meal.
* Fate/hollow ataraxia ...Maybe. What's dream and what is real can be difficult to separate.
* Fate/hollow ataraxia, Sakura has no way of knowing that Rider really is attracted to Shirou, but she fears Rider will 'steal' him away anyway.
* Fate/hollow ataraxia. She made a mistake that turned the city into a location where all realities are possible and sort of merged all the routes plus various universes we didn't see into one. She's off at Clock Tower at the start of the game to make up for this mistake.
* Fate/hollow ataraxia, Shirou and Rin discuss Saber's dragon-affinity, and wonder if she has a genkirin, a part on her body that, if touched, will cause Saber to lash out. Shirou has an imagine spot of Lancer bumping into Saber, which causes her to run him down on a lion-shaped go-kart.
* Fate/hollow ataraxia, so the cops would be on her side for this. She had completely forgotten about that. Of course, it was blatantly obvious from the start that Souichirou wasn't cheating on Caster, so the whole thing was unnecessary.
* Fate/hollow ataraxia, Souchirou was awestruck by Caster's beauty the instant he met her, although during this meeting she had fallen on visibly leaf-strewn earth and rain was coming down.
* Fate/hollow ataraxia summoned. When Shirou mentions that some riceballs she ate had octopus in them, this is her reaction.
* Fate/hollow ataraxia: The game mentions (but does not show) a time that Rin and Shirou, now a couple, decided to make use of one. It didn't turn out well, due to just about everything that could possibly go wrong going wrong, including the power and heat going out in the middle of their stay.
* Fate/hollow ataraxia: The Noble Phantasm of the Assassin summoned in the Third Holy Grail War turns the target's brain into gunpower with a touch to the head, which explodes with enough force to obliterate the upper body.
* Fate/hollow ataraxia, there's a scene where Issei and Shinji Matou pretty much squabble like children for Shirou's attention.
* Fate/hollow ataraxia, there were some pretty hefty implications that there was only one Avenger: Angra Mainyu. Later stories introduced many more Avengers.
* Fate/hollow ataraxia the shampoo, but when a magician who doesn't know how to use it gets some on his skin, he starts feeling very, uh, itchy.
* Fate/hollow ataraxia Well, Assassin had a small role anyway. The latter two probably get smaller roles because the game as a whole is lighter in tone and they were two of the darkest characters.
* Fate/hollow ataraxia with Lancer. Unlike the other Servants who are similarly temporally displaced from their origins, Lancer only superficially blends in. He's completely unable to understand why Shirou might have issue with Lancer trying to sleep with teenage girls, is ready to kill people that Shirou thinks are his friends at any time, and seems to feel that anything he can take from their actual owners is his.
* Fate Ingens Cor, Assassin picks up one of Archer's missed poisoned arrows and stabs herself. The poison weakens her a bit, but she quickly recovers and gloats that the poison will never affect her again.
* Fate Ingens Cor: the fourteen-years-old Luna Lovegood and her Servant Caster -

middle-aged - have a very friendly relationship, with the girl being genuinely curious about his original time period and the Servant happily telling her everything about nature magic and how lucky he was in his marriage.
* Fate Ingens Cor when she lays eyes upon him. Thankfully, he has not been summoned as a mindless killing machine this time.
* Fate instance of a legendary or historical figure being the opposite of their recorded gender.
* "Fate" is often used as the name of the setting itself (as opposed to other
* Fate is something of a weird example, due to the fact the change is that there
* Fate is the most prominent user. She starts with an energy scythe in the
* Fate/kaleid liner PRISMA☆ILLYA before becoming one and believes that all Magical Girls have to be able to fly. Miyu, on the other hand, can't imagine herself flying and thus can't fly.
* Fate/kaleid liner PRISMA☆ILLYA featuring cat's ears, tails, and paw gloves and slippers.
* Fate/kaleid liner PRISMA☆ILLYA franchise, started its anime adaptation with a 10 episode season. Then the second season got split into two cours, each one 10 episodes long. The third season is 12 episodes long.
* Fate/kaleid liner PRISMA☆ILLYA, gets close enough to slap him across the face, and it actually stuns him.
* Fate/kaleid liner PRISMA☆ILLYA, Gilgamesh attempts to withdraw Vimana from the Gate of Babylon, but is unable to find it (his treasury having been split in two and divided between himself and Angelica). He casually tosses out a number of legendary treasures while rummaging around for something that might be useful in the situation.
* Fate/kaleid liner PRISMA☆ILLYA, Illya and Miyu hide and ask him to cover himself out of shame. His response?
* Fate/kaleid liner PRISMA☆ILLYA, Illya has a crush on her adopted brother Shirou, even at one point kissing him in a dream. Shirou is completely oblivious to any girl's feelings, including hers.
* Fate/kaleid liner PRISMA☆ILLYA, Illya is a major fan of various magical girl anime, then becomes one herself. However, she doesn't enjoy being one at first, as she understands the difference between admiring them on TV and actually being in life or death situations. She later accepts her calling because it allowed her to meet her best friends and she wants to help and protect them, plus being able to fly is a nice perk.
* Fate/kaleid liner PRISMA☆ILLYA: Illya is taking a bath at night when she notices something strange in the sky. She turns off the lights so it will be easier to see through the window. Shirou assumes with the bathroom light off that nobody is inside and steps in, embarrassing them both.
* Fate/kaleid liner PRISMA☆ILLYA, Illya makes an unopened soda can in her hand burst when she sees Kuro flirting with Shirou.
* Fate/kaleid liner PRISMA☆ILLYA, Illya seems to be fond of these at the ends of story arcs. But even her Dynamic Entries are no match for her mother Irisviel, who jumps a Mercedes Benz 300SL "Gullwing" into the scene!
* Fate/kaleid liner PRISMA☆ILLYA, Luvia shoves Miyu out of a helicopter in an attempt to get her to fly. It doesn't work and she hits the ground hard. Fortunately, Sapphire was able to shield her body with magic, so she wasn't hurt.
* Fate/kaleid liner PRISMA☆ILLYA, Miyu straight up tells Illya and her friends that she only likes Illya and doesn't care about them at all.
* Fate/kaleid liner PRISMA☆ILLYA of all things! Or rather, anything that resembles a maid...
* Fate/kaleid liner PRISMA☆ILLYA often tries to do something inappropriate with him. Irisviel scares the crap out of him by threatening to castrate him if she catches him trying to do something with them.
* Fate/kaleid liner PRISMA☆ILLYA OVA involving a dance contest, the stereo plays the opening theme song.
* Fate/kaleid liner PRISMA☆ILLYA regarding the supernatural, unless someone decides to reveal their secret to them, it is unlikely they will ever be able to

connect with Miyu the way Illya has.
* Fate/kaleid liner PRISMA☆ILLYA's turn into a straightforward magical battle series.
* Fate/kaleid liner PRISMA☆ILLYA style fanservice (albeit not to the extent to what they're implying even if there's still extremely uncomfortable bits to get through). In fact, Russia has a strong stance against works they deem Lolicon.
* Fate/kaleid liner PRISMA☆ILLYA: The alternate Earth is running out of Mana, which will eventually make it uninhabitable. Julian Ainsworth comes up with a solution that involves sacrificing Miyu to the Holy Grail so that they can make a wish for humanity to be able to survive. The heroes rescue Miyu, and Illya proposes that they work together to find a different solution that doesn't involve sacrificing anybody. Julian angrily refuses and attacks them, calling them evil for opposing him. As Miyu's brother explains, Julian refuses to admit he could be wrong and wants to get sole credit for saving the world so that he can become a legend.
* Fate/kaleid liner PRISMA☆ILLYA the entire family to keep them from using their daughter Illya as a tool in the Holy Grail War. That's why the Holy Grail Wars stopped suddenly in this timeline.
* Fate/kaleid liner PRISMA☆ILLYA, the Miyuverse Shirou Emiya gets sent to the world of Remnant. Yang Xiao Long bares a resemblance to his enemy Angelica Ainsworth. Even though he objectively knows they are different people and Yang's personality is completely different from Angelica's, he can't help but feel slightly hostile to Yang.
* Fate/kaleid liner PRISMA☆ILLYA: This is the reason why Kiritsugu Emiya and his wife Irisviel von Einzbern raised their children Shirou and Illya without any knowledge of magic, to give them a normal life away from the often dangerous and cutthroat magical society. Illya ends up getting involved anyway, but Shirou is still oblivious.
* Fate/kaleid liner PRISMA☆ILLYA version of Shirou going through a bleak storyline with as much if not more suffering than Heaven's Feel.
* Fate/kaleid liner PRISMA☆ILLYA. When he and Chloe take her on, they move to attack with Triple-Linked Crane Wings, the perfect attack of heroic spirit EMIYA that cannot be defended against, knowing that Angelica's only viable response is to again fall back on Flash Air. Indeed she does and as she moves in for the kill she realizes she's lost track of Chloe at which point Shirou's look of shock changes to a knowing smirk as Chloe attacks her through the floor and gives him the opening he needs to truly land the attack and defeat her.
* Fate/kaleid liner PRISMA☆ILLYA: When the Miyuverse Shirou Emiya shows up, Illya mistakes him for her brother, the Shirou Emiya from her own universe. They start to run towards each other, only for him to run past her and embrace Miyu, his actual sister.
* Fate/kaleid liner PRISMA☆ILLYA, where Rin and Luvia faceplant into a bog and Illya and Miu transform to fish them out. During the entire sequence you can hear Rin and Luvia struggling for their lives in the background while the girls undergo the lengthy transformation and when it's done Rin and Luvia appear to be lifeless and motionless in the muck. When pulled out Rin asks why they took so long to rescue them.
* Fate/kaleid liner PRISMA☆ILLYA, who would have used her as a tool.
* Fate Kaleid Prisma Taylor: Lisa uses this to trick Taylor into letting Lisa pay for a new outfit for Taylor. Taylor later refers to it as having been "duck-seasoned".
* Fate Kaleid Prisma Taylor Taylor should have made people more open minded.
* Fate: Kill: A one-sided example. Akame becomes obsessed with one-uping Selka and impressing Shirou by killing more enemies than Selka. Leone eventually puts a stop to it by pointing out she is acting crazy and judging by how Shirou attempts to avoid fighting and minimize casualties, her actions would not impress him.
* Fate: Kill: Shirou helps Lubbock walk when he is injured and Lubbock becomes really grateful. Their interaction looks really gay to everyone and Selka and Akame (who have crushes on Shirou) become jealous of Lubbock.
* Fate: Kill: This is the general reaction everyone has whenever Shirou uses his

powers. For example, when he uses Reinforcement on everybody's clothes, and Akame demonstrates her sword cannot penetrate them, everyone is stunned and asking how he did that.
* Fateless One's, is implied to have feelings for the protagonist, partly depending on your dialogue choices. The closest she'll come to actually admitting that, however, is to say that she has "more important things to do than love" if you pass a very difficult persuasion check right before the final boss fight.
* Fate/Long Night. Brandon Stark chops off her arm before the disease can spread to her body.
* Fate/Long Night, Queen Nymeria Martell's Bloodline Relic, called "Unbowed, Unbent, Unbroken", causes the battlefield to experience the sweltering heat of the Dornish deserts. As a native of Dorne, it doesn't really bother her, while her opponents will quickly become exhausted and thirsty.
* Fate/Long Night, Robert Baratheon is a lot smarter than he looks, but if a matter doesn't involve fighting, feasting, or fucking, he doesn't care about it.
* Fate/Long Night: The Stranger's Champion helps Zouken Matou realize how his obsession with immortality has ruined his life and cut him off from his loved ones. Zouken seems to consider it for a few seconds, then angrily declares his goal is all that matters.
* Fate/Long Night: The Stranger's Champion munches on a bucket of popcorn while spying on the protagonists and being entertained by their antics.
* Fate/Long Night: When Robert Baratheon is summoned as Illya's Servant, he eventually says that he was in a loveless marriage to Cersei Lannister and had to put up with his evil little shit of a son Joffrey. After he died, he learned that all of his children were actually born from an affair Cersei had with her own brother Jaime. Robert says he does not regret his life and will not change it with a wish because he truly loved his other children Tommen and Myrcella.
* Fate/Long Night: When Shirou says he's never had a girlfriend in his life and that he finds Nymeria scary instead of hot, Brandon asks if he's a "sword swallower".
* Fate/Magnus Bellum severely wounded had he not been given an added defense) and she can be quite clever in battle (such as throwing trees at Arash to distract him so she can get close to him), but she lacks any real skill in swordsmanship. This becomes a notable problem when she fights more masterful swordsmen like Siegfried and Arthur or more skilled fighters like Chiron and Arash.
* fate ninjas of reality and stands above everything else. They also have a unique Background related to having a martial arts teacher.
* Fate/Nuovo Guerra, but Beowulf and Benkei (in Primus) and Ajax (in Secundus) certainly take the cake.
* Fate/Nuovo Guerra come from Arthurian romances or the Matter of France, the best example would probably be Sir Roland. Sir Gawain is a special case: his devotion to Chivalry eventually led to Camelot's downfall, as he refused to call for Lancelot's help for the Battle of Camlann.
* Fate/Nuovo Guerra features Celestina Barbieri, who uses her wind magecraft to boost her sword's effectiveness, along with reinforcing her body. There's also Kosviel von Einzbern, who uses her family's alchemic expertise to craft superior bladed weapons for her personal use.
* Fate/Nuovo Guerra has her Servant, Attila the Hun, who for some reason does household chores. She also has a straighter Battle Butler in her butler Klaus.
* Fate/Nuovo Guerra' has it, and so does her father (both are summoned as Saber-class Servants too). The latter's profile even lampshades it.
* Fate/Nuovo Guerra have some expertise with this kind of magecraft, particularly the spell Perunic, which creates a large tornado that shoots lightning bolts at the enemy. They also use it to accelerate metal objects magnetically, ala railgun.
* Fate/Nuovo Guerra is heading toward this way, what with the infinite servant, master and magus slots.
* Fate/Nuovo Guerra, it was said that Archimedes was actually a magus, and the legend about him using mirrors to burn a Roman fleet was actually a heat beam spell that he created, the Heliocaminus.

* Fate/Nuovo Guerra suffers a rank-down for all of his stats, in addition to any damage bonuses they have against him.
* Fate/Nuovo Guerra. The Fifth Grail War results in the destruction of Fuyuki City, prompting the Einzberns to start a new Grail War elsewhere.
* Fate/Nuovo Guerra the very existence of the Edelfelt Sisters Lumi and Lempi.
* Fate/Nuovo Guerra to boot. He also happens to be the national hero of Spain, and a heroic spirit capable of superhuman feats.
* Fate/Nuovo Guerra" who didn't like how a girl was getting all that booty and kicking all that ass.
* Fate of a Man) is a film about a Russian soldier's experiences in various German PoW camps—and it is a very dark story, since Germans were far more brutal to their Russian prisoners in World War II than they were to prisoners of the western Allies.
* Fate of Cthulhu in question is either severely delayed or is defeated by humanity).
* Fate of Cthulhu is a Fate Core system about time-traveling operatives from a future journeying back in time to prevent the coming of the Old Ones and the apocalypse.
* Fate of Cthulhu sent back from an altered future to stop them from doing whatever they do.
* Fate of Flames, meanwhile, a similar anti-phantom device was installed in the Pont Saint-Michel bridge near the center of the city, the bridge being chosen for symbolic reasons as the site of a violent massacre committed by phantoms.
* fate of her first husband, Ben Parker. Just in case you thought the Parker romantic luck was restricted to Peter.
* Fate of the Forty Sixth has its Guild soldier admit that Alexander Brukov is the most dangerous and powerful soldier in the world. He never fights, but his presence and ability to talk down foes lead credence to his status.
* Fate of the Jedi: Abyss while facing two highly skilled attackers simultaneously, despite having been weakened for several weeks. And when lightsaber sparring with his own son Ben, no slouch despite his youth, Luke defeats him without taking out his lightsaber for a very long time, and at the start doesn't even have to take a step.
* Fate of the Jedi are ugly, because it's all a matter of perspective.
* Fate of the Jedi, despite said leader's smear campaign, people in-story still realize that Luke is one of the biggest heroes and forces for good in the GFFA.
* Fate of the Jedi. Fearing that her immortal family would abandon her once she became old and decrepit, she drank of the Font of Power and bathed in the Pool of Knowledge. Doing so gave her immortality and incredible powers, but mutated her into her current form. Her family abandoned her in disgust.
* Fate of the Jedi has an inversion: Because of it being released either after or around the same time as the Legacy era comics (which has Luke Skywalker as a force ghost), several fans were speculating that Luke Skywalker might end up dying by the end of this book series. However, he did not.
* Fate of the Jedi. He's to keep away from Jedi temples and train no one for ten years, or until he can discover why Jacen became what he did. His teenaged son Ben decides to come with him.
* Fate of the Jedi is an ancient Sith Meditation Sphere that carries on the goal of its order to restore Sith to power.
* Fate of the Jedi Kenth Hamner meets his end trying to stop the Jedi Council from launching their StealthXes. As a result, he ends up falling off a catwalk and is saved by his opponent, Saba Sebatayne. Instead of accepting surrender, Hamner continues to try and stop the launch, knowing full well that Saba can't support him and protect the StealthXes at the same time. Saba chooses the latter option.
* Fate of the Jedi, Luke's son Ben Skywalker fights Sith Lady Vestara Khai several times and then a mutual attraction begins. Luke lampshades the parallel.
* Fate of the Jedi Mandalorian efforts to break into the Temple, and events in the series have essentially shown the galaxy that Mandalorians are evil.
* Fate of the Jedi series, Admiral Daala is voted in as the Galactic Alliance head

of state. However, she pretty much ruins everything with her obsession over bringing down the Jedi, believing that they are the source of all of the galaxy's problems and willfully ignoring the fact the entire galaxy is crumbling around her due to her inept leadership, and draconian policies, such as sending her Mandalorian enforcers to stamp out dissidents.
* Fate of the Jedi series, a reporter on a world with legalized slavery wins a slave from one of the locals. She proceeds to interview him on camera, then frees him on the spot and hires him on as a member of her film crew.
* Fate of the Norns: Ragnarok: an eternal winter has set in, the end of the world approaches, and Viking society collapses: cue lots of civil wars for what's left.
* Fate of the Norns: Ragnarok, but if the runes are not with you, they might very well appear on the battlefield and kick the crap out of your party instead of helping you.
* Fate of the Norns: Ragnarok go out of their way to out-badass each other, notably in the "murder" department. The other have sired great heroes, such as Sigurd (Fafnir's slayer), Beowulf, etc.
* Fate of the Norns: Ragnarok it, the divine intervention will benefit your opponents!
* Fate of the Norns: Ragnarok live in a time when every little problem or power struggle escalates very quickly. As a result, people in power have to be able to kick a lot of ass if they want to stay (case in point: King Erik BloodAxe murdered almost every single one of his brothers to keep his place).
* Fate of the Norns: Ragnarok of pre-Ragnarok Midgard is to die gloriously in battle in order to be resurrected as an immortal warrior, to drink and fight every day until the end. Needless to say, the world is full of Blood Knights.
* Fate of the Norns: Ragnarok, two identical runes of power used too close to each other have their effects nullified.
* Fate of the Norns: Ragnarok: Various spells can blind friend and/or foe. Some immortal warriors can notably create giant pillars of fire, dropping from the skies, burning and blinding their opponents.
* Fate of the World, a single icon of a sprout emerging from the soil is used on the event card for promoting Green politics in a country. It is fitting, as the most hopeful futures usually require a globally green outlook.
* Fate/Parallel Fantasia, False Assassin's main weapon is a knife. It's not actually the weapon she's most skilled with, but rather the weapon which is most closely associated with her legend.
* Fate/Parallel Fantasia, False Assassin's Noble Phantasm is a prosthetic arm which grants her the ability to grasp spiritual bodies from a distance.
* Fate/Parallel Fantasia has "All Evils of This World", the curse which has corrupted the Grail and transforms any Servant exposed to it into their Dark form. The increased power is accompanied by the twisting of their minds, though True Rider finds that she's able to resist to an extent when False Avenger's attention isn't focused directly on her.
* Fate/Parallel Fantasia, Luvia and False Lancer steal an empty police car to get around for a bit before ditching it. Since the keys are missing, False Lancer points out she can drive it thanks to her Riding Skill, but she doesn't know how to hotwire it, so Luvia starts it with her magic.
* Fate/Parallel Fantasia, Shinji attempts one on Rider when he gets angry, but he just hurts his hand on her nigh invulnerable face.
* Fate/Parallel Fantasia: The final battle has the heroes charging down a tunnel to try to reach the Greater Grail. True Avenger stays behind to hold off False Avenger. Rin, Luvia, and Bazett stay behind to hold off False Berserker. False Saber stays behind to hold off True Rider. False Archer stays behind to hold off False Lancer. True Saber and True Archer stay behind to hold off True Berserker. False Caster stays behind to hold off Gilgamesh. Finally, Shirou alone reaches and battles Kotomine.
* Fate/Parallel Fantasia, this is briefly contemplated by False Caster when she realizes that Servants are only copies based on information recorded in the Akashic Records; meaning that if she found a way to return to her own world, she might find

another version of herself still there, one with a better claim on being the "real" her. She ultimately decides to carry on and try not to worry about it.
* Fate/Parallel Fantasia, this is the power of False Archer's Noble Phantasm, Faust Buckler. It turns out to be less useful than expected, since if she touches an enemy (such as by attacking them), they become unfrozen along with her.
* Fate/Parallel Fantasia, when Shinji meets Bazett, his inner thoughts reveal he thinks she's ugly because of her huge muscles.
* Fate/Prototype, and you could theoretically have them both on the same team.
* Fate/Prototype are locked out of their ability to use their Noble Phantasms. Trespassers are also subjected to a noxious poison that cripples Servants and kills humans in two seconds.
* Fate/Prototype brings us Archer: his twin swords join to form a bow, yet the arrow fired from the bow itself is nothing more than a targeting beacon for a magical version of this trope.
* Fate/Prototype, Saber says that Ayaka Sajyou looks exactly like Vivian, the Lady of the Lake.
* Fate/Prototype, she was traumatized and blocked out these events. In the present, when Ayaka summons Saber, she doesn't remember him while he remembers her.
* Fate/Requiem, Erice Utsumi is very hostile to the heroes because she doesn't understand what they are doing and thinks that they enslave Servants. When she sees Voyager working for them, she goes berserk and thinks they stole him from her, not knowing he is a different version of him. When she later finds out Chaldea's mission to save the world, she apologizes.
* Fate/Requiem. Her blood is highly toxic to Servants and can absorb and dissolve their spirits, making her well suited to killing Servants. Servants who are Divine Spirits like Nzambi are immune to the poison, but the blood can still injure them.
* Fate/Requiem: This causes a stir when Erice Utsumi is revealed to be the daughter of the Servant Izanami and a human man, with several parties wondering how it is possible.
* Fate/Requiem: This story is set in a futuristic society. When a class is taught about the moon landings, Koharu F. Riedenflaus thinks it is a hoax, as she highly doubts the primitive 1969 people could have possibly developed the technology to go to space.
* Fate/Requiem: When Erice Utsumi was a small child, her grandmother gave her a haircut, but accidentally nicked her ear with the scissors. She has a scar from it.
* Fate/Requiem: When Nzambi attacks Koharu, she disappears from sight and then is right in front of her.
* Fate/Requiem: When Voyager smiles, Erice Utsumi compares it to a shining star or a window straight to the heart.
* Fate Revelation Online, Cuvie facetiously calls one of Agil's spells Heat Hawk. Agil is shocked that Cuvie knew the name.
* Fate Revelation Online: Diabel realizes that they are entirely reliant on the game [Menu], with the private messages, auto-mapping, HP and MP bars, and so on. Normally that wouldn't be a big deal, since they're inside a video game and there's no reason to suspect that these features will be disabled. But then a patch removes the [Items] tab of player inventories for "realism," and Diabel realizes that if the [Menu] disappears then their entire society will instantly break down. Just to start with, they have no backup system for messaging people, and yet they're spread over dozens of floors and thousands of square miles. Diabel quietly starts a think-tank to look into backup plans just to be safe.
* Fate Revelation Online Diabel spars with Shirou so the latter can make him a sword. When Diabel arrives to pick up the sword, Lisbeth, having recently had a discussion about a Diabel/Shirou pairing, completely misinterprets them discussing the spar.
* Fate Revelation Online Griselda's guild is on a horror-themed quest and need to locate an NPC in a small town. Schmitt protests mildly when they decide to split up as it feels like asking for trouble.
* Fate Revelation Online: Shirou is explicitly nicknamed this, due to his rampant heroism in the early days of SAO. He even gets an appropriate white jumpsuit and

mask made for him.
* Fate Revelation Online. Shirou's official name is changed to [The Sixth Ranger], and Illya's becomes [The White Witch].
* Fate Revelation Online). While most are meant to give tell funny anecdotes and give some insight into character motivation, some do provide meaningful backstory.
* Fate route: In the most tearjerking way, Shirou has to part with Saber and life moves on.
* Fates accusations aimed at Soleil's supports with a male Corrin (in fairness, the former's bisexuality is not well-conveyed in the original and really only comes up during their S support), which were at least partly responsible for the chain being completely rewritten for the English release. Another was that the ending of Revelation changed if the Avatar was married to Azura.
* Fate's adoptive brother, Chrono, being an Admiral who commands a ship like his mother once did, is noted in the Sound Stages as being away from his children fairly often.
* Fate saves Nodoka and the others from one of his clones and allies. It's a The Only One Allowed to Defeat You.
* Fates Collide, after hearing Weiss Schnee's description of Ruby Rose, Nero insults Ruby and calls her immature. Weiss warns her only she is allowed to talk about Ruby that way.
* Fates Collide: Archer makes fun of Cu Chulainn for losing a fight to a little girl like Ruby Rose. He protests he was winning until he got blindsided by her flying locker, but Archer tells him not to make excuses.
* Fates Collide, Astolfo's friend Bradamante angrily says Ruby should have been the one to die.
* Fates Collide crushes a cup three times: when she finds out Ren's new roommate is a girl, when she sees her, Kiyohime, for the first time, and when Kiyohime declares Ren will be her boyfriend, not Nora's.
* Fates Collide: During a party, Glynda Goodwitch smiles while she is dancing with Vlad. When Medea sees it, she is happy that Glynda is finally relaxing and having fun.
* Fates Collide: During a sparring match, Bazett Fraga McRemitz hits Mercury Black so hard it breaks his prosthetic leg. She is surprised to discover it was artificial, and he asks if she is insane because that much force would have completely destroyed a real leg.
* Fates Collide: During a sparring match, Henry Jekyll uses his knife to reflect sunlight into Emerald Sustrai's eyes.
* Fates Collide: During a sparring match, Yang Xiao Long manages to set Bazett Fraga McRemitz's jacket on fire before Bazett beats her.
* Fates Collide: Gilgamesh uses his money to skip classes he doesn't like.
* Fates Collide in this story. Victor blames Fran for his wife dying while giving birth to her. He abandoned her but eventually decides he'll never get closure for his wife's death unless he kills her. Fortunately, he fails.
* Fates Collide, Jaune Arc gets angry when his sister Jeanne and Edmond Dantes have a chat. Jaune confronts him and orders him to stop flirting with his sister. Edmond is incredibly shocked and protests that they were just talking, but Jaune clearly doesn't believe him.
* Fates Collide: Mercury Black constantly gets beaten up by everybody, usually Gilgamesh, and ends up losing one or both artificial legs. Then he manages to win Round 2 of the Grand Order Tournament, outlasting all his opponents, including Gilgamesh.
* Fates Collide: Mordred, Cleopatra, Nitocris, and Tomoe Gozen (who are all girls) wince in sympathy when Yang hits Astolfo in the groin so hard it breaks his pelvis. Achilles, Robin Hood, and Ren wince when they are told about this. Later, Jaune winces too.
* Fates Collide: Nero sees Ruby Rose as her rival and vows to defeat her for having the power to summon roses, which she believes should belong to her alone. When she finally confronts and challenges her, Ruby has no idea who she is, and pays more attention to her other opponents Cinder and Amakusa.

* Fates Collide: Penthesilea is obsessed with defeating Achilles. When Yang Xiao Long manages to beat Achilles in a fight, Penthesilea gets angry and vows revenge on her for taking her dream.
* Fates Collide reveals that her student Neo started wielding Medb's sword Caladbolg. Similarly, Astolfo sacrificed himself and in the sequel, his friend Charlemagne started wielding his lance the Trap of Argalia.
* Fates Collide: Robin Hood looks like Roman Torchwick. Neo does a double take when she sees him, while Emerald Sustrai wonders why she is attracted to him, since she hates Roman.
* Fates Collide: Ruby Rose is very happy to meet Astolfo's Hippogriff and Medusa's Pegasus.
* Fates Collide: Siegfried is a handsome, tall, and well-muscled warrior. Jeanne shows Jaune Arc and Pyrrha Nikos pictures of back when he was just a scrawny kid.
* Fates Collide: The RWBY characters often confidently stand still, believing their Aura will protect them, only to find out the hard way Noble Phantasms are powerful enough to wound them.
* Fates Collide, weapon fanatic Ruby Rose spits her milk into Jaune's face.
* Fates Collide: When Ruby enters the room and sees girl's clothes in the closet, she assumes her roommate is a girl. She is extremely shocked when she enters the bathroom without knocking and sees Astolfo out of the shower.
* Fate Series, actual gods start appearing, from the Mesopotamian Ishtar and Ereshkigal to the South American Jaguar Spirit. It should be noted that the gods are far more powerful than Heroic Spirits, and have to limit themselves by borrowing the body of a human in order to participate in a Holy Grail War.
* Fate Series demonization with the “Innocent Monster” trait, with several spirits appearing as inhuman villains who may have no resemblance at all to the people they were in life, because that was what public opinion imagined them to be.
* Fate Series has plenty of examples, several of whom were actual knights of the Round Table.
* Fate Series in order to destroy other magi's Magic Circuits and render them useless.
* Fate Series: In the Clock Tower, it's obvious to anyone who cares to look at the evidence that the Tohsakas and the Edefelts are recently related, something both families will vehemently deny. The story behind that started when the twin Edefelt sisters went to Japan to participate in the Third Holy Grail War, only to lose. Because only one of them would be allowed to inherit the Edefelt's magic crest, the two were expected to fight to the death so that only the stronger of the two would return. The older sister returned, but with only half of her magic crest, claiming her sister's half had been destroyed in their battle. In reality, the younger sister was rescued by the Tohsaka heir, who later married her, and added her half of the magic crest to the Tohsaka's magic crest, granting her son and granddaughter the jewel magecraft that the Edefelts were well-known for. In the modern day, Rin and Luvia resemble reach other and use almost identical magecraft, yet maintain the history that Rin's grandmother was an unknown European woman, and that Luvia's grandmother survived the Third Grail War while her younger sister didn't.
* Fate Series is so fast and so strong that actual fighting techniques are nearly worthless against him, as all the fancy parries and stances in the world won't help against someone who strikes faster than you can react and shatter your weapon with a single blow. And that's before you consider the fact that he's nearly immune to normal attacks, has twelve lives, and becomes immune to any attack after it kills him.
* Fate Series magecraft, but that rule also works in reverse; new applications of magecraft become possible as technology advances, and given enough time and technological advancement magecraft could eventually replace the old art of sorcery.
* Fate Series of Russia). These trees are planted by the new villains and the resumed "defunct" timelines threaten to overwrite whole human history, so our heroes travel around the world to destroy them; however, they're faced with the

dilemma of having to end the lives of the Lostbelt inhabitants, but they're encouraged by one of their Lostbelt allies to continue fighting for their world's future, no matter the cost.
* Fate series of visual novels, games, light novels, etc. Interestingly enough, even to most of the Mage's Association itself, the war is mostly something of a rumour, and only higherups or people who do their research are fully aware of it.
* Fate Series Oh, and the magus who summons them generally has an absolutely 0% chance of ever being able to beat their Servant in combat, though there are a few exceptions.
* Fate series, Saber's family - which includes Vortigern, Morgan, Mordred and the Orkney siblings - has also been revealed to be this, arising from the family's conflict over whether Britain should remain in the Age of Gods or enter the Age of Man.
* Fate Series: Servants are spirits that don't age and can't die unless they run out of Mana or are killed via violence. They cannot have children with each other or with humans under normal circumstances.
* Fate Series: Since this series is about summoning historical and mythological beings to fight each other, this would be necessary.
* Fate series tend to do this quite a bit with some of the historical/mythical figures, most likely due the overwhelming success of Saber. Ironically, Nasu initially cringed at the idea of turning Saber female.
* Fate Series, the few fictional characters in their universe qualify:
* Fate Series until he decided to name it Ea. However, when he attacks with it, he calls the attack "Enuma Elish", presumably in homage to his best friend Enkidu, whose own ultimate Noble Phantasm is called Enuma Elish.
* Fate Series, which is notorious for gender bending various male historical figures and characters, keeps the names of the people/characters, so in this series male-looking names are absolutely no hint as to which sex the character is. The only, sole exception to this is Arturia, the iconic female King Arthur, with her male prototype design being named "Arthur" instead. As a result, you get a cast full of female characters named such things as Francis, Jack, Hassan, Mordred, or Nero, and people don't really question it. Though there's no shortage of actual male characters and female characters actually based on female historical figures/characters.
* Fate Series with something called "Quantum Time-Lock", which occurs every hundred years or so. The branches that are cut are those that strayed too far away from the "trunk of the history tree", i.e the correct history.
* Fate's family is specifically shown to be Erio and Caro, lacking Nanoha and Vivio, so the debate rages on. Then again, while Vivio suggests that she should give Fate and her children some space while they spend time as a family, Fate, Erio and Caro think doing so is unnecessary.
* Fate's followers Homura and Shirabe try this look to impress Fate in Volume 0.
* Fates for all three games, with characters being able to support, marry, and have children. The main difference here is that children are now locked to their fathers instead of their mothers, with the only exceptions being Azura's son Shigure and the Female Avatar's son Kanna. An A+ rank has also been added in some cases, and achieving A+ or S support ranks allows characters to share classes.
* FATE specifically allows this whether or not the character has already rolled the skill at a baseline level, both because there can be in-story reasons to hide their skill and because it's more fun not to have to worry about it.
* Fate's relationship with Nanoha in the first two seasons; the third season toes the line. Post-
* Fate/Starry Night, Archer carries an injured Ritsuka away from Mt. Enzou like this until Jack insists on being the one to help her mommy. Ritsuka is glad that no one is around to see him get carried like a princess by a little girl.
* Fate/Starry Night: As the only one able to breach the wall of mud preventing other Servants from entering Fuyuki, Jack is entrusted with a bulging bag of Saint Quartz and various useful magical tools and artifacts for Ritsuka to use.
* Fate/Starry Night for Lancers like Scáthach, Ritsuka uses a spear made by

Proto Cú Chulainn to protect himself against a swarm of bladed wing worms along with Jack.
* Fate/Starry Night. He even forgets that he's bleeding out until he starts feeling lightheaded partway through the fight.
* Fate/Starry Night, he's interested in seeing what kind of person he is and what kind of Servants he'd summon, letting him live and defending him from Archer.
* Fate/Starry Night is "long sword man", Xuanzang is "crybaby lady who calls Mommy her disciple", Medea is "funny toy-making lady", and so on.
* Fate/Starry Night, Jack's killer instincts kick in when confronted with innumerable mud copies of Ritsuka, her thoughts filling nothing but the thought of, "Dismember. Dismember. Dismember. Dismember. Dismember. Dismember. Dismember."
* Fate/Starry Night, Lancer takes a shine to Ritsuka after learning of their shared tutelage under Scáthach. Although they're technically enemies, Lancer helps Ritsuka out numerous times, while Ritsuka promises to summon someone strong for him to fight.
* Fate/Starry Night, Ritsuka and Shinji are aghast at Shirou's method of turning his nerves into temporary Magic Circuits while tearing into him for his stupidity. Ritsuka then gets up to forcibly open Shirou's Magic Circuits to prevent him from killing himself.
* Fate/Starry Night, Ritsuka is normally able to contact Chaldea for information and navigation. But having dreamed himself into another world, he has no ability to contact them, and they're only able to send him Jack with a package of Saint Quartz and tools.
* Fate/Starry Night. Shirou refers to Berserker as "Hercules", but Ritsuka corrects him, as Hercules is a romanization of the original Greek "Heracles".
* Fate/Starry Night: Shirou serves Bazett tea. Even though the tea is still boiling hot, she drinks the whole thing in one gulp. Everyone is baffled, while she doesn't understand what the big deal is.
* Fate/Starry Night, the "Jack's Adventure" sidestories are narrated from Jack's perspective, as she's describing how she got to Ritsuka in time to rescue him from Berserker. The story ends with her cheering about how she found him.
* Fate/Starry Night while uppercutting one of Medea's Dragon Tooth Warriors.
* Fate/stay night. After the opening movie and starting the game proper from the menu, it goes back to the first day, this time from the Protagonist's perspective.
* Fate/stay night agree, his next idea of how their relationship would go would be making her drink the 'black mud' from the cursed Grail, destroying her mind and giving her a physical form.
* Fate/stay night. Also, despite doing the deed three times during the Grail War, Sakura does not become pregnant.
* Fate/stay night, and all the other surviving kids were taken in by the church and converted into living mana batteries for Gilgamesh.
* Fate/stay night, and begins to take measures to fix this deficiency.
* Fate/stay night, and due to that reason Arthuria never blamed Guinevere nor Lancelot for their romance and was forced to take action against it by her enemies.
* Fate/stay night and has a Servant so brokenly strong that she's still a match/superior to any of the other Servants except Berserker and possibly Lancer.
* Fate/stay night and is every bit as associated with that. (Of course, it's the same character saying it in both cases.)
* Fate/stay night, and is working on many more. There are even voice patches for the former two, which rip the audio from the PS2 version (that you have to provide, of course). Mirror Moon also helpfully provides links to distributors who will sell the games to you.
* Fate/stay night, and it's not even really magical, but it damn well works.
* Fate/stay night and potentially gets an awesome girlfriend and a chance to study magic properly.
* Fate/stay night and speculation that Rin can heal from serious injuries by covering her in grave soil.
* Fate/stay night. And they're adorable. Kohaku loves to cook, Saber loves to eat; and they both understand wanting to live their lives over.

* Fate/stay night and will likely be seen in the Illya route if it is ever released.
* Fate/stay night, an endless, barren landscape littered with swords. It's the basis behind all of his techniques - all of the weapons he recreates come from this world of his, which is representative of his lifelong conflict between ideal and reality.
* Fate/stay night) anime adaptation averts this by writing her into an original plot.
* Fate/stay night apologized for taking his place as heir and showed pity for displacing him. Any other action would have been fine, but pity enraged him.
* Fate/stay night Archer takes a blow from Saber in the Fate route, significantly weakening him for the rest of the story. This prevents him from carrying out his original plan but isn't enough to stop him from taking several of Berserker's lives during his last stand.
* Fate/stay night are technically familiars due to possessing the same type of contract, but the scale is vastly different. A Servant is a legendary hero or villain with even the weakest having powers far beyond all but the most powerful mages or vampire lords. Due to their immense power, they are placed into classes that reduce their burden and are further supported during the Grail War by the Grail itself.
* Fate/stay night: As a rule of thumb, all Servants are immune to attacks that are not at least indirectly magical in nature.
* Fate/stay night as they burrow back to the Throne of Heroes that it originated from.
* Fate/stay night, at his adult height, Shirou (5'6) will tower over the main heroines, especially 5'1 Saber (who's the shortest Servant by a full head at least).
* Fate/stay night, attacking from all directions to overwhelm his opponent.
* Fate/stay night! Badassery aside, it's not a true longcoat; it's actually a pair of sleeves and a long battle-skirt-thing. Looks damn similar, though.
* Fate/stay night because she has more magical energy than she could ever possibly use no matter what and can summon up apparently infinite giant freaky monster things if she has time. Is also the avatar of all the evils in the World.
* Fate/stay night begins with a prologue narrated by Rin. After this, the main game begins with Shirou as narrator. Some scenes are even repeated from his perspective.
* Fate/stay night.) Berserker, on the other hand, has the power to be killed 12 times before he dies, and comes back instantly without any adverse effects. This is supposedly a huge difference from mere quick regeneration. Not to mention, it then makes him permanently immune to whatever killed him after he regenerates.
* Fate/stay night boost (and Servants are almost always very, very strong to begin with).
* Fate/stay night. Both are fairly important due to their absence, the former more so than the latter.
* Fate/stay night, but as he's stuck in one place the entire time, he has to wait for people to come to him.
* Fate/stay night but the strategy is essentially suicide) and projection in general.
* Fate/stay night, but this grudge reaches extreme levels fairly quickly.
* Fate/stay night can get like this. Especially prevalent in one scene in "Unlimited Blade Works", where Shirou can warn Lancer to stay away from Tohsaka, to which she keeps desperately denying that she and Shirou are in love, while Shirou just smirks and doesn't deny anything, and Lancer laughs his ass off at Rin's reaction.
* Fate/stay night can summon one of these. Kind of a strange example, in that it's theoretically an actual physical shield that a warrior might carry — but it's a legendary weapon that can deflect anything and he can summon it as a magical ability, so it works out to be more like deflector shields.
* Fate/stay night, Caster is able to wield spells from the Age of Gods that vastly outstrip the raw firepower of modern day magecraft. Due to possessing the ability

to use Divine Words lost to humans in the present, she can perform incredible feats with a single word when it would take entire teams of modern-day magi chanting for several minutes to do the same.
* Fate/stay night clean all by himself, with only one of his younger female classmates coming by to help. The sweet granddaughter, despite being sweet, is no help, instead sponging off of him to devour his great homemade meals. Shirou also maintains an income by fixing up the Yakuza head's motorcycle and keeping up with three different part-time jobs. In times of need, however, Shirou can ask for a maid from the Yakuza head to keep his house in order.
* Fate/stay night (corresponding to the prophet), follows it to its inevitable conclusion.
* Fate/stay night. Despite finding many of these girls attractive, it rarely occurs to him that any might feel the same way about him, such that Rin and Sakura have an especially hard time getting him to notice their feelings in their respective routes.
* Fate/stay night. Do NOT, just do NOT get her angry. Be prepared to be killed, er, I mean, amazed.
* Fate/stay night Due to her personality, all she really does is go rather cold and quiet whenever Shirou's being friendly with another girl.
* Fate/stay night. During several "strategy meetings", his allies reprimand him for his usual response of "let's just go and do it".
* Fate/stay night, ending only when he died of natural causes. He is understandably resentful of humanity.
* Fate/stay night ends up denying him everything he ever wanted from his participation in the Grail War.
* Fate/stay night, enjoys cooking, cleaning and making tea. Not that he really gets the opportunity to do so more than ten minutes into the game or so but...
* Fate/stay night. Even a battle to the death between magi and their Servants can be interrupted by the need to eliminate a witness.
* Fate/stay night even confirms this trope was what they were going for when they made him.
* Fate/stay night, even the other students at their school notice it, mentally including Issei as part of the harem surrounding Shirou.
* Fate/stay night. Even though it ends the route absurdly without any real conclusion, it is referred to only as an "End", the only ending with this note.
* Fate/stay night features Gilgamesh, the most powerful heroic spirit in existence and the first and greatest king of history, who happens to be 2/3s God. His ego is so gigantic it might just suffocate you if you are in proximity of Gil, if he even allows you to look at him. Ultimately his pride serves as his downfall in all 3 routes, but if he was actually willing to go all out, he could take on every creature in the world´s powers combined. He is so arrogant that he rarely even wields his endless array of weapons, he SHOOTS them at you, and only wields his actual weapon Ea against worthy opponents (the ones we have seen so far are Saber, Shirou after Gil got put on the defensive, Fate/Zero´s Rider and a town´s worth of evil spirits).
* Fate/stay night. Finally, he complied and just to make damn sure we know he's gone, they dropped a pile of rocks on him.
* Fate/stay night for all of her knightly aspects Saber's hatred of losing is probably second only to her hatred of bad food. This is shown most prominently during her day out with Shirou and Rin in the Unlimited Blade Works route where the three of them try their hand at a batting cage with the caveat of not using magical energy. It becomes apparent that without it Saber is, in fact, the weakest of the three and spends time afterwards rather grumpy.
* Fate/stay night for Archer. Berserker drips manliness as well, but of the more brutal type.
* Fate/stay night. For a 'yippee, destruction and fire!' variant, watch the activation of his best Noble Phantasm.
* Fate/stay night for the poor. And roflstomp everyone because that combination is essentially all powerful. And yes, they are all most definitely capable of stand

alone. It's too bad the story ends before she can go through with it and the sequel eats continuity for breakfast.
* Fate/stay night for the winner. The Tiger Dojo session afterwards can't bring itself to chastise Shirou too much because he did his best.
* Fate/stay night, Gae Bolg works on this principle. It's a weapon that reverses causality: instead of the attack puncturing the heart, the heart is punctured and THEN the attack lands.
* Fate/stay night good and would be an excellent challenge normally, he's just not the sort of opponent that Lancer is suited to fight. He recommends sniping him instead. Boooooring.
* Fate/stay night got a wish. And this repeated for the next two centuries.
* Fate/stay night has a backstory that is a major plot point for the story, the protagonist's entire motivation for existing (at least in the beginning), in fact. Most of the routes have his backstory as a point of major inner conflict for him over his ideals and his reality.
* Fate/stay night has Archer with white hair and gray eyes as a borderline example similar to Hanyuu. A more straight example is Sakura, who has lavender hair and eyes; and Shinji and Issei, who both have blue hair and eyes.
* Fate/stay night has a small crush on Tohsaka at the start of the story, though he only knows her public persona. However, when he gets to know her better and sees both her good and bad sides, he only comes to appreciate her even more, though they may not end up together. Interestingly, she had a small crush of her own on him.
* Fate/stay night has Berserker, who wears only an armored kilt and cuffs. Though it's not fanservice in this case, because being summoned as a Berserker gives him a monstrous appearance.
* Fate/stay night has cases of this as well, such as when Saber seriously attempted to convince Shirou to let her go with him everywhere, including school, so she can protect him (note that she considers full body armor as casual dress).
* Fate/stay night has spent her entire life suppressing her emotions, so her feelings for Shirou leave her confused and angry. She realizes that he's important to her, but it takes a while for her to figure out why.
* Fate/stay night has the Hound of Culann (see 'mythology') with blue hair, Archer with spiky white, Rider purple rapunzel hair and Gilgamesh looking like a DBZ reject.
* Fate/stay night has the protagonist (who can be either male or female) being able to bond with and later romance a Servant of their choice, Saber (Nero), Caster (Tamamo-no-mae) or Archer (Nameless). The last one is less overt than the others however.
* Fate/stay night has this reaction whenever Shirou puts himself in danger. Makes a lot of sense, since she is essentially his bodyguard and he's less than cooperative with her efforts to protect him.
* Fate/stay night has three routes focusing on different enemies, with different plans that were barely referenced in the earlier ones.
* Fate/stay night has Zouken Matou, a twisted, vile piece of work hideous in both body and mind.
* Fate/stay night have been obscured in the pages of text, and the voice-acted version hardly saved them. This was impatiently Lampshaded by Shirou's internal monologue in the final arc: "Doesn't he ever shut up?"
* Fate/stay night, he admits it's more form than function and is difficult to move around in, and that's why he's classed as an Archer.
* Fate/stay night Heaven's Feel Normal End has a depressing example that flashes through the rest of Sakura's life in Shirou's home after he dies at the end of the Grail War, constantly waiting for him to come home.
* Fate/stay night: Heaven's Feel, Shirou and Shinji charge at each other to land this type of punch. Shirou wins.
* Fate/stay night: Heaven's Feel, Taiga Fujimura did this when she was helping Shirou practice kendo, which made him blush.
* Fate/stay night. He can also regain a life once a day. However, extremely strong attacks can take away multiple lives at once.

* Fate/stay night He gets better during the events of the Unlimited Blade Works route.
* Fate/stay night helps their family members avoid getting attached to them, since Irisviel already looked like a full grown woman and had a daughter of her own by the age of 9.
* Fate/stay night her enemies who have almost no chance of fighting back.
* Fate/stay night. He sees her as a treasure to add to his collection, and makes his desire to have his way with her very clear.
* Fate/stay night. He starts the game with at least four girls crushing at or potentially interested in him to some degree or other (Sakura being the most obvious, plus Rin, Ayako and possibly even Taiga), and as the Grail War goes on both Saber and Rider. Though she probably doesn't quite fall for him, even Ilya at least seems to find him charming or interesting in some way (though if it's mostly in the 'big brother' sense), and Caster (a declared man hater) expressed respect for him. And Issei seems to be gay for him too, just to top it off.
* Fate/stay night his mind overloads and he temporarily loses all senses. However, Shirou can apply Structural Grasp to plenty of other objects that were "merely" made by gods; Ea, however, was forged from the unlivable hell that was the earliest days of the earth and predates the very concept of "Sword" — it can only be called a sword because the world has no term for what Ea is other than "Ea". And in a setting where age=power...
* Fate/stay night "I am the bone of my sword/My body is made of swords."
* Fate/stay night if he really knows what he's getting involved in. He's also outraged at Archer's rather pragmatic view of civilian casualties.
* Fate/stay night if she made sure Kirei was really dead, and had she made sure to check the body?
* Fate/stay night: Illyasviel "Illya" Einzbern once resented her father, Kiritsugu Emiya, because he seemingly abandoned her and took it out on Shirou Emiya. Once she learns the truth, that being Kiritsugu didn't know she was alive and that her caretakers kept him from seeing her, Illya softens up and becomes more amicable.
* Fate/stay night in all three routes, with Shinji joining them in Unlimited Blade Works.
* Fate/stay night. In other words, whether or not it is a stable time loop is less important than the fact that it could be.
* Fate/stay night in pursuit of a goal she doesn't believe is actually possible. It's not helped along by Kuzuki's incredibly emotionless behavior.
* Fate/stay night: In the 2006 anime adaptation of the Fate route, Shirou teaches Saber how to cook this way.
* Fate/stay night. In the anime, this is replaced by Gilgamesh summoning swords from his Noble Phantasm, the Gate of Babylon, so that they block the path of Saber's swings, a method much more visually appealing than just having him stand there and take it.
* Fate/stay night: in the Heaven's Feel path, Shirou and Kotomine have to quickly escape from a castle. Kotomine jumps out the window, and Shirou, after a moment's hesitation, follows. Problem is: they're on the eighth floor, and Kotomine is a very experienced magus who knows how to soften his landing. Shirou barely avoids crippling physical damage (he notes it's a miracle he didn't break anything), and afterward all his companions are staring in wonder at what a colossal idiot he is.
* Fate/stay night. In their case it's genetic, since Einzbern homunculi are descendants (or, more appropriately, clones) of Lizleihi Justica von Einzbern, who had the same white hair and red eyes. They also carry parts of her personality and even memories.
* Fate/stay night introduces himself formally on initiating a duel, though he doesn't insist Saber identify herself.
* Fate/stay night in-universe, as even most of her students call her Tiger (despite her hating the nickname).
* Fate/stay night inverts this. Taiga (Shiro's legal guardian/aunt figure/moocher) teaches his class at school, but she's the one who gets embarrassed when they act too familiarly there. Shiro- not being your average teenager- is pretty chill about

it.
* Fate/stay night is driven by his belief that the best humans will survive and be worth ruling.
* Fate/stay night is identified as a sign of his twisted, distorted view of the world pretty much right off the bat. What this really means, though, and the extent to which his distortion reaches, is only fully revealed in the latter routes.
* Fate/stay night is not an advisable course of action. But you HAVE to do it or you get a bad end.
* Fate/stay night isn't around to play with you, particularly in the Heaven's Feel Route. Said route also has Shirou sit down on a bench to contemplate whether to save the girl or save the world.
* Fate/stay night. Issei "Blushes Like Mad Whenever Shirou So Much As Looks At Him Funny" Ryudou has a fairly obvious crush on him.
* Fate/stay night it as part of his own sadistic impulses, given how he unbuttons his collar and breathes heavily while eating it.
* Fate/stay night It becomes more typical retrograde amnesia later on.
* Fate/stay night. It is classified as an ANTI-WORLD noble phantasm, the most powerful in existence.
* Fate/stay night It's almost a little jarring seeing how quick on the uptake he is in Heaven's Feel.
* Fate/stay night. It's already been recorded in history, and anything that happens during the Holy Grail War cannot prevent that from happening on her own personal timeline. Somewhat subverted in that the point was never to prevent her from dying, but to let her live life to the fullest before her death.
* Fate/stay night, it's practically his shtick that he can't pull off any impressive victories unless he's been rendered three-quarters dead first.
* Fate/stay night, Jack the Ripper's Master Reika insists on cooking meals for Jack. Jack gets confused and points out she doesn't have to eat, but tries it and enjoys it. However, Ruler actually has to eat because she is possessing a woman named Laeticia's body.
* Fate/stay night Kischur Zelretch Schweinorg is known to be a vampire, one of the most powerful beings of the Nasuverse, and the only user of the Kaleidoscope, the operation between parallel worlds. He is also known to be a prankster. This is why Zelretch is considered as one of the biggest troll of the Nasuverse, along with Kotomine Kirei, even if you never see him.
* Fate/stay night, Kogil serves this role. Of course... he's the younger version of Gilgamesh, who as we know is more than a little messed up.
* Fate/stay night. Kotomine makes the plans, Gilgamesh calls people mongrels and swordspams them to death. Or doesn't. He helps if he feels like it, anyway.
* Fate/stay night. Lancelot fell in love with Guinevere and seduced her almost on accident because Guinevere had no defense against such things. Arthur forgave Lancelot, but Mordred was able to take advantage of the problems this caused to stage a rebellion and bring down Camelot.
* Fate/stay night. Lancer, Rider and Archer have it too, but nowhere near as powerful. Archer compensates for this by using his own duplication magic to provide himself with Noble Phantasms that buff his resistance.
* Fate/stay night leans more towards Stoic, but her dealings with Shirou tend to throw her a little out of whack.
* Fate/stay night Luvia gets more and more angry when Rin and the narration repeatedly insult her Swedish heritage. Mostly because she's actually Finnish.
* Fate/stay night makes his formal appearance in the war like this (the former on a wall, the latter on a lamppost), because even standing on the same ground as lesser heroes is an insult to him.
* Fate/stay night, making them impossible to control and having exorbitant mana drain on their masters; Berserkers are usually just as dangerous to their own controllers as to their enemies.
* Fate/stay night, meaning every time he projects he causes himself brain damage. His memories and ability to concentrate go pretty early, and no-one notices.
* Fate/stay night mentioned above, many of the heroic spirits have a backstory in

their previous life that definitely falls into this category.
* Fate/stay night (needing various ingredients and a specific formula) and the Holy Grail War (the battle between the seven Servants, until their souls fill the system and allow to summon an all-powerful wish-granting machine. At least in theory).
* Fate/stay night. Needless to say, Angra had essentially no useful powers to speak of, and the Einzberns lost the Grail War almost immediately. This also had the unfortunate side effect of shoving an embodiment of evil and hatred (albeit a very weak one) inside a nigh-omnipotent wish-granting device, and screwing over just about everyone in the process (including leading indirectly to the Einzberns dying out).
* Fate/stay night Nevertheless, he makes damn sure that everyone else is okay before he passes out from blood loss. He's so self-sacrificing it actually pisses off Saber, who thinks his heroics border on suicidal.
* Fate/stay night not only sharing his bed, but clinging to him very tightly. Rin is not amused when she hears about it.
* Fate/stay night of the world before Heaven and Earth were separated, before hurling the enemy into the rift. Unfortunately, while the visual novel's artwork of this attack is fairly awesome, the animated version is just a cheap-looking blob of semi-transparent red.
* Fate/stay night opens up with this. It introduces the plots and manipulations of all the antagonists of FSN, and then the narrator calmly declares:
* Fate/stay night or just near him, Taiga will end up greeting them and chatting for a bit. After a minute or two she generally blows up.
* Fate/stay night Other than that little mistake, it seems the idea is 'do what you can with your own ability, and accept your own failures if it doesn't work.
* Fate/stay night outright states that he only exists to make everybody around him look good.
* Fate/stay night own literally everything in the world, and due to the way magic works in this 'verse (making new things is unspeakably difficult, but making inferior copies isn't that hard), it's quite likely that everything of worth is based on things he used to own, so he's actually got a pretty good case for owning everything. So when he claims everyone else are just low-born thieves who need to be punished, he's not doing it out of greed, but out of a simple (albeit outdated) understanding of property rights. He's actually quite magnanimous with his treasures, and is more than willing to lend any of them indefinitely to vassals who ask for them.
* Fate/stay night really shows it off, in her casual attire. It's not so apparent in her school uniform, which has a much longer skirt.
* Fate/stay night received quite a bump in quality for its final two episodes. Compare the fluidity of Saber's fight against Gilgamesh to the fights against Rider or Berserker, as well as the detail and intensity of her facial expressions.
* Fate/stay night reveal that if Shirou hasn't forgotten the question, he's reluctant to ask.
* Fate/stay night. Rider explains that Pegasus actually survived all the way to the modern age, so he is now as powerful as a dragon.
* Fate/stay night: Rider is 172 cm tall and notably towers over all the other female characters, as well as a few males like Shirou and Shinji. She has a large bust, wears a revealing outfit, and is considered a beauty by Shirou.
* Fate/stay night, Rin Tohsaka can often be found doing this, usually in response to something Shiro said.
* Fate/stay night route, it's so effective that it even prevents Illya from using a Command Spell to teleport Berserker to her location.
* Fate/stay night route, Rider kicks Shirou out a window, but he uses a Command Spell to teleport Saber to his location and she catches him. Of course, if the player is dumb enough to have Shirou say a long speech to summon Saber instead of the simple, "Please come, Saber!", Shirou will splatter on the ground mid-sentence.
* Fate/stay night, Saber rarely smiles for herself as she always smiled for others. So when she gives a genuine smile in the Fate route, Shirou couldn't help but feel warm after seeing her smile.

* Fate/stay night seems to exhibit a form of this, as well, gaining form and intelligence by eating the hearts/bodies of his opponents.
* Fate/stay night see.) This also applies to the visual novel, as the prologue starts with the scene where Shirou meets Saber and then flashes back a few days to show the first few days of the story from Rin's perspective.
* Fate/stay night, she ends up the Servant of another person who epitomizes this trope, Shirou.
* Fate/stay night, she is summoned by Rin Tohsaka instead of Shirou, leading the two falling in love.
* Fate/stay night. She's also clearly not herself, and the rest of the route consists of Shirou and (eventually) Rin trying to save her from the darkness that is consuming her.
* Fate/stay night, Shirou accidentally summons Saber as his servant in the Holy Grail War, falling in love with her at first sight, although he doesn't recognize his own feelings at first. Because of the botched summoning, Saber cannot draw magical energy from Shirou the usual way, and is running out of energy for fighting, or even simply maintaining her existence. Rin figures out a way for Shirou to give Saber energy by having sex with her, and Saber agrees to do it out of necessity, but as the war goes on Shirou confesses his love to Saber and tries to persuade her to stay with him, while she wants to keep their relationship strictly contractual because that would conflict with her own mission. By the end of her route, however, Saber tells Shirou that she loves him in return.
* Fate/stay night Shirou adopts her into his home, much against the wishes of the more pragmatic Rin and Saber.
* Fate/stay night: Shirou Emiya and Rin Tohsaka are both shocked to learn the other is a Magus. In fact, Rin gets insulted that due to Shirou's lack of magical education, he had no idea the Tohsaka family is famous in the magical community, and that Magi living in Fuyuki City are supposed to register with the Tohsaka family.
* Fate/stay night. Shirou goes through training every night in magic that nearly kills him and terrifies anyone who sees it. This is, in fact, because he is really bad at practicing. It does essentially nothing for him. Another subversion comes in his sparring with Saber, where she points out that there's no way he can really hope to learn anything in such a short time so she'll just teach him to sense killing intent and get used to battle so he reacts better.
* Fate/stay night, Shirou mentions early on that lately he's been getting this feeling for Sakura.
* Fate/stay night's house for 2 years and is completely smitten with him, but due to her completely non-existant self-esteem, she absolutely cannot let him know how she feels.
* Fate/stay night shows up very briefly mucking about in the Prologue. Kuzuki also shows up briefly in the first day of the Fate route, and wouldn't go on to become important until halfway through the UBW route.
* Fate/stay night show that she can weaponize the wind sheath to release gusts of winds, miniature tornadoes, or even a massive explosion of air with enough force to oblierate rock and metal.
* Fate/stay night. Some fans argue that "Altria" is canon, while others say that it should be given no more credence than El-Melloi II being styled "Load" instead of "Lord."
* Fate/stay night sometimes and sad girl in the snow, because it's one of the big clues to Shirou that her cheerful act is mostly a facade against being hurt anymore. Apparently, every Holy Grail War in Fuyuki has taken place in winter. You know some people love that grail.
* Fate/stay night speaks only in an old and respectable Japanese dialect.
* Fate/stay night, specific Heroic Spirits can be summoned if one has an appropriate catalyst, which consists of something associated with the hero in question, or something from their legend. This includes things like one of their weapons, a piece of their clothing, or a fossil.
* Fate/stay night spend half the story on life support he proves much more

egalitarian, and even with Saber he stops around the time it becomes apparent they're gonna be fighting together regardless of her condition.
* Fate/stay night's Sakura is prominent in the first few days of the Fate and Unlimited Blade Works routes, before fading away to the status of an afterthought. She returns full force for Heaven's Feel, though.
* Fate/stay night's three scenarios lead to radically different Final Battles:
* Fate/stay night story), or his longtime friend (a horror story about protecting loved ones from the evils of the world).
* Fate/stay night. Subverted. Shirou stumbles upon two Servants fighting, and one of them races to kill him due to the Holy Grail War's "no witnesses" rule. He's mostly dead when someone saves his life.
* Fate/stay night suggesting that Tohsaka is the descent of a vampire.
* Fate/stay night superhumans, can move and fight faster than the protagonists can actually see. The most extreme example would be Saber going Mach 13, headfirst-leaping four kilometers in a second (she had help). Lancer, the fastest Servant, is so fast his movements were a blur even to another Servant, and a single back 'step' moved him about fifty metres.
* Fate/stay night's, which allows him to match up against Servants but quickly overwhelms his mind and body.
* Fate/stay night Taiga suddenly flips out and demands to know what Rin is doing there.
* Fate/stay night take place at roughly the same time, from the points of view of Rin Tohsaka and Shirou Emiya.
* Fate/stay night that explains their skills, stats and abilities, even how many turns an area spell lasts for.
* Fate/stay night that had greater magic and technology compared to modern humans. After spending ten years in the modern era, he has come to see the present world as corrupt and weak, and wants to use the Holy Grail to create a disaster that would leave only the strongest humans left, with himself to guide them.
* Fate/stay night: The adopted son of a mage is forced into a seven-way battle for the Holy Grail between mages controlling resurrected heroes of myth and legend. A Heroic epic focused on Shirou and his companions.
* Fate/stay night. The best example is probably the choice leading to "Unlimited Blade Works": If Shirou recalls Saber before she slashes Archer, Archer is left unharmed and capable of participating in the Grail War at full strength. This in turn boosts Rin's position in the war, making her a competitor to Shirou instead of someone forced to rely on him as an ally (and also makes Ilya not notice Shirou). Thus, "Fate" and "Heaven's Feel" get locked out because everything begins snowballing from that decision
* Fate/stay night. The disturbing part is that due to the way magic works, there's a good chance he's right.
* Fate/stay night. The famous "Unlimited Blade Works" poem that he had supposedly written about himself even carries a message that is very similar in nature to the "He who fights monsters" quote itself (if you manage to decipher its incomprehensible language that is). It tells the story of a man who spent his whole life in an agonizing pursuit through self-sacrifice, to become the hero of his ideals, until he one day realized that it was an ideal that could never be met, that evil would always persist, that all his sacrifices had been in vain, and that he had ultimately only managed to turn himself into a killer without a cause. He was just another part of the evil in the world that he once had thought he was fighting. The man who wielded swords had thus lost his identity to the point where there no longer was a man, there were only his weapons. He was "a man made of swords".
* Fate/stay night. The length is pretty inconsistent, at times appearing waist length and at one point when running up a building it trails a good two or three feet below her.
* Fate/stay night, the main human characters get a happy ending while several hundred innocents die (off-screen) during the scenario.
* Fate/stay night: The most natural style of Emiya Shirou, so natural that he was

able to become proficient at it by simply watching Archer use it in battle.
* Fate/stay night. The necessity of destroying the Grail makes this moot.
* Fate/stay night, there are three potential winners, each of whom can be seen as the First Girl. Sakura is the first girl introduced in the main storyline, the girl Shirou first met chronologically and also the first girl to show obvious interest in Shirou (who is, of course, completely oblivious to it), Rin is the first female character introduced and the first we get to see interact with Shirou because the prologue is from her point of view, and Saber is the first girl seen on-screen and heard as the second image in the Novel is of her.
* Fate/stay night. There is also Archer's famous "I am the bone of my sword..." speech, which he seems to do to activate Unlimited Blade Works (though it often takes most of the battle to recite the entire thing).
* Fate/stay night, the Servant class Berserker is defined by the class trait "Mad Enhancement". In exchange for their sanity and access to skills requiring a clear mind, the Servant receives significant boosts to all physical parameters.
* Fate/stay night, the words used in spells do not have any power of their own. Rather, they are used as a form of self-hypnosis which makes it easier for mages to activate their Magic Circuits in a consistent way.
* Fate/stay night. They meet again in the last episode, which clearly takes place after they had both died.
* Fate/stay night. This is kind of explained by the Root pulling them out of our traditional sense of time, and holding them in a kind of suspended animation between each Summoning.
* Fate/stay night (though no less arrogant) version of him that is a very capable king to his people.
* Fate/stay night, though there is no indication that she takes any part in the family business.
* Fate/stay night threw her into a forest during a blizzard as a test, he changed his opinion and went to rescue her. They bonded further as he stayed by her side through her recovery, and they ultimately got married.
* Fate/stay night Tiger Dojo, the hint section between deaths and routes, Taiga, Illya and sometimes Rin address the player.
* Fate/stay night to have fun and instead what he should be doing is more training that nearly kills him every night.
* Fate/stay night, True Assassin wears a white mask to conceal the fact that he doesn't have a face.
* Fate/stay night). UBW has Tohsaka leaving you to be killed by Archer while she goes ahead without you to stop Caster (also very difficult to get). HF has the Shadow eating you if Sakura isn't attached enough, Illya will also come after you if you don't meet her a few days earlier in the route, and if you choose not to unseal Archer's arm, Shirou will stab Sakura (and get killed by Rider) much further down the route (all of whom can easily happen if you're not careful). All of these, needless to say, are bad ends that kill you. You get scolded for these in the Tiger Dojo, especially the first.
* Fate/Stay Night: Ultimate Master. He still is considered a major threat, but most of his fights aren't that one-sided.
* Fate/Stay Night: Ultimate Master into a hulking armored being with heat vision.
* Fate/Stay Night: Ultimate Master. She finds the concept of aliens from distant planets to be utterly ridiculous.
* Fate/Stay Night: Unlimited Blade Works Abridged example of this trope. Rather than hitting her for Archer nearly killing him, Shirou suggests to Rin that he apologizes for the above event. While Rin complies, and genuinely, nonetheless, it doesn't stop her from throwing shade at Shirou for his actions during said event.
* Fate/Stay Night: Unlimited Blade Works Abridged: Rin interrogates Shinji and at first calls herself the "Bad Cop" and wants Shirou to be her "Good Cop". After seeing that Rider was killed, she tries again, only calling herself "Bad Cop/Worse Cop". She scares him by firing a Gandr near his head and saying Worse Cop wouldn't miss.
* Fate/Stay Night: Unlimited Blade Works Abridged: Rin reveals she set up 68

magical booby traps to try to kill Shirou. A few seconds later, she grudgingly admits it was 69 traps, but she didn't want to sound crass.
* Fate/Stay Night: Unlimited Blade Works Abridged: Rin Tohsaka admits she likes Shirou Emiya because she can use her looks to get any other boy to obey her, but he doesn't.
* Fate/Stay Night: Unlimited Blade Works Abridged: Subverted when Caster captures Shirou and ties him up with magic threads. When Caster reveals she has been draining the life force of the townspeople, an enraged Shirou declares his righteous fury will allow him to break his bonds and take her down. He fails to break them, and Caster says no matter how he talks tough, he lacks power.
* Fate/stay night [Unlimited Blade Works] begins with a double-length episode from Rin's POV that leads into her involvement in the Holy Grail War, followed by another double-length episode from Shirou's POV. This is then followed by Rin and Shirou going to meet with Kotomine, and things only pick up when Illya and Berserker attack.
* Fate/stay night [Unlimited Blade Works], but he's too proud to take it out until it's too late.
* Fate/stay night [Unlimited Blade Works] does this twice. First to Shirou and, moments later, to Rin.
* Fate/stay night [Unlimited Blade Works], falling leaves land on Assassin's sword and split on contact.
* Fate/stay night [Unlimited Blade Works] favor twin shortswords over bow and arrow, suspects that Rin was mocking him in saying this.
* Fate/stay night [Unlimited Blade Works] first season Limited Edition includes a soundtrack CD, booklet, novel, illustration and wall scroll. The second season Limited Edition includes a soundtrack CD, drama CD, booklet, illustration and wall scroll.
* Fate/stay night [Unlimited Blade Works] for future use. Part of the series is about him trying to figure out how it works with some mentorship from Archer.
* Fate/stay night [Unlimited Blade Works], Illya said this when she's dying.
* Fate/stay night [Unlimited Blade Works] in the heart a short time later.
* Fate/stay night: Unlimited Blade Works movie was less a movie in its own right and more a montage of scenes from the game. It managed to keep most of the major scenes and plot points, but at the cost of cutting out almost all characterisation, backstory, the main love story between Shirou and Rin and all the segues, not only making it amazingly jarring to watch but also almost completely incomprehensible to anyone who isn't already familiar with the story.
* Fate/stay night [Unlimited Blade Works]: Saber really sucks at baseball because she keeps holding and swinging the bat like a sword instead of a bat, causing it to miss the ball every time.
* Fate/stay night [Unlimited Blade Works], Shirou, Rin, and Lancer agree to team up. Lancer offers his hand to Shirou, who ignores it and keeps talking (or didn't notice the hand because he was looking at Lancer's face). After a few seconds, Lancer pulls his hand back.
* Fate/stay night [Unlimited Blade Works], Tohsaka tells Shirou that they're going on a date. His first response is "Oh, you and I are going on a date." After a second or two it zooms in on his face as he screams "WAIT, WHAT!?"
* Fate/stay night uses the stairs on Ryuudou Temple to give himself an advantage against other Servants attempting to enter.
* Fate/stay night-verse are explicitly referred to as master swordsmen, and all of them are different.
* Fate/stay night via his willpower and purity. By contrast, Shirou (who is at his most idealistic in this route) was very nearly killed by a brief exposure to a tiny, tiny fraction's worth of the same.
* Fate/stay night, was adopted by the magus Kiritsugu after his parents (and other immediate family members) died in a fire. After Kiritsugu also died, Shirou remembers the six years they spent together as the happiest time in his life.
* Fate/stay night were also summoned in this manner, and it's more noted upon there as well.

* Fate/stay night were rated TV-14. This is rather surprising, considering that all other companies that released both the anime and the Unlimited Blade Works movie rated it as TV-MA (as both have pretty considerable amounts of blood, gore, and violence).
* Fate/stay night, when an attack on the school leaves almost all the students in a near-death state, Tohsaka is horrified and is visibly fighting back nausea. Shirou, on the other hand, calmly inspects the students and determines they're not dead... at least not yet. Tohsaka demands to know how he can remain so calm in this situation, and Shirou replies that he's seen lots of corpses before, which disturbs Tohsaka even further.
* Fate/stay night When Shirou finds that his ideal and way of life are distorted after being challenged about them by Rin, he logically realizes that his processes are wrong. However, he also decides that he won't listen to her warning, because:
* Fate/stay night, where he's summoned as Archer, he gets to demonstrate his incredible skill and become one of the most dangerous Servants.
* Fate/stay night, where Shirou's first experiments with projection result in the entire left side of his body falling asleep and some troubles moving around and doing things that evening.
* FateStayNight, which many characters are capable of, but MAGIC, the primal, mysterious force of magic — Assassin's just good enough to pull it off.
* Fate/stay night, which modern humans are physically incapable of pronouncing.
* Fate/stay night, while the Heaven's Feel route is focused on him learning to overcome it.
* Fate/stay night who gets first-person P.O.V. scenes, and plays a major role in every route of the game (unlike the other villains and supporting characters, Kirei included, whose role may be significantly downplayed).
* Fate/stay night, who is shown enthusiastically studying modern maps and atlases in preparation for "conquering the world".
* Fate/stay night: Within the whole series, this role is fulfilled primarily by Saber and Rin, with Saber as Betty and Rin as Veronica.
* Fate/stay night with no concept of morality, she will toy with Shirou while pleasantly torturing him.
* Fate/stay night (with the exception of Illyasviel, who was conceived and born naturally) are this, being copies of the original homunculus, Justeaze, and as they're effectively her reincarnations she occasionally speaks through them.
* Fate/stay night. Yes, it avoids a horrific Bad End, but at the time you have no way of knowing that, so choosing that option on your first playthrough without having read a walkthrough has many aspects of this.
* Fates, the Spear Fighter and its promotion are this, which is fitting as lances/naginatas are this among the physical weapons. Oboro, the main playable Spear Fighter, enforces this, with the majority of her growth rates lying in the 50-55% range.
* Fate/strange fake: A few civilians witness True Rider in action, but assume from her outfit and horse that she is a performer promoting a store.
* Fate/strange fake as he does despite actually being absolutely terrible at magecraft.
* Fate/strange fake, but other than Waver Velvet, not many have heard of her.
* Fate/strange fake: False Lancer/Enkidu is vulnerable to diseases because a disease killed him in life. Gilgamesh notes that this makes False Rider/The Horseman of Pestilence, a personification of disease, a very dangerous opponent for Enkidu.
* Fate/strange fake has many examples. False Caster is addicted to the Internet and equipped a SWAT team with pseudo-Noble Phantasms, and the Mob has access to wizards.
* Fate/strange fake. He says he didn't resist arrest because he didn't want to risk Ayaka getting hurt and he respects the police who were only doing their jobs. He declares he will stay in his cell until sunrise, but is forced to escape with Ayaka early when the police station gets attacked.
* Fate/strange fake in a magazine. But a year later, the game is actually being

made.
* Fate/strange fake, Lord El-Melloi II concludes the ringleaders behind the True and False Holy Grail Wars in Snowfield want to do this, cheapening the miracle of the Third Magic into mere magecraft by mass-producing Holy Grail Wars.
* Fate/strange fake-producing bacteria, intending her to become this trope for the Servant they intended to summon. The plan went down the tubes the instant the comatose Tsubaki summoned her own Servant.
* Fate/strange fake: Saber tells his new Master Ayaka Sajyou that they are partners now and he will protect her. He offers a handshake to seal their deal, but she slaps his hand away because she does not want to be involved in the Holy Grail War.
* Fate/strange fake: The Japanese Ayaka Sajyou is contacted by Filia who orders her to travel to Snowfield, Nevada and participate in the Holy Grail War. Ayaka only speaks Japanese, so Filia casts a spell on her to allow her to speak and understand English.
* Fate/strange fake: True Archer, who has been corrupted into hating anything to do with the gods, hates his deific name, Heracles, and prefers to be called his obscure, original name, Alcides. He wants to use the Holy Grail to erase the name Heracles from history.
* Fate/strange fake: When False Rider traps several people in its Reality Marble, which is basically another dimension, Flat Escardos is still able to call Lord El-Melloi II on his cell phone.
* Fate/strange fake who cheerfully goes about the Holy Grail War in hopes of making friends with every Servant. He's also an astonishingly talented magus who can rewrite meticulously laid defensive wards in four seconds simply by touching a building and flooding it with his magical energy.
* Fate/strange fake, who decides to grant her request by spreading disease and dragging the souls of the victims into the dream.
* Fate/strange fake who shares Ayaka's name and face (though Prototype Ayaka is a brunette and this Ayaka is a blonde). The other characters find out Prototype's Ayaka is in Romania oblivious to the events of Strange Fake.
* Fate/Sunny Order: After being freed from brainwashing while in Jasonland, Cu Chulain tells Emiya and Robin that his real problem wasn't with the brainwashing, but the execution. Cu was brainwashed into thinking he was King Cyzicus (Medea's father), but he thinks a more effective method would have been to make him believe he had to attack his former allies. Instead, an artificial personality was implanted and kept him from fighting at his full potential.
* Fate/Sunny Order, Artoria tries to argue to Medea that, despite Mordred, she still qualifies as a good parent since she helped raised Ritsuka and Kana. Cue both of them crashing into Medea's temple and fighting because Kana encouraged Blackbeard to become an Otaku... and Artoria encouraging their fighting skills.
* Fate/Sunny Order, it's revealed that years ago, Ritsuka and Kana Tohsaka found Kaleido Ruby, who activated with blood from a cut on Ritsuka's hand and turned him into a magical girl. While Shirou was able to free his son from being a magical girl with Rule Breaker, it left Ritsuka still as a girl. The family had to wait for two weeks for Zelretch to turn their son back to normal, due to Ritsuka's girl body being made from aspects of multiple female counterparts.
* Fate/Sunny Order story of Chaldea, ranging from Attila's obsession with cute to Kana turning Blackbeard into an otaku.
* Fates Warning - "Firefly" (it's ambiguous, since it could just as well be applied to a romantic relationship, but the message of the song is definitely "you entered my life and made it better, and then you left it; we're our own people and neither one of us had any obligation to stick by the other, and while I want you to do what's best for you and won't stop you from leaving, it's going to leave a void in my life and I can't claim that it's not going to hurt")
* Fates Worse Than Death future where, among other things, homosexuality is perfectly normal. One of the sourcebooks makes mention of artificial wombs that allow male couples to reproduce and a finger tool that converts epithelials into sperm cells for lesbian couples.
* Fates Worse Than Death them. Instead, most soldiers and mercenaries just make do

with weapons slightly more advanced than we have today (with some build in electronics), while Intelligent Guns are reserved for the best of the best of the corporate elite squads.
* Fate System Toolkit from the same Storms; either can be used standalone in a given campaign, but they can also just as easily be combined and then potentially used by a single character given suitable investment.
* Fate Testarossa is another super prototype in a way — she was
* Fate Testarossa is a prime example. A lot of her issues stem from this.
* Fate Testarossa's Bardiche can also become a Cool Sword when it assumes its
* Fate the events to make her seem more like a straightforward monster.
* Fate The GM has the option of giving the players a "Climactic Dilemma" where they have to choose between two unpalatable options to resolve the horror. If the group attempts a third option to avoid both bad choices, the difficulty is automatically raised by three to four points and failure brings much greater consequences than normal.
* Fate, there is a group of spells classified as charm magic that allow you to summon up to six monsters to temporarily fight for you.
* Fate, the stars of the fake anime, are understandably displeased by this development.
* Fate: The Winx Saga), and the United States' Young Blood Productions.
* Fate: The Winx Saga, as a Mind Fairy one of Farah Dowling's powers allows her to move objects such as opening and closing doors and throwing a Burned One across the room in battle.
* Fate: The Winx Saga, Farah Dowling is able to see memories and tried to use this ability on Beatrix.
* Fate: The Winx Saga has the ability to control light with which she can create and multiply spheres of pure light, create rainbows or northern lights in her hands or emit rays of light that can blind permanently. Later she becomes able to use light to make herself invisible.
* Fate: The Winx Saga. His only role is being Musa's love interest. We learn virtually nothing about him except for the fact that he is Terra's brother.
* Fate: The Winx Saga. In the live action has very light brown skin and some features that do seem East Asian or possibly Middle Eastern mixed with Caucasian. Her actress Elisha Applebaum is part Singaporean and Ashkenazi Jewish.
* Fate: The Winx Saga is an earth fairy and his power is moving through solid matter.
* Fate: The Winx Saga, Musa's interest in Sam and general softening is marked with her hair being worn down more often.
* Fate: The Winx Saga, Sky's the only one Stella tells about her abusive mother, and the incident with her previous roommate.
* Fate/type Redline: Archer shoots a Nazi officer in the face, which destroys the top half of his head.
* Fate/type Redline: Kanata Akagi is a boy from 2020 who gets sent to 1945 and caught up in a Holy Grail War. He meets a girl named Tsukumo Fujimiya and they blush around each other, until he realizes she is the younger version of his grandmother.
* Fate/type Redline: Kanata Akagi was born with magical powers, but is completely uninterested in improving them and prefers to live a normal life.
* Fate/type Redline: Sakura Saber, Okita Souji, is introduced as very stoic and serious and scares Kanata Akagi by quickly killing an attacker. When they introduce themselves, Okita gives a smile which really affects Akagi.
* Fate/type Redline: The story is set near the end of WWII, when many of the Japanese are weary of war and advocate surrendering to the Allies. When one of the military commanders starts to think of surrender, Major Magatsu has him assassinated. He claims the factions talking surrender did it, angering his troops and ensuring they won't surrender anytime soon.
* Fate/type Redline. When he gets sent to the past and dragged into a Grail War, he annoys his companion Tsukumo Fujimiya by knowing nothing about Grail Wars or Servants. Due to his normal life, he is completely unprepared to deal with violence

and death and quickly panics or freezes up.
* Fate Undetermined: Ongoing fandom efforts, meaning success or failure can't be yet determined. Whether a work can be considered this or a "fail" depends on how intense and lengthy the fan campaign is, and if the studio or network has made an official statement in response.
* Fate-verse even incorporates this into their summoning: they may be summoned with powers or appearances lifted from common interpretations of them rather than their actual legends.
* Fate Victor's second attempt of Frankenstein was appropriately named Eve.
* Fate voice actresses armed themselves with canons, it was to come down squarely on the side of NanoFate.
* Fate (which just so happens to be the previously-mentioned MMORPG spinoff reimagined as a mobile game), it's obvious that this a franchise that's not going anywhere anytime soon.
* Fate Worse than Death Apep/Apophis is said to have swallowed some gods or human souls whole. They're still aware in there, and about once a night someone beats up Apophis enough that they can stick their heads out for a short time... before he recovers and swallows them again. They never actually escape.
* Fate Worse than Death followed some relatively lighthearted introductory chapters and served as a wake-up-call for both the audience and the main characters.
* Fate Worse than Death. He makes the best of it, but his bedside manner is, well...
* Fate Worse than Death in the dub), it serves as a light-hearted episode where Mai duels a movie star to decide if she'll marry him or not. The Marik plotline is literally not mentioned once in the entire episode (at least in the dub, can't speak for the Japanese version), but is picked up again in the next one.
* Fate Worse than Death in the end. Since his soul was still split apart when his physical body died, he could not pass on to the afterlife. He remains trapped in limbo as a stunted twisted thing, presumably forever.
* Fate Worse than Death once upon a time, because there was literally nothing other than desert and the sea. Virtually everyone were nomads. Some could sustain themselves through pearl hunting, but it was rather unprofitable.
* Fate Worse than Death: Originally, this referred to rape as being worse than death, but now it's a blanket term for anything that's considered worse than death.
* Fate Worse than Death: Someone suffers a fate so horrific that death doesn't seem so bad in comparison.
* Fate Worse than Death that the Reavers would visit on them if they took the ship.
* Fate Worse than Death: Undeath in general is often depicted as this.
* Fate Worse than Death used by the demons creates harmful "smut" that can pollute their aura, but the demons transfer this to their familiar instead.
* Fate Worse than Death, which does explain his tendency to focus on other para humans.
* Fate Worse than Death: You can suffer one of them anytime, anywhere.
* Fate/Zero ahead of her. Kiritsugu predicts his actions will eventually result in her death, but she accepts this and wants to help him realize his ideal.
* Fate/Zero airing on the anniversary of his historical incarnation's death) were coincidence.
* Fate/Zero, all the Knights that debuted or were talked about in that singularity undergo character updates in chapter 10, leading Gareth to become a girl and Galahad to fuse with Mash (who is fused with his power in the game). While Merlin is able to turn Galahad back to normal, he can't do the same to Gareth because she doesn't mind being a girl, especially since she can become Gawain's favorite little sister instead of competing with Gaheris for the role of favorite little brother.
* Fate/Zero along with Irisviel, who she had true loyalty to. But even in arcs where Saber is bound and/or corrupted by magic, she still has an overriding protectiveness of Shirou.
* Fate/Zero, an anti-unit type weapon that is said to be the counterpart of the legendary anti-fortress sword Excalibur, increases all Berserker's attributes by one rank and has special dragon-slaying properties, with the only downside being

that it seals both of the aforementioned Noble Phantasms while it's activated.
* Fate/Zero and a horde of ghouls on it and risking it to cause another vampire outbreak he immediately shot down the plane.
* Fate/Zero) and the prose snaps straight back to normal once Irisviel realizes the mind-trickery and overcomes it with her innate magical resistance.
* Fate/Zero, and they end up paying their debts in several gruesome ways.
* Fate/Zero are, by definition of their nature as Heroic Spirits, people who are well-known for the historical events they were a part of in life before being summoned by the Masters.
* Fate/Zero as a major theme is how the descendants of the Fourth War's participants inherited their parents' powers, conflicts, curses, and ideals.
* Fate/Zero: As he dies, humiliated, driven to almost kill the woman he loves, having failed to save the child for whom he entered the Holy Grail War, Kariya Matou hallucinates that he succeeded in saving both Tohsaka girls and has escaped with Aoi... as he's being devoured by his father's insect familiars.
* Fate/Zero, as Waver entered a deadly magical war solely because he hated Kayneth and his teachings immensely and wanted to prove him wrong.
* Fate/Zero attitudes who wear armor and use swords, and Gilles is completely insane, so it's a pretty forgivable mistake.
* Fate/Zero begged him to kill her before she lost control, which eventually caused a catastrophe, and he couldn't do it.
* Fate/Zero: Briefly discussed. Most Magi use familiars, which leave a magical trail so they can be detected. However, Kiritsugu also uses normal cameras attached to bats as they do not leave a presence nor can a camera be tricked with magic like the brain of a familiar.
* Fate/Zero, due to being spiritual beings that can temporarily assume physical forms.
* Fate/Zero Emiya Kiritsugu simply levels the entire building with explosives.
* Fate/Zero familiars are briefly mentioned as well as bringing up a certain disadvantage: Magecraft can easily be used to trick or fool one with illusions, so Kiritsugu attaches cameras instead as they are not so easily fooled. Caster also fights entirely through the use of summoned familiars, though they're actually bound to his Noble Phantasm instead of him.
* Fate/Zero. Granted, his ending and last couple of actions aren't exactly very heroic, but yea, the motive was good.
* Fate/Zero, has Sir Lancelot, who, having been summoned in the Berserker Class, is angry all the time, and, having tired of Camelot's manners, swears a lot.
* Fate/Zero. His life is one of the most tragic of the entire Fate series.
* Fate/Zero. His shared Reality Marble is something like a reminder of the world from when he was basically king of the known world. It summons his entire army as low class Heroic Spirits, even his horse. This basically terrifies all the other Heroes when they find out about it, as it's EX ranked and, well, it's an army made of total badasses. It's also used to prove a point: Namely, Saber made a shitty king since she never inspired true loyalty no matter how good of a person or warrior she was.
* Fate/Zero in her game of origin, but is more in her element here...which means terror and tragedy for the residents of Fuyuki. To put it simply, she starts her reign of terror by devouring every patron of a bar and just gets worse from there, dictating much of the plot through her ruthless actions.
* Fate/Zero In it, Kotomine is still more or less a good guy, though all his mental issues are still present. While the war is going on and Servants are going down, Gilgamesh is needling Kotomine towards realizing what he is and descending into villainy.
* Fate/Zero in life, his Noble Phantasm consists of that army, which was full of all manner of warriors that have now been upgraded to Servant status. While none of them are individually all that impressive by Servant standards, they are still superhuman warriors and could defeat any mortal soldier with ease, and as a massed army, very little can stop them.
* Fate/Zero is almost always dressed like a 19th-century riverboat gambler.

* Fate/Zero is twice as long as the others, and mainly consists of the participants in the Holy Grail War delivering exposition about the war and preparing to summon their Servants.
* Fate/Zero, just Caster's shadow tentacles reach out and grab him before it cuts away, but what we do hear makes it clear how horrific a death it was.
* Fate/Zero, Kiritsugu Emiya becomes one of these after, as a child, witnessing the kind of horrific effects experiments carried out by magi can have. He became known as "The Magus Killer", known for combining magic and mundane weapons and specializing in killing magi, though he would target anyone who was causing harm to others. Interestingly, he became a killer out of a desire to be a hero... his idealism clashes rather heavily with his job, a fact that is central to his characterization.
* Fate/Zero: Kiritsugu Emiya's Origin Bullets can be compared to silver bullets, as they are specifically designed to kill mages. Those who survive being shot by an Origin Bullet will be left crippled and are unable to use magic ever again thanks to their destroyed magic circuit. The Origin Bullet becomes more effective the more potent the target is in magic. The number of Origin Bullets however is relatively sparsed, as they are made out of Kiritsugu's own rib, thus he cannot simply reproduce new Origin Bullets whenever he wants.
* Fate/Zero made between the other Master-Servant pairs. Most but not all fics also have the various Servants disagree to varying degrees with Saber's wish assuming she's one of the ones not replaced.
* Fate/Zero Mages have obsession with 'the elegance of the ancient age', and this is exactly why Kiritsugu uses guns against them to great effect. Screw duels of honor by spirits of champions, I have guns!
* Fate/Zero) manages to ward off Gilgamesh's "Gate of Babylon" using a spear in one hand and a sword in the other.
* Fate/Zero may not see himself as a villain, but deliberately uses methods he knows to be both pragmatic and villainous. In his perspective, there is no such thing as a noble war, and that chivalry is the greater crime for perpetuating war by glamorizing it, rather than ending fights with merciless and abrupt execution and leaving survivors with no taste for war.
* Fate/Zero) out of the way in the first episode. The second season is a normal 12-episode season.
* Fate/Zero proper is quiet on the homoerotic tension between some of the Masters and their Servants, the Einzbern Consultation Room shorts are anything but.
* Fate/Zero quietly shoves Tokiomi Tohsaka, Rin's father and the guy everyone expected to be a very serious contender, to the side and Kotomine takes his Servant.
* Fate/Zero reveals he could have included that in his magically binding contract.
* Fate/Zero" series makes his likelihood of dying horribly and tragically 170%.
* Fate/Zero. Several of the passive skills and stats listed there also come into play in the plot.
* Fate/Zero's Lancer has a Noble Phantasm called "Gae Dearg", a spear that can penetrate any magical defenses and disrupt thaumaturgy as long as it is in contact with the source of the spell.
* Fate/Zero's respect and is the only surviving Master who is better off at the end of the war than he was at the start.
* Fate/Zero stating that it is more efficient than magecraft). One of the protagonists uses this for maximum effect, complementing his comparatively poor magecraft with sniper rifles and landmines.
* Fate/Zero stretching this about as far as adult human proportions can go, with Alex having about two feet (55 cm, to be exact) and 80 kg (176 lbs.) on Waver.
* Fate/Zero summoned by Caster, or Berserker consuming and commandeering a state-of-the-art expensive jet fighter in mid-air.
* Fate/Zero That silver lining is the direct catalyst for its sequel bringing the tragedy to its final closure in the sequel.
* Fate/Zero, the British Waver Velvet finds himself unable to understand the Japanese Taiga Fujimura, because neither of them can speak the other's language.

Waver gets around his issue by having his Servant, Rider, act as an interpreter.
* Fate/Zero, the resident psycho master and servant tries to use half dead people's scream as instruments by pulling out their instruments in set chords and mashing their fingers on them. It does not work.
* Fate/Zero. This also is coupled with a wavering quality of either the animation, integration, or both.
* Fate/Zero, this trope is both apparent frequently and weaponized by Assassin/Lupin. The most apparent use of it is between Assassin/Lupin and Zenigata as usual and weaponized against honor-bound Servants like Lancer.
* Fate/Zero, though supplementary material points out Gilgamesh would be able to overwhelm him if his strength and speed wasn't enhanced by being Berserker.
* Fate/Zero to catch a bullet doesn't mean your body is tough enough to prevent harm.
* Fate/Zero to ensure the destruction wouldn't spread. He lives by a harsh code of utilitarian ethics- killing the few to save the many. His ultimate goal is world peace, and he is willing to do anything to achieve it. As he himself says:
* Fate/Zero tries this in the Grail War. He makes offers to the other Servants to join his army of world conquest, with no takers, and suggests that they simply debate and decide who deserves the Grail more that way.
* Fate/Zero turns out to really enjoy video games, much to his Master's surprise.
* Fate/Zero until the Holy Grail War happened. Their contrasts had little, if anything, to do with their tragic ending.
* Fate/Zero was executed, he began to doubt God, believing God would have saved her. To test Him, he began to commit atrocities like murdering children, believing that if God was real, He would have intervened. He never experienced divine retribution and was instead arrested and executed by greedy people who wanted his land. He concluded that God either isn't real or is lazy and doesn't deserve worship.
* Fate/Zero. Waver's embarrassed by it, but Rider tells him that he has nothing to be sorry for: "If there were any man who could witness this and not react, I would punch him in the face."
* Fate/Zero Waver stole the catalyst needed to summon his Servant and entered the war in hopes to prove that his low-birth status didn't hinder his skill in magic.
* Fate/Zero, which he likes to read. In fact, he enjoys it so much he'll even have other people read it out loud to him during battle.
* Fate/Zero, which still obscures his appearance to other people and hides his status and parameters. While the audience are able to see his appearance, the characters only see a "black thing" and they cannot grasp his shape. Once For Someone's Glory is deactivated, characters who knew him in life are instantly able to recognize his armor and identity.
* Fate/Zero, who wanted to descend into madness after the mess that he made in his lifetime as a knight.
* Fate/Zero with professional expertise. Berserker, as an incarnation of a knight, also gets this ability, and uses it to skyjack a fighter jet.
* Fat Flex: A fat character tries to look buff by pulling up their belly fat.
* Fat, French and Fabulous: After a joke about the failure of Enron, "Maybe if we started making jokes that have punchlines that come after 1997, we'll start doing better."
* Fat, French and Fabulous, Canadian serial killer Alan Legere escaped from prison using a TV antenna he hid up his anus to fight off the guards. Presumably, he removed it from his anal cavity first, but it's much funnier to imagine him attacking the guards with it still sticking out of his ass like a bee stinger.
* Fat, French and Fabulous, despite having an unambiguously feminine name and no apparent problem with feminine pronouns, makes frequent references to herself using ambiguous or explicitly masculine terms, creating a question mark around her gender that is never fully clarified.
* Fat, French and Fabulous eats, she apparently spent the entirety of the Phantom of Heilbronn episode doing shots of Compliments ketchup.
* Fat, French and Fabulous episode on Famous Last Words, which begins with the tale

of James D. French, a convicted killer who supposedly said "How's this for a headline? 'French Fries.'" to journalists present shortly before his execution by electric chair. (French definitely wanted to die, and did evidently make the quip to a reporter, but not as he was literally being marched to the chair.)
* Fat, French and Fabulous has a few notable cannibalism discussions, including this gem:
* Fat, French and Fabulous has multiple theories about the disappearance of Maura Murray, including that she eloped with Bigfoot. "Wake up Sheeple! They've got three children!"
* Fat, French and Fabulous has the following description of radium jaw, a malady caused by the body incorporating radioactive substances into the bones instead of calcium after a victim ingests radium:
* Fat, French and Fabulous', involving a disturbed solider having a pretend tea party with the bodies of the fallen.
* Fat, French and Fabulous, Janel accuses Jessica of being far too into cannibalism as a topic and that eventually she's going to start offering recipes, to which Jessica responds that she has a cannibal cookbook close at hand. Not because she carries it on her person, no, she was just recording near the kitchen today.
* Fat, French and Fabulous, Janel fears that her entire life since middle school has been a dream after the Columbia Marching Band starts chanting lines from the horrifying public access television show commonly inflicted upon Canadian children, Téléfrançais.
* Fat, French and Fabulous, Janel mistakes Denmark for the country Dutch comes from.
* Fat, French and Fabulous. Janel, one of the hosts, is particularly skeptical of American military adveturism, as she herself works with veterens.
* Fat, French and Fabulous: Janel's interpretation of WWII double agent Garbo's motivations in offering his services to both the Germans and the British. "Shits and giggles? Shits and gigs."
* Fat, French and Fabulous looks a hell of a lot like the modern international bio hazard sign.
* Fat, French and Fabulous may or may not have psychic powers. In any case, she's oddly good at guessing highly specific information. "What? I was right? I was just being asinine."
* Fat, French and Fabulous older women, especially Queen Elizabeth Windsor:
* Fat, French and Fabulous, on a episode about serial killers Burke and Hare, when Janel clarifies that she is not impressed by the number of victims they killed in the space of a year, merely surprised.
* Fat, French and Fabulous, professionally as a psychology student, personally as a True Crime podcaster, and romantically as a connoisseur of underweight social rejects in trench coats.
* Fat, French and Fabulous: Some of the best last words come from people about to be executed, because they have a clear expectation that they are about to die and have time to consider what they want to say compared to someone who dies in an accident.
* Fat, French and Fabulous', "Statistically, the average person has slightly less than two legs." Statistics are fun when you don't use them properly.
* Fat, French and Fabulous suggest a smoothie made of raspberries, spinach, and snake venom, based on the fact that it's safe to drink snake venom so long as it has no way of entering the blood stream, such as a stomach ulcer.
* Fat, French and Fabulous, the poor are not unlike horseshoe crabs and the purpose of a robust social safety net is to flip them over and thereby put them back on their feet.
* Fat, French and Fabulous: This may have been the case between the Papin sisters, who suffered from shared psychosis.
* Fat, French and Fabulous, which features a talking pineapple that lives in a dump.
* Fat, French and Fabulous: "You have probably seriously considered throwing a human child down a storm drain on numerous occasions."

* Fat, French and Fabulous: "You're probably the only person I know who would use the phrase "provenance of their wares" in casual conversation." "Nevermind in the context of grave-robbing, at fucking all."
* Fat, gluttonous and lazy Don Fernando is cynically made leader of the expedition and Emperor in the New World in
* Fat Guy Stuck in Internet, bounty hunter Chains responds to Gemberling's story of a hard childhood with his own (nonsense) which he calls "I was a teenage Draculur" where he gets beat up by nerds, among other nonsense.
* Fat had a pop group parodying Girls Aloud by the name of "Gurlz Banned".
* Father Alexander Anderson of the Vatican's Iscariot Section XIII fights vampires, ghouls, and Nazis with ridiculously sharp bayonets that he blesses before combat. Not only does he keep a seemingly endless supply of bayonets on his person at all times, he also carries a very long, bayonet-lined, exploding chain that utterly destroys whatever monster he's chosen to hunt that night. According to
* father, although it has less to do with their socioeconomic differences than Terry's criminal record.
* "Father & Son Game" takes place at some point after the early 1990s, by which time
* "father" and consider each other siblings. Greed/Envy has a decent following.
* father and creator song "The Mechanical Girl" proceeds to grow to seven times her size before putting her flamethrowers and rocket launchers to work in destroying his kingdom.
* Father and Daughter, hugging his daughter goodbye and then rowing into the ocean in a rowboat, never to be seen again. Eventually the shallow sea coast is drained and made into a Dutch polder. Decades later, when the little girl is now an old woman, she walks out onto the polder and finds her father's rowboat, half-buried in sand.
* Father and Daughter, rowing away in a rowboat, never to return. The shallow sea coast is drained and turned into dry land, a Dutch polder. Decades later the girl, now an old woman, finds the boat and lies down in it. She wakes, and sees something. She goes running off, and ages backwards into a young girl again. She runs up to her father, looking as he did all those decades ago, and embraces him. It's implied that they reunited in death.
* Father Anderson is a priest, but he clearly gets off on violence. He's every bit as gleeful over the prospect of fighting Alucard, to the point where a deliberate interruption is considered a "mood killer". He's also very much turned on at the fact that Integra was just about to charge head first into an impossible fight, leading to the page quote.
* Father and his creator, van Hohenheim. Their original forms were destroyed along with Xerxes, and Fahter made them artificial ones. Both of them are more akin to hundreds of thousands of souls walking around in a humanoid shell than actual humans.
* Father and his Homunculi enjoy blowing up people regardless of how helpless they are), but he believes violence is the only way to solve philosophical disputes; whoever is alive at the end of the day was right.
* "Father and Son" is by Cat Stevens, not by Ronan Keating or Boyzone.
* Father and Son is known for getting lost quite a bit. She apparently has no way of knowing where she is or how to get back. When he meets his uncle (his mother's brother), he learns that getting lost runs in the family.
* "Father and Son", originally by Cat Stevens, who appears on the cover under his current name, Yusuf Islam.
* "Father and Son" portrays both the Enlightenment, with the rational, restrained father, and Romanticism, with the passionate son who feels restricted by his father. Since the son seems to be a more sympathetic figure, the song is decidedly Romantic.
* Father and son team Motonari Mori and Takakage Kobayakawa are shown to be so prodigiously talented that they can hold their own against Hideyoshi Toyotomi Hideyoshi himself.
* father, and this is considered a serious breach of etiquette, whereas taunts

about mothers are understood to be kidding.
* father, a rocket launcher, a rapid-fire plasma rifle, and the BFG-9000, plus plentiful ammo for all of them - double that if he finds a backpack along the way. And come the sequel, he still finds room in his arsenal to squeeze in the Super Shotgun too.
* Father Balder is even worse. He's first introduced chatting to Cereza, who is sitting in his lap. He then applies lipstick to her lips, before assimilating the child into his chest. The rape-factor is made worse with the revelation that
* Father Balder subverts this during a cutscene by slowing down time, taking the bullets and then repositioning them back at Bayonetta's face.
* Father Brown against themself, then relying on Father brown to realise this evidence was planted, and then uncover the second more subtle set of clues planted to implicate someone else.
* Father Brown: An Egomaniac Hunter does this to Father Brown at the end of "The Lair of the Libertines".
* Father Brown: A slightly crumpled, shambolic and mild-mannered Roman Catholic priest, Father Brown's greatest strength, both as a priest and as a detective of crime, is his love and understanding of other people. He's not there to judge, but to save souls.
* Father Brown: At the end of "The Penitent Man", a filthy and soaking wet Flambeau comes across a pair of picnickers who are skinny dipping. Flambeau steals the man's clothes, and his car, as he escapes.
* Father Brown. At the start the engagement is treated very much like a business, with Robert casually giving Joan his grandmother's engagement ring saying that she can have it resized. As the story goes on we see Robert becoming impressed by Joan's intelligence, and later he is shown to be quite kindhearted. It doesn't hurt that the couple can commiserate about not meeting their parents expectations. By the end, with the scandal that follows the affair at the center of the episode, Lady Malmort is resigned to the fact that the deal is dead but Joan clearly isn't going anywhere.
* Father Brown, because the reason he did it was that he had learned his friend had committed a murder years ago and gotten away with it. By making him out to have committed this murder, he was attempting to ensure the friend would still go to the gallows.
* Father Brown episode "The Alchemist's Secret," Father Brown and his old friend Professor Hilary Ambrose investigate the alleged hiding of an alchemical formula to turn lead into gold, supposedly hidden in a secret chamber at Ambrose's university. There is indeed a formula hidden there, but it's actually for concentrated, weaponized version of the plague that was tested on a nearby village, wiping said village from the map.
* Father Brown episode "The Shadow of the Scaffold". This is discovered when a finger bone with a ring on it is discovered in the stomach of a pig being prepared for tripe.
* Father Brown: Father Brown and Mrs McCarthy visit a underground bar for crossdressers in "The Missing Man". Father Brown works out what sort of club it is fairly quickly, but Mrs McCarthy remains in the dark.
* Father Brown Father Brown bites his tongue at the actual tip-off, but this trope comes into play in the big reveal at the end.
* Father Brown, Father Brown (the series detective) meets and bests a thief named Flambeau, who, because he wants to atone for his crimes (Brown having stopped him from going down the slippery slope when he was going to frame someone for his crime), then assists Father Brown in solving crimes by providing information about how professional criminals work.
* Father Brown, Flambeau says 'shotgun wedding' would be an understatement to describe the circumstances of his marriage. There may have been actual guns involved, but he does not elaborate further.
* Father Brown: Happens to Father Brown in "The Wrath of Baron Samedi" when he is drugged with a poison that lowers his heart rate to the point where he appears to be dead.

* Father Brown has a remarkably high likelihood of being one of these.
* Father Brown in an abandoned mill. When it is revealed what is happening, one of the guests — a pompous, bullying autocrat — demands that they find a way out and orders everyone to search. When a freight elevator is found, he shoves his way past the others to be the first on board. However, the killer has anticipated his actions and the lift is rigged to crash straight into the basement, killing him.
* Father Brown: In "Sins of the Father", the murderer hypnotises one of his patients into going into a trance whenever he hears a particular piece of music and killing whoever is playing it, and then sends the sheet music to the man's son to practise for a music competition. He did not foresee his patsy later coming on someone else playing the same piece of music.
* Father Brown insists that she'll die before allowing her husband to divorce her simply because he doesn't want to watch her drink herself to death, mere minutes before she's killed in a scuffle with another person.
* Father Brown: Inspector Sullivan does this to escape in "The Owl of Minerva"; clinging to the underside of the van that is supposed to be transporting him to prison.
* Father Brown: In "The Chedworth Cyclone", Roy Tomkins, a washed up boxer and rival of Jed Cornish - the 'Chedworth Cyclone' - is found dead. Father Brown is drawn into the shady world of London Boxing promoter and racketeer, Denis Nelson, who is involved in illegal betting, fixed fights, and blackmail. Jed, suspected of murder, is arrested and then bailed into the care of Father Brown who uncovers Jed's secret love for Nelson's girlfriend. She has lured a town councillor into a compromising position so Nelson can obtain a boxing venue. Father Brown has to uncover the murderer, ensure a fair fight and break Nelson's hold over everyone.
* Father Brown: In "The Crimson Feather", Bunty goes undercover as a burlesque dancer.
* Father Brown: In "The Crimson Feather", the initial suspect is found kneeling over the body of the week with blood on his hands. He flees when discovered. It is later revealed that he had found the body and was attempting to put pressure on the wound.
* Father Brown: In "The Curse of Amenhotep", the killer attempts to dispose of Father Brown by sealing him inside a sarcophagus.
* Father Brown: In "The Dance of Death", Bunty's current beau (who is blind) takes off his tailcoat and puts it on her (she is wearing an evening gown) after they have a blazing row in the garden.
* Father Brown: In "The Daughters of Jerusalem", Father Brown is laid up with a broken leg. He solves a series of murders from his bedroom with Mrs McCarthy, Lady Felecia and Sid doing his legwork for him.
* Father Brown: In "The Daughters of Jerusalem", the Women's Institute is supposed to be watching a film on the educating orphans in Swaziland, only for the film to turn out to a hardcore porno.
* Father Brown: In "The Face of the Enemy", an old flame of Lady Felicia's — who may or may not be a Soviet spy—attempts to persuade her to leave her husband and run away with him.
* Father Brown, in the Father Brown stories of G.K. Chesterton. He says that the understanding of human nature gained by a priest is all of the training one needs to be a detective.
* Father Brown: In "The Great Train Robbery" a pair of train robbers create a red signal to stop a train, and disconnect the private carriage attached to the rear of the train. When the train pulls off, they board the left behind carriage to steal the owner's jewels.
* Father Brown: In "The Jackdaw's Revenge", the murderer does this in an attempt to trick Father Brown into shooting Bunty. She uses a light to blind Father Brown as he enters, and has Bunty trussed standing behind the light, while she is tied in a chair with a bag over her head.
* Father Brown: In "The Jackdaw's Revenge," the murderer kidnaps Bunty and threatens to kill her if Father Brown does not resign from the priesthood.

* Father Brown: In "The Kembleford Dragon", the body of Kembleford's stationmaster is found stuffed inside a steamer trunk.
* Father Brown: In "The Labyrinth of the Minotaur", an aristocratic family are keeping their mentally defective son hidden away inside their manor to avoid scandal to the family, albeit in very comfortable quarters. While not directly connected to the murder, the secret does serve to muddy the waters and make the truth harder to find.
* Father Brown: In "The Lair of the Libertines'', the doctor shoots the fez off Cryus's head, which serves to show the viewers how heedless of others safety the doctor is. For the rest of the episode, Cyrus's fez has a neat bullet hole in it.
* Father Brown: In "The Last Man", a vital cricket match comes down to three balls left and six runs to win. The opposition bowler deliberately bowls a ball at Kembelford's star player's head to knock him out.
* Father Brown: In "The Last Man", the arrest of the new captain of Kembleford's cricket team for the murder of the team's fast bowler, and a suicide the year before in the cricket pavilion and a match against a rival village to determine the ownership of the cricket ground finds Father Brown consoling the victim's mother, solving a murder involving blackmail, playing cricket and watching Lady Felicia as the last man of the innings.
* Father Brown: In "The Owl of Minerva", Father Brown and Inspector Sullivan are cornered by the murderer and another member of the conspiracy, only for the other member to turn out to be an inspector from Special Branch who arrests the murderer.
* Father Brown: In "The Owl of Minerva", Inspector Sullivan is framed for murder. After breaking out of gaol, he is forced to team-up with Father Brown and his associates in order to clear his name.
* Father Brown: In "The Paradise of Thieves", the murderer gained access to the bank vault by having himself shipped in inside a crate supposedly containing pieces of art.
* Father Brown: In "The Scales of Justice", Father Brown asks if the evidence presented in the trial is still in the courthouse, only for Bunty's barrister to tell him that it would be completely unethical to tell him that what he he is looking for is in the Storeroom D at the end of the corridor. He then gets up and walks away, 'accidentally' leaving the key lying on the bench.
* Father Brown: In "The Shadow of the Scaffold", Father Brown has three days (as authorities wait for the results of her pregnancy test to come back) to solve a murder before the woman convicted of the crime hangs.
* Father Brown: In "The Standing Stones", a group of villagers plan to sacrifice an innocent in order to end an outbreak of polio.
* Father Brown: In "The Standing Stones", the local police sergeant who is aiding the investigation turns out to be the leader of the cult responsible for the murder.
* Father Brown: In "The Time Machine", a girl spikes her sister's water bottle in an attempt to cause her to lose a race. Unfortunately, this act coincides with her sister keeling over from a dose of strychnine.
* Father Brown: In "The Tree of Truth", Bunty claims to have laryngitis and communicates with Mrs McCarthy by a series of pre-prepared signs, having already predicted everything Mrs McCarthy is going to say.
* Father Brown: In "The Truth in the Wine", a sergeant took over the identity of a colonel with whom he shared a hospital room. Realising he was dying, the colonel asked the sergeant (who had no family) to take over his identity and return to England to fulfill his dream of turning the family estate into a vineyard. Not having been home to England in decades, he was confident no one would spot the substitution and coached the sergeant on everything he would need to know.
* Father Brown: In "The Two Deaths of Hercule Flambeau", Flambeau disguises himself as one of the Maltese Guard so he can spy and learn the combination of the safe.
* Father Brown: In "The Two Deaths of Hercule Flambeau", jewel thief Flambeau disguises himself as a priest using a cassock that he stole from Father Brown.
* Father Brown is climbing a ladder when the top rung comes away and they fall off (non-fatally). It is later revealed that her son had sawn through the bottom rung

as a practical joke: expecting for it snap as she stands on it and for her fall over. However, she placed the ladder upside down.
* Father Brown is killed when the killer removes the safety catch from his pistol. This causes the firing pin to shoot out backwards when he fires the pistol, hitting him between the eyes.
* Father Brown meaningful, sort of, but not the way this trope does it.
* Father Brown mystery stories, the criminal gets rid of a policeman by convincing everyone at the house that the man is actually in costume for a pantomime show. He beats up the cop while the audience laughs at the slapstick comedy.
* Father Brown she and Edward, who had fallen in love with each other, flee Britain with forged passports. Father Brown, having satisfied himself that Jia-Li was truly repentant for killing Gerard, turns a blind eye to their escape.
* Father Brown she had been stabbed with. He claims he had pulled it out thinking he could save her.
* Father Brown short story. In the beginning, a young man is telling the story of a murder case where, he claims, his dog told him when the murder took place by howling, and who the murderer was by barking at him. Father Brown thinks about the story for a week, and then tells his own interpretation to the young man. This interpretation is based on having the dog acting entirely as an animal, it points to another person as murderer, and it is of course the correct one.
* Father Brown stories, the detective-priest observes that nobody ever notices people who are meant to be there...
* Father Brown story "The Blue Cross", Father Brown leaves a trail of odd events for the police to follow; every time the policemen ask someone if they've seen something unusual, they're quick to remember the peculiar actions of the priest.
* Father Brown story "The Mistake of the Machine". Father Brown is introduced to a Psychometric Machine that measures the suspect's pulse, and is rather scathing of the idea, saying American scientists must be great sentimentalists to try and prove things from heart-throbs. He proves his point when a man is accused of murder based on his pulse rate when the victim's name is mentioned, and Father Brown is able to demonstrate another reason for this.
* Father Brown, that leaves permanent scars and permanently crippled the hands of one boy.
* Father Brown: The audition montage in "The Tree of Truth", which ranges from the unsuitable, to the terrible, to the misguided (one man is auditioning for the role of Prince Charming, which is played by a woman).
* Father Brown. The bike explodes, barely missing incinerating Lady Felecia and Mrs McCarthy.
* Father Brown: "The Blast Of The Book" revolves around a book that is reported to drive anyone who reads even a few words of it to self-destruction.
* Father Brown, there is a general impression that Flambeau is younger than the little priest.
* Father Brown: "The Resurrectionists", a pair of lovers turn out to be cousins who never knew that their parents were siblings.
* Father Brown: The robbers in "The Great Train Robbery" who abduct Mrs McCartney and Lady Felecia to cover their getaway soon regret it. The two women are soon directing their behaviour and dictating the ransom note.
* Father Brown to bring up most of a note he had written and then torn out and sent to the War Office.
* Father Brown to knock out Kembleford's star player with a cricket ball to the head. Kembleford already being a man down, Lady Felecia goes in as last man, and hits a six on the final ball.
* Father Brown wait staff can do it. He would have gotten away with the silverware, if Father Brown hadn't heard Flambeau switching from one gait to another (hence the title) and put the pieces together.
* Father Brown who has a deeply hidden secret that he may be being blackmailed over as the antagonist of the story. It's revealed that neither is the antagonist, James McNabb is just a stage magician and entertainer who has been practising in secret to protect his tricks, and Mr Glass doesn't actually exist (his fiancee just heard

him practising juggling and saying "Missed a glass".
* Father. But even so, he's displeased with the Holy Crusade's and Maxwell's actions, claiming that such arrogance, bloodlust, and genocide is an affront against God.
* father, Charlotte becomes fearful of him and isn't too sad when he dies.
* Father Christmas, bearing a sword and shield for Peter, a bow for Susan, and a vial of healing potion for Lucy. (Edmund doesn't get anything, because he isn't there at the time ... though this is his own fault.)
* Father Christmas: "Blooming Christmas!" Later made into a TV animation with the voice of Mel Smith.
* Father Christmas can be a pretty scary figure in some places in Europe. Traditionally, he appears at Christmas Eve parties and tells bitsy kids he can see their souls. He has actual naughty and nice lists (actually provided by the mothers) and reads these off in front of everybody. So a stranger is telling the whole world things you didn't think
* Father Christmas's wife complained about there being a children's book where a character was "performing an act of personal hygiene" and demanded he remove the panel and apologise. He didn't— and he hung the angry letter in his own lavatory.
* Father Cornello. As a religious leader controlling the city of Lior, he's the first major foe the Elric brothers face, but he's only a pawn of the Homunculi with a fake Philosopher's Stone.
* father-daughter relationship he and Marceline used to share. He once offers to hug her after she confesses she cares for him... and promptly attempts to kiss her. She shoves him away and yells disgustedly "Ugh, not like that!"
* Father Dowling Mysteries episode had Father Frank Dowling being the defending counsel in such a situation.
* Father Dowling Mysteries: Father Dowling is a priest whose clerical duties somehow always lead to crime-solving as well.
* Father Dowling Mysteries knows how to hotwire a car. That's because of her youth in a rough neighborhood.
* Father Dowling Mysteries was Frank having to deal with his twin brother, Blaine, a con artist who often posed as his priest brother for scams. The two are arrested together while dressed alike as Sister Steve is asked to figure out who's who. She asks Frank what a patron told him in confession and Frank says he can't repeat it. Steve knows it's him as Frank would never break the sanctity of confession, even to save himself.
* Father Dyer is played by Reverend William O'Malley S.J., a real-life Jesuit priest.
* Father Elijah fits the player and three other characters with explosive collars in
* Father Elijah, the final boss of Dead Money, is pretty easy to kill in combat alone (plus you can hack a terminal to cause the turrets in the room to shoot him). The hardest part of the fight is escaping the vault after your bomb collar's detonation sequence is activated, since you have 60 seconds to go back the way you came (even though the entrance is 20 steps away, but is blocked by a laser barrier). However, you don't even need to fight him in the first place. As soon as the door opens, you can start your escape, and by the time Elijah realizes you tricked him into coming into the vault and starts the 60 second timer, you'll be less than 10 seconds from the elevator (which is a one-way trip, trapping Elijah in the vault forever). Of course,
* Father Elijah, the former Elder of the Mojave chapter of the Brotherhood of Steel, ordered his chapter to hold a power plant against the NCR, despite being vastly outnumbered, simply for the sole purpose of trying to find a hidden superweapon of some sorts. His tactical incompetence is primarily because he was not trained as a Knight or Paladin (being a Scribe who was promoted for his technological genius) and because he was also a
* Father Elijah, who still has the looks of (and attempts to compose himself like) a Brotherhood of Steel elder as he used to be, complete with robes and gauss rifle.

By the time the Courier meets him in the Sierra Madre, he's too far gone to ever be reconciled with the Brotherhood.
* "Father Faces Life" accuses an obstetrical term of being a euphemism:
* "Father, forgive them, for they know not what they do." (Luke 23:34). Granted, it was for malice they crucified Jesus. They just didn't understand the
* Father, Forgive Them killed the victim, and were present at the time of death, and had the means to do so.
* Father Gabriel accidentally unleashes the horde and gets his own church overrun.
* Father Goose, he calmly slaps her back, and she dissolves in tears and runs away. The second time, she slaps him, he slaps her back, she slaps him back ... cut to Trevor Howard, reaction to the news that they want to be married.
* Father Goose. He led the rather prim woman to believe she did dance naked with a lampshade on her head.
* Father Goose Miss Freneau thinks she's been bitten by a poisonous snake (she wasn't), and Mr. Eckland gives her whiskey to ease the pain. She wakes up the next morning not remembering anything.
* Father Goose while being strafed by the Japanese. The wedding night isn't any better.
* Father himself qualifies. Despite his incredible power, he never actually develops any alchemical techniques of his own, only countering or mimicking the abilities of others. Tellingly, a person’s
* Fatherhood episode "The Birds, Bees, and Bindlebeep" ends with Norma announcing to Arthur that she is pregnant with their fourth child and Arthur freaking out about it, but because of the show's abrupt cancellation, the story was never concluded and the child's gender was never revealed.
* "Father Hugh and the Deadly Scythe": The eponymous priest decides which of three suspects killed a man with a scythe by observing which scythe a group of flies, described by Father Hugh as the creatures of
* Father, I Don't Want to Fight: Refusing to embrace a warrior culture because it's not in you.
* Father Intintola seems to lust after her ziti almost as much as her, and when Janice wants to impress her new husband Bobby Baccalieri and his kids, she steals Carmela's lasagna to pass it off as her own.
* father. It's made pretty blatant that Toyama was sexually abused by his father as a child, and even though he's a big, tough gangster now, his father still manages to extort sexual favours from him from time to time.
* Father, I Want to Marry My Brother: A child expresses an innocent desire to marry a family member.
* Father, I Want to Marry My Brother: A child expresses an innocent desire to marry a family member, oblivious to the incestuous context.
* Father, I Want to Marry My Brother: Little kids telling adults they want to marry a sibling.
* Father Jacques Hamel was a Catholic priest in Normandy who was murdered in 2016 when his church was attacked by Islamic terrorists. His last words he said to his attackers were "Be gone, Satan!"
* Father kills everyone in Amestris besides Ed, Al, Hohenheim, Izumi, Roy, May, Pride, and Greedling. Of course, it happens at the end of a chapter in a series known for cliff-hangers, so not all of them stay dead.
* Father Knows Best, convinced his family is pulling a sitcom-style deception to keep him from going hunting.
* Father Knows Best have similar "rose-tinted" reputations. They do not attract the same level of disdain, even if the latter has fallen into relative obscurity.
* Father Knows Best — Sometimes, the considerable trouble he has with his MG Midget, which a salesman refers to at one point as "the English Edsel". When told it's in average shape for a Midget, the same salesman's response is "That bad, huh?" In six years, it gains 42,000 miles on its odometer, 20,000 of which come while it's attached to the back of a tow truck. Later on, some of the cars that his oldest son looks at (and in one case, actually buys) also qualify.
* Father Knows Best was cancelled by CBS after its first season. A letter writing

campaign got the show picked up by NBC the following fall.
* Father know where he has failed but has been too arrogant to admit it and to change. And considering that Greed, being made from his own substance, actually respected humans and whose true desire was to have friends, that's true.
* 'Father' Lamont in "Milord", who poses as a priest in order to abduct girls for a porn and snuff film ring.
* Fatherland, based on the Robert Harris novel, posits the same "Nazis Have Taken Over Europe And Are Now Engaged In A New Cold War With The Americans" world as the novel, though with a few changes (the point of divergence being a failed Normandy invasion rather than a more successful Caucasus Offensive) and a more hopeful ending for the protagonists.
* Fatherland. But ultimately it's up to an American journalist to make the awful truth public.
* Fatherland detective discovers the truth about the Holocaust after investigating a series of murders and suicides (the government officially claimed that Jews and other Holocaust victims were being resettled in Eastern Europe).
* Fatherland ends with March trapped in a standoff at the former site of Auschwitz, surrounded by Gestapo agents. As he draws his weapon, he imagines Charlie successfully managing to deliver the evidence to the US, though even he admits it's an unlikely possibility.
* Fatherland - German police officer Xavier March and reluctant SS police major is also, or has been, a Kapitan zur See in the Kriegsmarine - one of Doenitz's U-Boat commanders. Also applies to the book.
* Fatherland (rephrased): "Cut a clearing in the forest of your mind, the trees are just waiting to reoccupy it."
* Fatherland the Gestapo chief Globus sends the cadet Jost to the Eastern front, after Jost witnessed Globus dumping the corpse of a former high-ranking Nazi official into a lake.
* Fatherland. The original purpose of such accounts is also touched upon - the Gestapo is said to be particularly suspicious of people with them.
* Father Llymic is hurt by light, so his coming is heralded by the sun (as well as all magical and mundane light) dimming, until it goes out completely and the Father arises.
* Father Malius gets shot with a harpoon gun and flies through a window in
* Father Maxi is this in some episodes (most notably "Do The Handicapped Go To Hell?"). However, in others (such as "Red Hot Catholic Love"), he's more grounded and reasonable.
* Father Mulcahy has a famous episode where a patient refuses to talk with him because he has no field experience since he was the camp chaplain. Mulcahy asks Col. Potter if he could spend some time on the front to fix that, but Potter refuses saying that no commander nowadays will tolerate having a soldier in the field who is forbidden by regulations to fight. Regardless, Mulcahy sneaks away anyway on an errand with Radar to the front and has a memorable experience having to perform an emergency tracheotomy under enemy fire with Hawkeye guiding him on the radio. As a result, the patient is impressed that the Padre had now just enough battle experience for any front line soldier to respect him.
* father, not her mother. She goes so far as to buy her mother a shirt with a label "in French":
* father of Book One's main villains Zaheer is a fan of his writings).
* Father of the Bride (1991)) has a fit that results in incarceration over the fact that hot dogs are sold in packs of eight and hot dog buns are sold in packs of ten (it's actually the other way around in most cases).
* Father of the Bride (1991). His assistant Howard Weinstein also qualifies.
* Father of the Bride (1991) the titular bride's little brother pretends he's going to do this, much to the horror of his parents and the wedding coordinator, as the banister has been decked out for the wedding. Earlier in the film, Annie had done this as her father came home, and a flashback of his establishes that she's been doing this since childhood.
* Father of the Bride (1991). Turns out he gave it to her because she loves banana

milkshakes and the blender was supposed to be great for those.
* Father of the Bride, Stanley, the father, desperately tries to fit into his old tuxedo. He just barely manages it, although Ellie observes that the button will put someone's eye out if it comes loose. Then when he's trying to open a window his tuxedo coat splits down the middle.
* Father of the Bride titular father Stanley has to deal with his daughter Kay getting married and his feelings of empty nest syndrome and separation anxiety. But there isn't a bad guy.
* Father of the Pride aired on December 28, 2004, 3 days after Christmas and almost a month after Thanksgiving.
* Father of the Pride are both antagonists for Larry, the former being both personal and in business and the latter only being in business.
* Father of the Pride episode "Larry's Debut and Sweet Darryl Hannah, Too", Siegfried makes Roy pay a swear jar after hearing him mention Queen Nefertiti, most likely because part of her name sounds like "titty".
* Father of the Pride episode "The Lost Tale" was not finished when the show got cancelled, and thus is included on the DVD in animatic form.
* Father of the Pride episode. When the family "gets" an HDTV, they find they can actually read the disclaimers. Larry then wonders what "anal leakage" means.
* Father of the Pride flopped so badly was that the humour was too raunchy for children but at the same time too unsophisticated for its intended adult audience.
* Father of the Pride: In "Sarmoti Moves In", Sarmoti hides his poker winnings in the rectum of his zebra rug.
* Father of the Pride: In the Original Pilot, Sarmoti slaps a female co-star named Ginger on the butt. In "The Lost Tale," Lily gives one to him as a sign that she has humbled him.
* Father of the Pride is known for this type of behavior, especially towards Larry. He even likes to jeer at others, including Hunter.
* Father of the Pride, predators eating civilized prey can take up the plot of entire episodes.
* Father of the Pride Sarmoti tells his girlfriend that he was raising Hunter himself so that she thinks Sarmoti cares about someone other than just himself.
* Father of the Pride, Sierra has a rebellious, stuck-up personality and Sarmoti is extremely rude and insulting towards Larry (despite saying in one episode that he still loves him and the whole family no matter what).
* Father of the Pride: Though usually viewing Hunter as an Annoying Younger Sibling, Sierra has moments where she actually gets along with Hunter.
* Father of the Pride torches and pitchforks, they decide the symbol of mob justice is ... rocks.
* Father of the Pride, which concerned the home-lives of Siegfried and Roy's pet lions. Notable for having some of the highest production values ever seen in an animated series - so high they made the show ruinously expensive to produce, resulting in its cancellation.
* "Father" or "Papa" to Jasmine and other people call him "Your Majesty" or variants to him and "the Sultan" when talking about him. A deleted scene referred to him as Hamed, but no name actually made it into the movies or series.
* Father Remington's exorcist uniform includes an odd skirt-like cape around his pants when, combined with a jacket, somewhat mimics the effect of a badass greatcoat.
* father, Sam Shepard. He took that form again once to take away her soul and ease her pain at the beginning of the second game.
* Fathers and Sons because Bazarov as a true nihilist does not believe in absolutely anything and logically never does anything in the public field. Because why should a nihilist even try? He also works as a doctor and as such does good to people professionally.
* Fathers and Sons by Ivan Turgenev: Arkady is at first interested in Madame Odintsov, but eventually goes for her younger sister Katya.
* Fathers And Suns, despite it acting like he's operating a DVD or Blu-Ray player.
* Father's angry face in the season 1 finale, where it suddenly turns demonic and

shows a mouth full of sharp teeth. This is the only time we see his mouth when he's wearing his shadow suit.
* Father's apparent body is actually a container for a small amorphous blob-like creature which can't survive outside its container.
* Fathers Are People Too, an attempt by him and his neighbor to install a light fixture in the basement. They make two critical mistakes in the process: first, they forget to turn off the power before removing the old fixture (leading to the neighbor standing in the middle of the room with a melted screwdriver in his hand), then they do the wiring wrong, causing the upstairs lights to turn off when the downstairs lights turn on. Fortunately, both of these problems are successfully fixed in the end.
* Father's attemps to remake the multiverse, and destroy the Fourth Wall.
* Father's Day (2011) the very act of fathering a child (that is, impregnating a woman) makes you a target for the Father's Day killer.
* "Father's Day" any Time Lords any more, there's no one to prevent such things from happening. This may explain why no flying killer time monkeys appeared during any serial with a title of the form "The [number] Doctors".
* "Father's Day" by the appearance that her husband a) fathered a child when he was about twelve and b) gave her the same name as the baby they currently have together.
* "Father's Day" by the Doctor for saving her father from his death, just one episode after the Doctor kicked someone off the TARDIS for trying to change history for personal benefit, just as she did.
* Fathers Day deals with a President having a nervous breakdown and section 4 kicks in, so the Vice-President takes over. Then the President recovers and returns to resume his office, but the Vice-President argues that he's unfit to command. Then it comes down to who has the popular support, who does Congress want, and ultimately who will the Army obey.
* "Father's Day": Disruptions in time cause the interior of the TARDIS (which is, of course, bigger on the inside than on the outside) to vanish, leaving only the police box shell. No, don't ask how this makes sense. At least it makes more sense than the original idea: it was supposed to FALL APART.
* "Father's Day" establishes that some points in time can't be changed (known as fixed points, they are usually major historical events but they could be more personal ones) without causing disaster, but other points are in flux and can be changed to varying degrees.
* "Father's Day" further clarify this: you can change the future all you want... unless you know it. Once you know something is going to happen, you can't change it, even if somebody who doesn't know still can.
* "Father's Day": The driver who killed Pete Tyler is named Matt in the script.
* Father's Day versus Mother's Day: Both are intended to be celebrations of the good things parents do and appreciation for them. However, Father's Day is also used as a rallying cry against
* father, since her partner was the one who conceived and bore their daughter.
* Father's Quest: A father goes to rescue his child from a danger, being lost or kidnapped.
* Father starts as a proper battle, with heavy artillery and alchemy attacks flying left and right, and ends with Edward beating Father senseless with his bare fists.
* Father Stone is also this. Answers every question with a deadpan "No, I'm fine" even when he's
* Father Ted, after Ted offends the Chinese community of Craggy Island, his attempts to prove to them that he is not a racist meet with increasingly more extravagant failure.
* Father Ted: "And Crilly if you try to bullshit me like that again, I will rip off your arms."
* Father Ted and Dougal go on a caravan holiday, they are terribly excited at the size of the caravan they've borrowed, but discover that it's not theirs, it's just so big it's totally concealing the shed-sized caravan they actually got.
* Father Ted, and of course the Crane of Death, which is a park bench suspended

from a crane (so-called because a chap was killed on it the year before).
* Father Ted are always on the verge of throttling each other. When one of the priests enters, they often turn a stabbing motion into a warm embrace. (Not a word swap so much as a gesture swap, but the same idea.)
* Father Ted are an Irish take on this trope - a married couple who utterly loathe each other but who live in a Catholic nation where divorce was illegal up until the 1990's and which even today is loaded with social stigma and religious sanction. They have no choice but to pretend to be happily married in public - especially in front of the local priests.
* Father Ted: A variation on this occurs. Ted has been called in to bail out Father Jack and Mrs. Doyle, but claims he doesn't have any money and that they'll have to spend the night in the cells. Dougal starts trying to get his attention, but Ted brushes him off, assuming Dougal is trying to "remind" him about the money he won earlier in the episode. After a few seconds of Dougal repeating "Ted...", Ted snaps and hands over the bail money, going on a rant about how the police were once friends of the church, and how Dougal has made him look a complete eejit in front of real people.
* Father Ted best priest in the country and Dougal...floats towards the screen, looks puzzled and turns around to leave the way he came.
* Father Ted, Bishop Brennan comes to visit because Father Jack has been sleepwalking naked. He also has a fear of rabbits. In the closing moments, he wakes up in bed to find Father Jack, naked, next to him, and surrounded by rabbits (which Ted and Dougal are trying to remove).
* Father Ted: Bishop Len Brennan immediately after being kicked up the arse.
* Father Ted, but others criticizing it for being very slow-paced and relying on the same main joke over and over — with "Hell", "Are You Right There, Father Ted?" and "Kicking Bishop Brennan Up the Arse" being the more usual contenders for the show's best episode.
* Father Ted. Craggy Island can be viewed as a leper colony for the Irish Catholic Church's bad bargains. Father Ted Crilly is posted there for theft and embezzlement. Father Dougal because of the incident with the nuns at Blackrock. And Father Jack for being... Father Jack. Periodically other priests with personality issues join them. And their bullying, lecherous, supervisor, Bishop Brennan, is not much holier either.
* Father Ted drinking but never dies — even after drinking floor polish, toilet cleaner (once drank a bottle of Toilet Duck), and a whole bottle of illegal sleep medication. He is apparently only sober every twelve years.
* Father Ted ends with Ted abandoning his move to America, destined to stay on Craggy Island forever.
* Father Ted episode "Competition Time", celebrity Henry Sellers is shown asking one of these to a quiz show contestant:
* Father Ted episode "Grant Unto Him Eternal Rest", when Ted discovers Father Dougal isn't sure he believes in an afterlife, he asks "Dougal, how did you enter the church? Was it like, collect six crisp packets and become a priest?"
* Father Ted episode "Kicking Bishop Brennan Up The Arse" he also doesn't realise that Ted has just kicked him up the arse until he's in Rome at an audience with the Pope, at which point it dawns on him and he goes running out.
* Father Ted episode "The Passion of Saint Tibulus", the film for which the episode is named is a (subtitled) French arthouse film which the Catholic Church has banned for blasphemy but which is showing on Craggy Island due to a legal loophole. Father Ted and Father Dougal go to a screening ostensibly to protest the film on behalf of the Church, but afterwards, they are more concerned with trying (unsuccessfully) to make sense of it.
* Father Ted, every time Ted calls Father Larry Duff's mobile phone, the distraction always causes Larry to suffer a horrible misfortune, often taking the form of an accident that would kill a normal person. He always turns up alive somehow, ready for the next misfortune.
* Father Ted, Father Jack repeatedly exits the parochial house by jumping through the window, whether it's fleeing in terror from a nun or just because he can't be

bothered to use the door. Subverted when they install the Plexiglass. The window remains undamaged as Jack bounces to the floor.
* Father Ted features Ted and Dougal sneaking around after dark in a "rest home" full of sick and/or demented priests; the inmates all loom out of the darkness spouting deranged gibberish, except for one poor guy who enunciates quite clearly: "I really shouldn't be here!" He is of course left to his fate.
* Father Ted From their perspective it is directly below his nose. This combined with his wave gives him the appearance of doing a Nazi salute. After they decide to leave in anger Ted starts ranting about how they can't even be bothered to listen to his side of the story but from their perspective he now not only has a tooth-brush mustache but his angry face and hand gestures look very much like he is mimicking Adolf Hitler's public speaking style.
* Father Ted had a spoof ad for a priests' chatline that was a dead-on parody of a real-life ad for a gay chatline.
* Father Ted has a cannibal tribe about to throw Father Ted into a volcano. When he asks them to consider converting to Catholicism, they answer (in perfect English) that they disagree with his stance on contraception (it turns out to be a dream).
* Father Ted has been uploaded to YouTube onto the Dead Parrot channel.
* Father Ted has Bishop Brennan storming the house with his cape billowing excessively behind him after he recovers from a shock and realises that Ted kicked him earlier.
* Father Ted has it that Joan is no longer considered to be her real first name.
* Father Ted has several Death cards. The fortune teller lampshades that this shouldn't be possible, since there's only supposed to be one Death card in the set.
* Father Ted have cheated when he spelt out "useless, priest, cant, say, mass".''...
* Father Ted ("Hell") starts with the village idiot entrusted with an articulated tanker to deliver "Craggy Island's largest ever consignment of raw sewage" for processing. "This button opens the door, this one releases the sewage." This is not mentioned again until the very end of the episode, where he stops to pick up Ted and Dougal. Guess what happens.
* Father Ted helped this view). The creators have confirmed that the character is actually asexual and the joke is that the character is too enthusiastic about the quite normal behaviour of the young people.
* Father Ted homage). The other character responds that he thought the Catholic church thought it was inherently wrong, leading Ted into an embarrassed ramble where he suggests it must be fun to have boyfriends if you're a man ("not the... you know... but the nightclubs and the general rough and tumble of homosexual activity") and that the Pope "says things he doesn't really mean — sure we all get things wrong. Even the Pope."
* Father Ted, in which Ben's companion Brendan is wearing a pair of shorts on his head.
* Father Ted is usually very, very slow to get a joke, naturally enough. In "Speed 3", when he temporarily takes over the milkman's job because the milkman was sacked for having affairs with his female customers, some of said customers greet him at the door, and he is oblivious to their horrified reaction. Until he wakes up in the middle of the night, after the end credits, and realizes:
* Father Ted is visibly uncomfortable around women except for Mrs. Doyle or older nuns, and shows genuine fear when he believes a strange woman may have entered the house. It's implied that a fear of women was his primary motivation for entering the priesthood, as he's shown to be uninterested in the tenets of Catholicism, and effectively an atheist in his personal beliefs.
* Father Ted. Jack drank floor polish which only brought about the symptoms of death including lack of pulse, rigor mortis, decomposition...
* Father Ted, judging a wet t-shirt contest (where his job seems to consist of staring and growling "more water") and, in a flashback, convincing a class of teenage girls in a nunnery to take their tennis lessons topless... This is just the tip of the iceberg, too.
* Father Ted know who the mysterious but over-friendly guest is, and is too

embarrassed to admit it.
* Father Ted — Goal for the priests (well, Ted at least): get sent to a parish not on the island. For Ted this would require him to replace the money that was "just resting in [his] account".
* Father Ted — writing what he wants on a banner that covers most of the parochial house.
* Father Ted, Mrs. Doyle wins a date for tea with her idol, TV heartthrob Eoin McLove. When she meets him, she begins shaking uncontrollably, then goes rigid as a board and falls right over on her arse.
* Father Ted needed a chart to tell the difference between dreams and reality.
* Father Ted of all places. Still mentioned a few times, though. Father Jack once made a class of teenage girls in Catholic School do P.E. without their tracksuit tops, however. His horrific molester-face whilst this goes on is clearly meant to invoke this trope.
* Father Ted - of all shows - used this at least once with native Glaswegian Clare Grogan playing Niamh Connolly, an Irish radical feminist pop singer.
* Father Ted often wears a soccer jersey for pyjamas, emphasizing his characterization as an eccentric manchild.
* Father Ted: Once, Father Ted tries to explain to Father Dougal the difference between cows that are small and cows that are far away.
* Father Ted once had Dougal finish a phone call by simply dropping the handset and letting it fall to the floor as he walked away.
* Father Ted. Once when an even more loathsome priest than Jack moved in and started blaring jungle music 24/7, meaning the characters had to talk in signs, with Mrs. Doyle offering a cup of tea -followed by a large stack of signs saying "Go on, go on, go on". Another where the house was bugged had Ted communicate to Dougal that they needed to talk in signs, with Dougal's first sign being simply "What?"
* Father Ted says that Frank Kelly always had to eat alone when on set because the make-up that was used to transform him into Father Jack was disgusting enough to put the rest of the cast and crew off their meals.
* Father Ted seemingly spends his entire life sleeping when he isn't drinking or yelling obscenities.
* Father Ted, she was rejected for being too young and pretty (McLynn was in her early thirties; Mrs. Doyle was a middle-aged widow). She supposedly showed up for another audition with a bad cold - and got the part.
* Father Ted so any use of the word "What?" by him is this by default. He does seem to play it up when pretending to be deaf, though.
* Father Ted. Some time later, a member of the group spots him in a pub and attempts to intervene with his drinking, only to get hospitalized in the process (resulting in this trope).
* Father Ted stage musical has been announced that will be set after the series ended with Ted somehow becoming pope.
* Father Ted started airing (1995), divorce was still illegal in Ireland.
* Father Ted stint as the Craggy Island milkman results in a lot of suspiciously hairy babies.
* Father Ted, surprisingly enough, consistently does exactly that. This is a justified example though, as Brennan has a title (Bishop) and a correct form of address (Your Grace) and Dougal is his direct subordinate.
* Father Ted, Ted and Dougal are trying to hide a huge amount of rabbits from Bishop Brennan, who's terrified of them:
* Father Ted, Ted calls a convent to request the services of a nun to help him and his fellow priests keep their Lenten vows. They put him on hold, with "Ave Maria" as the background music. Cut to the convent, where we see that the song's actually being sung live by the nun he'd been talking to.
* Father Ted, Ted concocts a plan involving a remote-controlled wheelchair and a pair of fake arms.
* Father Ted, Ted finds himself standing in the exact position required to make a square bit of a dirt on the window look like a Hitler moustache, to the

consternation of the Chinese family who were invited over specifically to prove that Ted wasn't racist.
* Father Ted, Ted mentions a priest called Matty Hislop who, despite being allergic to cats used to carry a kitten with him and "sniff it from time to time". His reason for doing this was that he was part of a religious sect that involved self-punishment.
* Father Ted, Ted needs to hold a raffle for a prize that isn't his to give away, so he rigs the draw by giving Dougal the winning ticket. Dougal remains oblivious after the number is called several times, responding only when Ted addresses him directly.
* Father Ted, Ted reminds one of the island women of the time her husband tried to make his own tea and burnt down the house.
* Father Ted, Ted tells a visiting priest that Dougal doesn't take the sun very well when he travels. A series of pictures shows Dougal with a lobster-red complexion in front of the Taj Mahal, the Vatican, the Leaning Tower of Pisa, and even the Eiffel Tower.
* Father Ted. Ted uncovers a betting scandal revolving around the 'King of the Sheep' contest. As he walks out of the tent where the contest is being held, Dougal remarks 'One thing though, Ted. If Chris has been disqualified, does that mean we don't get the money you bet on him?'
* Father Ted. Ted would ring Father Larry Duff for advice, always at the most inconvenient moment, leading to Father Larry meeting such fates as driving over a cliff, being trampled by a herd of stampeding donkeys, or (the very least of his problems) missing out on the jackpot prize in a TV game show by having his concentration broken.
* Father Ted that the "diagram" consists entirely of the text "WE PUT THE BRICK ON THE ACCELERATOR".
* Father Ted that they composed), is about a boy who sits in his room writing love songs while his peers are out chasing girls.
* Father Ted: The Annual All-Priests Five-a-Side Over 75s Indoor Football Challenge Match.
* Father Ted the Pope aside and immediately heads back to Ireland to return the favor.
* Father Ted the priests and the baby would have gotten up to, but stops when Dougal reminds him it wouldn't be funny.
* Father Ted the task of guarding the corner flags from theft during a football game. Predictably, he struggles with this.
* Father Ted, the title character boards a lift while waiting for his turn to perform. On board the lift, the character hears a supposedly obscure B-side to a previous contender. Recognising it as a track he had secretly planned to plagiarise for a backing track, he panics, pressing at least one of the buttons frantically.
* Father Ted, the titular character has Father Dick Byrne. The two constantly get into ridiculous one-upmanship contests, not realizing how similar they are; one episode ended with a split screen of their two households, with identical action going on on both sides.
* Father Ted, they can't understand it), and their protest is, for the most part, utterly perfunctory and reluctant. But the sight of two priests standing in front of the cinema — even if they're clearly bored and the cinema doesn't open for several hours — is treated as an "official" condemnation from the Catholic Church, which makes the film the most popular in the island's history.
* Father Ted, though not with a married couple. The priest's housekeeper Mrs. Doyle goes on a night out for the first time ever, so Ted and Dougal try to make tea and end up setting each other on fire.
* Father Ted thought to be a Wallbanger. Many also felt that the Catholic Church in Ireland was portrayed in a bad light. Gleefully parodied with their protest of an obscene film which only makes the film more popular.
* Father Ted to have this exchange where every idea Dougal has is stupid. The one time he has a good idea and Ted agrees, Dougal is quite insistent that it is a bad idea and that "you just haven't thought it through."

* Father Ted tried to use this to convince the inexplicable Chinatown on Craggy Island that he wasn't a racist. Unfortunately, he only had a slide projector, so he just clicked back and forth as quickly as he could from a slide of himself to one with "Not a racist" written on it.
* Father Ted was based on a real life example. RTÉ allegedly selected an inferior song for the 1994 contest so they wouldn't have to face the daunting (and financially crippling) task of hosting a third consecutive contest. Not only did "Rock 'n' Roll Kids" win, it became the highest-scoring song in Eurovision history up to that point.
* Father Ted, was washed ashore on Inisheer (off the West Coast) after a bit of what locals call "soft weather" in 1960... Indeed, it has moved again once or twice over the decades, when storms are heavy enough.
* Father Ted wears a lampshade in one episode - not out of drunkenness, but to impersonate a stereotypical Chinaman. (How was he to know that there were three Chinese people observing him through the window?)
* Father Ted were shot in Ireland. (However, the studio interiors - and audience - were in London).
* Father Ted. When Dougal remarks that he hasn't seen it, Ted replies, "Not a lot of people have, Dougal, so it's probably a bad reference."
* Father Ted: whenever a bishop is shown they're always "bishoped to the nines" (as described by writer Graham Linehan). In reality, Roman Catholic bishops wear clothing similar to the average priest when not taking part in services.
* Father Ted: When Father Jack sobers up for the first time in years in "Cigarettes, Alcohol and Rollerblading", he looks up at Ted and Dougal and asks "Where are the other two?"
* Father Ted, when Ted and Dougal are trapped in a cave with Noel and his youth group. Of course, Noel's silly and overly positive behaviour starts driving everyone nuts and reaches breaking point when Noel makes a few joking comments about eating Tony, one of his group members.
* Father Ted where Ted goes off on a rant about the good old days when the police would cover the Church for any wrongdoing.
* Father Ted where Ted rings Father Larry Duff and interrupts him in the middle of doing something that requires unbroken concentration.
* Father Ted, which is in roughly the same place has about 200 inhabitants. No word on how many of those are priests). There is one constant: it has no west side. "It just broke loose during some bad weather and floated off."
* Father Ted with Bishop Brennan, whose cape somehow grow in size when he gets pissed.
* Father Ted worked up the courage to kick Bishop Brennan up the backside. It actually works, until Bishop Brennan discovers this gigantic photo of Ted doing it that Dougal had been told to have commissioned.
* "Father Time" had Timmy and his fairies travel back to the 1970's. Timmy found out a young Bill Gates was Cosmo and Wanda's godchild. Cosmo and Wanda met their past selves but nothing bad happened from it. When he was back in present time, a future Timmy showed up with
* Father to His Men Whitebeard just hugs his “foolish son” and forgives him immediately causing Squard to cry.
* Father Tucker had his eyes turn red whenever he got angry, which was usually when he threatened the children he molested into keeping quiet about his actions by claiming they'd go to Hell if they squealed on him.
* Father Tucker. He takes this to the extreme, raping not only children but also infants. One episode reveals that he is the most prolific pedophile in the history of mankind, with 6,473,210 counts of pedophilia.
* Father Tucker playing the role of Ralph Wolf and Mother Superior serving as the stand-in for Sam Sheepdog.
* Father Tucker short "Come Let Us Adore Him" ends with Father Tucker going straight to Hell for molesting Baby Jesus. He simply sniffs his thumb and states that it was all worth it.
* Father Tucker short "Death Do Us Part", it is implied that Father Tucker intends

to have his way with the corpse of Mikey Fitzsimmons, a boy he molested and beat to the point of sustaining mortal injuries in order to cover it up.
* Father Tucker short "Judgment Day", newspapers frequently spin in with headlines describing Father Tucker's crimes.
* Father Tucker short "Like Unto Sheep" has the title character's usual child-molesting antics hindered by a nun named Mother Superior.
* Father Tucker shorts, none of the adults at Father Tucker's church ever do anything about his molesting of children and aren't the least bit suspicious by the fact that children he's been trusted with tend to turn up bloodied and bruised.
* Father Tucker short "Truly He Has Risen", Father Tucker forces Jimmy to keep quiet about his molesting him, claiming that he'll go to Hell if he rats him out. Jimmy's father asks him why his ass is bleeding, to which Jimmy replies by bursting into tears and lying that he fell down the stairs.
* Father Tucker, with his child-molesting shenanigans more often than not being played for dark laughs.
* father was a student of Mr. Boynton's mother in elementary school. The elder Mrs. Boynton then suggests her son marry a woman his age.
* father was incapable of feeling love, only seeing her as an asset, shipping her off to her mother's parents when her presence became a burden. Her mother was better, but thanks to her mentally and physically fragile nature she could never really give her the affection and attention she desired.
* Father was unable to find enough living alchemists who have survived that, as required for his Evil Plan.
* Father with one after he punches a hole through his chest. Ed manages to destroy Father's Philosopher's Stone with said punch, giving a hole for all the souls that made the Stone up to escape through.
* Fathom: Both factions, the Blue and the Black, keep switching between global domination and exterminating all humans throughout the series.
* Fathom comics had one of these in testing, based on a recovered fighter from the race the titular character was from. Semi-F-14ish with variable wings, but mounted with a forward sweep design.
* Fathom Events also did a Zula Patrol event which lasted only 70 minutes long.
* Fathom features a great white shark accompanying the game's killer mermaids.
* Fathom has a rare undersea version, where three friends scuba diving off the coast of Bermuda run afoul of a school of deadly sea nymphs.
* Fathom In the event that the Surface Dwellers ever gave them a reason, this network could have obliterated every city on Earth several times over! They also had a secondary function of being spy satellites.
* Fathom: Kiani has recently reunited with her younger sister and they are under frequent attacks by Admiral Maylander, who believes them to be enemies of America. Kiani keeps sending Anika off to guard the village while she fights, then when Admiral Mayhab brings out his latest weapon, hydrophagic engineered soldiers, Kiani says that "both of them are needed" to fight this new threat.
* Fathom measures in at 175 cm, is lithe and curvaceous, and is usually clad in a bikini, tops.
* Fathom, the divers' female companion can only sit in the boat and watch the waters uselessly while her friends are being attacked by deadly mermaids.
* Fathom using her unique biological traits/heritage, intellect, and personal outlook to maximize her abilities beyond all known limits. If Aspen wants to move all the oceans and alter the weather simultaneously, it happens!
* Fat Idiot. Mr. Fitzgerald is scarily on the ball when it comes to parenting, and seems to be a very authoritative and strict person, despite his size - which, given what the Fitzgeralds are like under their shells, may not be indicative of his weight anyway.
* Fat Idiot series. As put by Mr. Chow, "It's funny because he's fat!"
* Fatimas's computer systems to control most of its incredibly complex operations so the main pilot can focus on moving it around and using the weapons. They usually sit in a completely different cockpit, though, with the Fatima in the head and the "Headdliner" in the torso, though the really humongous Jagd Mirage mechs are

equipped with a two-seater cockpit.
* fat lady sings." And, famously, "I never said most of the things I said."
* Fat Larry's Band were a funk dance group whose one crossover hit was "Zoom", a slow ballad.
* "Fat Mac" .950 JDJ is more or less a man-portable cannon. It is .95 caliber and is the size of a large child. The muzzle flash alone could kill you. It is somehow classed as a hunting rifle. What the commissioner could possibly be hunting with the thing is unknown but presumably, they're after the devil. If you don't want to click the link, imagine the page image as a bolt-action rifle instead of a wave-motion gun.
* Fat Man and Little Boy from the blastwave when he's watching the first successful test of a nuclear weapon.
* Fatman to kill Fatman. The storyboards for the unfinished episode can be seen on the show's DVD.
* Fat Men From Space has a dental filling that can act as a radio receiver.
* fat or extremely masculine looking women play her, but with a choice of actress, she becomes more attractive.
* Fat people who are otherwise as average in eating and activity habits as their thin counterparts may come under attack by individuals or groups who make fun of them or stereotype them as lazy and gluttonous as a misguided attempt to motivate them to adopt healthy habits. Unfortunately, this may crush their self-esteem so much that it prevents them from doing so in the first place as they see no reason to.
* Fat Princess: 'Rotund' may be how the titular princess(es) are depicted, but unless you keep that cake coming they'll slim down very quickly, making it all the easier for the opposing team to carry her off.
* Fat Princess supporting them is pretty much an unstoppable juggernaut.
* Fat Princess, The Worker can damage enemies with his ax that's normally used for building, repairing and resource mining. Once upgraded, he can throw bombs as well.
* Fat Princess: While not actually a King or a Queen, the eponymous princess... er... is plump in all places.
* Fats Domino by Blue Suede Heartstrings, who is based on Elvis Presley, with Blue himself believing that Black Domino sings "better" than him and hates how much of the praise Black Domino deserved went to him instead.
* Fat Sean and Little Cripple has Fat Sean dumping a bucket of cold water on Little Cripple's face while he's asleep.
* fat-shaming meme at Bert’s expense on Twitter which ended up becoming so big, the two began a weight-loss competition. It lead to some fans of either particular comedians to get angry with the other and bash them ruthlessly, failing to realize that the two are actually best friends.
* Fatso a man who is struggling with his weight. The story is a not-at-all disguised take on DeLuise's own struggle with obesity.
* Fatso Burger, Eric's temporary job in season 1, is mediocre, he has a silly outfit, and his boss is embarrassing. He's afraid to quit because his hardass father Red wants him to learn responsibility and all that stuff, even though his girlfriend and mother both try hard to get him to quit. Eventually he does quit, and Red doesn't mind.
* Fatso. To help take his mind off Lydia going missing, Dom goes to get Chinese food for everybody on poker night, though the fact that everybody's order comes from the same restaurant Lydia favors only intensifies Dom's anquish, and on the way home, he tries to console himself with the food. By the time he finally makes it home, both of the large paper bags are full of empty Chinese containers, which he places in the trash, before sneaking back up to his room.
* Fats Waller continued playing and recording music until his death in 1941.
* Fats Waller: Fine pianist and singer but chiefly memorable for writing great songs, some of which ("Honeysuckle Rose", "Ain't Misbehavin'") are so standard it's almost ridiculous.
* Fattening the Victim: Feeding a victim in hopes of making them fatter.
* Fattening the Victim someone or something until they've gotten plump enough to be

cooked and eaten.
* fat the characters and invited them to make guest appearances at virtually every major sporting event for the Bears, Bulls, and Cubs; similarly, Michael Jordan and Mike Ditka, both the biggest stars in Chicago at the time (Jordan as a player for the Bulls and Ditka as the Bears's coach), made appearances as themselves in sketches.
* Fatti maschii, parole femine, which (from an archaic form of Italian) literally translates as "Manly deeds, womanly words". (The state government prefers a less literal translation, "Strong deeds, gentle words".)
* Fat Tony causes a rival mobster's car to go out of control. It crashes into a vinegar truck. Then a baking soda truck crashes into them both. As the mobsters's car starts filling with foam, the mobsters look at each other and shrug, saying "This isn't so bad". Then a TNT truck crashes into the mess and blows everything up.
* Fat Tony dies and is replaced by his cousin Fit Tony, who lets himself go after the pressure of the job gets to him and becomes Fat Fit Tony, then just Fat Tony.
* Fat Tony generally doesn't receive any punishment for his actions, except in a select few episodes. Come "Donnie Fatso" and Fat Tony suffers a fatal heart attack after discovering that Homer is a police informant, and is replaced by his cousin for the rest of the series.
* Fat Tony's club and caused Fat Tony a lot of trouble with a fellow crime boss. The mobsters do everything they can to make Bart look like the mastermind and make themselves look innocent, and it looks like Bart is going to go to jail until Skinner himself interrupts the trial and proves Bart's innocence. As it turns out, the reason Skinner disappeared was because he became trapped under a large pile of newspapers while cleaning out his garage. He was stuck for several days before he managed to free himself.
* Fat Tony (the one who used to be Fit Tony) was once a juror and had an accountant head his "legitimate business" for him.
* Fatty Arbuckle is the earliest known instance of the joke, and it was repeated many times in his later films.
* Fatty Arbuckle. While the male actors weren't necessarily ugly, they usually had things like exaggerated make-up, oversized clothes, and dorky antics.
* Fatty Bear is never shown, both the interior and exterior of their house has the generic suburban structure.
* Fatty Bear's Birthday Surprise you must go to the refrigerator for cake ingredients. Also present is a covered container with a green slime monster inside. If you click on the seemingly innocent container the creature will raise the lid, look around, and go back down.
* Fattypuffs and Thinifers is set in an underground world where people are divided according to their weight, which is deliberately stupid in the first place. When the book begins, they are in an uneasy truce in a war over something, which is never made clear, to do with an island in the sea between their countries. At a hopeful peace conference, the Fattypuffs insist on calling the island "Fattyfer", while the Thinifers demand it be called "Thinipuff". And so the war resumes over the name of an island (of course, neither side asked the natives for their opinion). In a happy ending, the reconciled Fattypuffs and Thinifers agree to call it "Peachblossom Island" instead.
* Fat Upper Pussy Area by asking him "Do you have a buttfor?" Except Ryan doesn't fall for the trap... partly because he was savvy enough to spot a trap, and partly out of genuine confusion.
* Fat Walda is one of the very few pleasant Freys shown so far, and the only member of the Bolton family to show Sansa some sympathy during Season 5. This, coupled with the fact that she's pregnant, makes you wonder how long she will survive. Not long, actually; Ramsay murders her and her newborn baby in "Home" by having them devoured by hounds.
* Fat Walda with Roose Bolton, although he did get to choose which wife he wanted. It was more 'arranged' from her point of view than his. In the books, Fat Walda was actually ecstatic about the arranged marriage, and fully aware that he chose her to

get his weight in silver as a dowry - she was outright
* Fat, which satirises the current obsession with obesity, rather than the obesity itself. The main characters are a man who is genetically predisposed to put on weight, in a culture that tells him this is his fault, and a woman who the same culture has made dangerously anorexic.
* "Fatzcarraldo": When Homer can't find any restaurant to his liking (as the majority is switching to health-based foods):
* Fauda has an Israeli Army Mista'arvim unit conduct operations against HAMAS.
* Faudo has a massive drill in his small intestine to grind down whatever is there.
* Fauji at the Commando school intended for officers only. Narayanan is the more loud in-your-face version, while Rai speaks softer, but will dole out the harsher punishments. That said, those harsher punishments are reserved mostly for his younger brother.
* Faulkner play..." was written as a filler verse with the intent of replacing it later on, but the writer never replaced it before the song was released.
* fault milestone one as she is completely incapable of feeling any emotion.
* Faults: After failing to scam the hotel with a reused meal voucher, the protagonist returns to his room and starts packing everything he can get his hands on, including stacks of toilet paper and even the battery from the remote.
* Fault, when Ren gets into an argument with Yang, he brings up how their actions are causing more harm than good. However, Yang downplays the situation and accuses him of pushing people away. She then later dismisses his concerns as 'brooding', refusing to even consider any of the points he brought up in their argument.
* Faulty equipment created the distinctive guitar "fuzz" effect on Marty Robbins's "Don't Worry." This inspired many subsequent artists to tinker with their own amplifiers to try to reproduce it, which in turn eventually led to the invention of fuzzbox pedals.
* Faunus are generally Ishvara followers. They believe that Mother Devi created humans first, but she was unsatisfied with their uniformity. She then creates Grimm but was unsatisfied with them and abandoned them. Mother Devi finally created the Faunus, who came in numerous types and were all so different. Over time, the humans came to hate Faunus because Mother Devi preferrred them.
* faunus have several slurs against them, such as "fur-licker" and "lizard brain", depending on what type of faunus they are. The term "faunus" itself was once a slur because faunus saw themselves as individual species, not one big species. Nowadays, it likely serves as an equivalent to the term "Negroes" in America during the 20th-century.
* Faunus throughout history, resulting in at least one Faunus Rebellion, where Faunus night vision proved itself a decisive advantage. After the Great War, they were granted the small continent of Menagerie as their new homeland, ending open conflict (but not either the racism, or the festering resentment).
* Faunus to team up with the highly racist and human Roman. When Team RWBY run across the villainous hideout and attempt to thwart the plot, Yang is rescued from certain death by the intervention of a mysterious masked woman who appears through a portal just long enough to save her life and disappear the way she came without a word to Yang. At the end of the volume finale, Yang comments on being so exhausted that she's looking forward to a good sleep. The stinger reveals Yang walking through the school grounds towards the masked woman in a surreal, dream-like sequence. The woman removes her mask, revealing that she's almost the spitting image of Yang, except for her hair and default eye colour. The stinger ends as the woman informs Yang that they need to talk. In Volume 3, the woman is confirmed to be Yang's mother, Raven Branwen, who abandoned Yang as a newborn baby for what reason, Yang doesn't know.
* Faunus, Tyrian is a sadist capable of turning the tables on the unwary, even when seemingly captured and helpless.
* Faust: As part of his deal with Faust, Mephistopheles becomes Faust's permanent companion and servant. In other words, he is Faust's familiar. He usually takes human form, but he appears as a black dog at his first meeting with Faust.

* Faust at the Princess Theatre in Melbourne, Australia in 1888. His ghost reputedly haunts the theatre.
* Faust. Back then they were the Standard (i.e: Big) Hunting Dogs, not the smaller prissy dogs we think of today.
* Faust end with Faust's demise, the method in which he goes often differs. Originally, Faust is allowed until he finds a moment of satisfaction. Eventually, that moment comes and he dies on the spot. Others simply end with Faust being taken to Hell by the demons he trafficked with. The 1994 movie ends with Faust being struck by a car.
* Faust: First Part of the Tragedy, Faust, an old man, has a disastrous relationship with Marguerite, who is in her late teens. However, due to a rejuvenating potion, Faust has the appearance of a young man, and Marguerite never learns his true age.
* Faust: First Part of the Tragedy, Greta's brother used to boast of her virtue and feminine perfection until she started an affair. Then he calls her a whore and tells her to start charging all comers. Okay, so he's mortally wounded and understandably bitter when he says that bit, but still!
* Faust has stated that, in her opinion, Celestia raised Spike growing up, not Twilight. The episode "
* Faust herself has this to say about the fandom for her own show: "I'm a big girl. When stuff gets too icky I just find something else to do."
* Faust. He spoils Faust's desire to have sex with Gretchen in a particularly unpleasant way, by arranging for Gretchen's mother to walk in. Gretchen's mother has a heart attack and drops dead.
* Faustian Rebellion decides to show the Devil where he can stick it. Forcefully.
* Faustian Rebellion: Someone uses power granted to them by another person to then rebel against them.
* Faust is possibly the granddaddy of this trope. Although he has been presented in different lights, Christopher Marlowe depicted him as the most learned scholar on earth but so hungry for more knowledge that he sold his soul for it. Once this happens, instead of doing anything intelligent, he hits the pope with a fish. It makes sense in context.
* Faust: Love of the Damned: After John Jaspers refuses to aid the villain's plans, he has Jaspers captured and buried alive in an open grave.
* Faust: Love of the Damned by unbuttoning his shirt and then eating him alive in front of everyone.
* Faust: Love of the Damned: During the ritual to summon the Homunculus, M pulls an albino snake out of his mistress' abdomen before forcing it down the throat of an honest cop that he brainwashed to follow him.
* Faust: Love of the Damned: It turns out that "M" had possessed Jade's father in the past to molest her as a child, in order to indoctrinate her so "M" could later impregnate her as an adult with his demonic spawn. She can only recall traumatic flashes of a faceless man having his way with her.
* Faust: Love of the Damned: John Jaspers dies in the process of defeating the Devil, which required nullifying the contract that kept him alive.
* Faust: Love of the Damned: M has a framed photograph displayed on his desk in his office where he's shown buddying up with Adolf Hitler, and another implying that he was behind the accident that killed Princess Diana.
* Faust: Love of the Damned, since he also saved her from the bad guys before they fall into each other's arms.
* Faust: Love of the Damned: We're shown a framed photograph in Mephistopheles' office where he's seen shaking hands with Adolf Hitler just in case the viewer might still be confused that he's supposed to be evil.
* Faust: Mephisto seeks to drive Faust into depravity to win a bet with an angel.
* Faust of the Aztecs), are first welcomed with a tribute, but then the trouble starts.
* Fausto was found adrift on the Atlantic Ocean with a mummified body in the engine room. It had gone missing two months earlier while covering a short route in the Canary Islands.

* Faust proclaims that he is "Part of that Power which would The Evil ever do, and ever does the Good."
* Faust, the rather serious choice to summon the Devil must take place at a crossroads. (As noted below in the Mythology section traditional European folklore holds that evil spirits or Satan must be summoned at a crossroads.)
* Faust VII, quite drastically - in his fight against the main character, he insisted it be held on a Western (Christian) graveyard, where the dead were not cremated, so he could use their skeletons to launch a mass attack at our protagonist. On top of it, he carried his deceased wife's skeleton under his clothes and used it as a secret weapon.
* Faust was first published in 1808. Part II (a sequel in all but name) was released in 1832 (24 years).
* Faust was originally written for a London production. Its words ("Even bravest heart may swell") were in English, and only subsequently translated back to French.
* Faust with the archangel and now has dominion over the earth. The archangel holds otherwise, saying that one word has broken Faust's contract with Mephisto, won the bet for the angel, and saved humanity from Mephisto's rule. The film ends with a zoom in on the single word: "LIEBE."
* Fauve. The mine appears to be asbestos, and there are pools of standing water in the bottom of the pits, and the asbestos and the water make a sucking mud that plays out just like this trope.
* Faux Action Girl: A female character is said to be strong and badass, but never demonstrates any such ability in situations where it would be useful for her to do so.
* Faux Action Girl: Alice is supposed to be tough, but she gets beaten up an awful lot.
* Faux Action Girl, but in practice the latter boasts of his own prowess and his shortcomings are entirely due to his ego and cowardice, while the former is shilled by her compatriots and her inadequacy in combat carries the implicit message that a woman is too weak and too emotional to fight.
* Faux Action Girl, but she never shows her chops. Male characters being "actified", they only rarely fall prey to this.
* Faux Action Girl, but she proves to be too weak to fight real battles.
* Faux Action Girl: Less common nowadays, but some works tend to have heroines who are either blatantly lying or in deep denial when they insist they can "take care of themselves", or suddenly become incompetent and helpless whenever the plot needs the hero to intervene.
* Faux Action Girl, respectively, despite having none of their ability.
* Faux Action Girl with Lili despite her strong and promising start to the series.
* Faux Adventure Story: A story promises adventure but doesn't deliver.
* Faux Adventure Story: A story promises adventure, but doesn't deliver.
* Faux Adventure Story: A work of fiction that may involve superheroes and their related tropes, but significantly downplays or removes any action-adventure elements.
* Faux Affably Evil: A villain's affable nature is just an act and does nothing to change the fact that they are a horrible person.
* Faux Affably Evil, but it might not be obvious just by talking to them.
* Faux Affably Evil characters can become this when they cross the line.
* Faux Affably Evil: Evil character with a nice, friendly façade vs. good character with a mean or "evil" façade.
* Faux Affably Evil: Hello, my dear enemy! Would you kindly say your last words before I happily kill you in a very painful way?
* Faux Affably Evil. However, over the course of the series, the Prof and Scumspawn manage to reform him somewhat; he's still evil, but he's closer to this trope.
* Faux Affably Evil or, if that fails, say the magic words: "I don't get it."
* Faux Affably Evil: Somebody's friendliness is a completely fake mask designed to hide how cruel and twisted they really are.
* Faux Affably Evil: The villain's still a bad person, their politeness is merely an act.

* Faux Affably Evil: They act superficially kind and polite, but it's just a cover for their cruel and wicked personality.
* Faux Affably Evil, Voldemort oh-so-casually lies that "He was killed as he ran away, trying to save himself while you lay down your lives for him." And this trope probably also figured into his manipulation of Quirrell.
* faux-Catholics. Strangely enough, they tend to be rather rich and well-educated... in the occult.
* "Faux Chapeau": Dee Dee convinces Dexter to market one of his inventions as a hat, but it ends up causing the wearers' heads to swell up. At the end Dee Dee reveals that she also used another of his inventions as shoes, and there's a long line of people with swollen feet banging on their door.
* Faux Death: A character is in suspended animation and mistaken for dead.
* Fauxdian Slip: You can't—I mean should—see what this page is all about.
* Faux Documentary: A film done in the style of a documentary recounting fictional events.
* Faux First-Person 3D: A way to simulate 3-D graphics by arranging 2D elements into a perspectivical picture.
* Faux Interracial Relationship: A couple appears to be in an interracial relationship, but it later turns out they're actually the same race.
* Faux Interracial Relationship: A couple appear to be in an interracial relationship, but it later turns out they're actually the same race.
* Faux Interracial Relationship: Died out due to better attitudes on interracial marriages.
* Faux Interracial Relationship: They initially seem like a biracial couple, but then they turn out to actually be of the same race.
* faux-mongolian raiders, they take pride on their lack of attachment to conquered lands and self-sufficiency, but still see the necessity of their shepherds and their smiths, who have a measure of social respect within the clans.
* Faux Pas. Dusk is furious — no one had better mention this trope.
* faux pas episode when she contradicts Ed's tactical plan and subsequently misses the first hint he tries to give that she's out of line. Sam has to signal to her to back down.
* Faux Pas has a little icon of a dog dish labeled "Randy" (the name of the fox main character) which links to a donation site.
* Faux Pas, Myrtle the hen is so addicted to soap operas that she goes catatonic without them. The cats use her to play "living statues".
* Faux Pas substitutes for Randy from Green Mountain Studio Animals for a luxury car commercial in strip #357. The producer tells the cosmetician Essie that "Randy" is a male fox, and she needs to work her makeup magic to transform "him" into a vixen. Essie needs only a cursory look at Cindy to report "This is a girl fox." Pleased at this development, the producer tells Essie to take a bonus out of petty cash. Cindy looks at Essie as if to ask, "Are all humans this clueless?"
* Faux Pas the cats have a running pool. They had to close "Myrtle does something stupid" because no one would bet against it, and when they heard that she was planning to visit the zoo they made bets on which of the animals (all of whom hate her) would eat her. And when word got around that Cindy was pregnant they began to accept bets on the number and sexes of the kits.
* Faux Pas when the animals attempt to make themselves understood by whichever humans presently have control over their lives.
* Faux Pause was a long-forgotten Game Show Network original series that took a laughably obscure game show, paused it at certain points and has the cast give it the MST3K treatment.
* Fauxreigner: A foreigner is really someone pretending to be from another country.
* Fauxreigner: An apparent foreigner is actually someone pretending to be a non-native or a different nationality from the one they actually are.
* Fauxshadowing than the horrific body horror in his history. This may be the result of how a lot of Red XIII's planned material was cut. It might also be a character choice, as upon witnessing his grandfather's death, Red XIII responds

with giggling denial.
* Fauxshadow, where a development is repeatedly hinted at but never gets a payoff at all.
* Faux Symbolism Imagery that doesn't actually symbolize any theme in the story.
* Faux Symbolism, since it tends to throw in names from dozens of mythologies without always drawing meaningful parallels to the myths. However, due to the nature of the series's cosmology, even the meaningless symbolism has meaning, since it ties into the theme of how myths are misremembered and misinterpreted as they fade over time.
* Faux Symbolism: When a trope seems symbolic, but closer examination reveals that it makes no sense.
* Fauxtastic Voyage: Characters are promised a trip around the world, but is tricked and doesn't experience a real trip.
* Fauxtivational Poster, made Adobe realize this marked potential and led to the release of the much more affordable Photoshop Elements line.
* Fauxtivational Posters, including one with "some kinda whale... in space..." on it.
* favoring her tradition of being a fighter. This neglect goes as far at one point as to not realize he had more than one son. Eugene's epitaph even reads "Devoted Husband, Mighty Wizard, Passable Father."
* favoring the child of the opposite gender because they had no prior expectations to disappoint.
* Favorite Atomic Hero claim their name was the result of "a rather involved drinking game" - they were originally billed as Static,
* favorite food like many people have, but later the love for that food is brought up all the time and the character becomes enamored with it to the point of addiction.
* favorite pastimes of the fandom, so arguably every twist or reveal will have someone going ''Well, fancy that, folks — it would appear my views on the issue have been apt all along."
* Favorite Son adopt this as his mantra after surviving an assassination that succeeded in killing Nicarauguan leader Col. Octavio Martinez.
* Favorite Tropes: Anything related to their fandom, typically something very nerdy and possibly obscure.
* Favorite Tropes: Overlapping tropes, contrasting tropes, index and supertrope pages with many well-described outgoing wicks to route traffic through.
* Favorite Tropes: Tropes that used to be full of smut and dirty words that are now full of ***ing asterisks.
* Favorite Tropes: Whatever shows up in their shows, usually simpler,
* Favors for the Sexy: A beautiful character (usually female) compels those around them to pamper them or give them things.
* Favor the Bold" Sisko and Martok take turns sending fake distress calls to lure Dominion ships into ambushes.
* Favourably used in the flying fish riders filler arc who continually use the term "formation", in conjunction with other pun words. The catch being that formation in Japanese can sound like "pervert" which Franky thinks is always referring to him.
* favoured son, including Konrad Curze, Alpharius and Mortarion, who ended up supporting his rebellion.
* favourite, although Rooster Teeth's official statement as of Volume 6 was that fans should "wait and see" how the two will turn out). By volume 8 it hasn't been confirmed but it's obvious that CRWBY is going somewhere with this pairing: there's been massive amounts of ship tease and the voice actors and crew often discuss the pairing. Also Blake has been confirmed to be bisexual.
* favourite Bat-daughter how he dotes on her giving Cassandra her own Batcave, expects her to eventually take his place as Gotham's protector, and generally showers her with praise. Though subverted when Barbra points out multiple times how Bruce projecting onto Cassandra i.e turning her into another version of himself is very screwed up.

* Favourite Tropes: Any that seem plausible enough to actually happen.
* Favourite Tropes: Anything that isn't locked, or pages with regular tropes, but wrong namespaces (Like Characters/AtLeastIAdmitIt).
* Favourite Tropes: Anything to do with imagery, and anything with an illustrative image.
* Favourite Tropes: British English, Useful Notes On (insert home country here)
* Favourite Tropes: Generally the Works pages of their favourite shows / books.
* Favourite Tropes: In addition to the page of their show/book/game, they're a bit
* Favourite Tropes: Metatropes (all the better for use in the Playing With Wiki), Crowner tropes. Any trope without a Playing With Wiki entry.
* Favourite Tropes: Ones connected to issues of nationality. The calmer type even likes those that are less than complimentary about their country (for example,
* Favourite Tropes: Only those that are already in existence and well established
* Favourite Tropes: Popular ones with few examples, where it's likely that their favorite work won't have an entry.
* Favourite Tropes: The newest, most interestingest ones. Lives to say, "Wait, we seriously don't have this already?"
* Favourite Tropes: The ones with the cleverest, least intuitive names
* Favourite Tropes: Those that don't end up in the Trope Repair shop.
* Favourite Tropes: Well-organized tropes with nicely broken up descriptions and right-aligned images.
* Favourite Tropes: Whatever tropes and works have anything to do with whatever issue they happen to support.
* Favouritism Flip Flop: Changing your opinion of an idea depending on who proposed it (e.g. hating a suggestion by the intern but loving it when hearing it from the boss).
* Favouritism Flip Flop: Changing your opinion on something just because someone else has a different opinion.
* Favre is the more memorable example because, well, it's Brett Favre, but the touchdown that gave the Packers that last-second win actually involved two examples of this trope. Two plays earlier, the Packers' best receiver, Sterling Sharpe, made a huge catch to set up the touchdown but fell on the ball and broke multiple ribs in the process and had to come out of the game. Sharpe was replaced by Kitrick Taylor, an unremarkable receiver who had bounced between various NFL teams for half a decade and had never scored an NFL touchdown — until that day, that is, as Taylor caught the game-winning touchdown pass from Favre. It would be the only touchdown of Taylor's career.
* Favre pulled the same stunt during his last four off-seasons with the Packers. But because no "official" announcement was ever made by Favre himself, it didn't get nearly as much coverage outside of Wisconsin. This was partially due to the assumption that the writers who reported his retirement were just opportunistic local guys trying to get some cheap publicity... but also because jerking the Packers organization and his loyal fans around was thought to be
* Fawcett Comics, periodically revived for nostalgic reasons and generally underused because top priority always goes to the original DC properties.
* Fawcett Crest cover is a man with unusual eyes, indicating that it is intended to represent Andrew Martin.
* Fawcett's (and later DC's) character Captain Marvel Jr. looks about 12 and has a spindly physique, but thanks to the
* Fawful over the course of three games. He also speaks in Engrish and uses hilariously clumsy metaphors and similes. He's so entertaining and yet so terrifying at the same time that he made quite the impact on the fanbase.
* Fawkes and is the only companion who will express approval at randomly murdering civilians. He is also quite dumb. At the same time, however, he keeps his murderous tendencies in check, only lashing out if fighting alongside the Sole Survivor or if attacked. He can even be left in a settlement without the Sole Survivor's supervision, and he won't ever attack the settlers, and can even perform mundane tasks in the settlement (although he'll be bored out of his gourd and complain about it).

* Fawkes suggests poisoning Ron in his sleep after he makes a particularly crass remark to Hermione.
* Fawlty Towers. About halfway through Basil says "Yes... say no more..." but the inspector just ploughs right on until he reaches "... and two dead pigeons in the water tank."
* Fawlty Towers. A few are so awful they actually manage to get the viewer on Basil's side.
* Fawlty Towers") and gets all indignant and defensive. When he hears from his wife what the psychiatrist was in fact asking about, he rushes out with a plastered-on grin and starts babbling about how he thought he was talking about walks, not sex! NO, vacations! and coming off much worse than he started.
* Fawlty Towers) and practically never has the patience to make sure Manuel actually knows what he wants.
* Fawlty Towers. Basil (6'5") towers over his extremely petite wife, Sybil (5'3.5"). Meanwhile, John Cleese towers over his extremely petite (then-)wife, Connie Booth (5'4").
* Fawlty Towers, Basil and Sybil appear to have nothing but contempt for each other; however, Sybil gets very upset, when she thinks that Basil is pursuing a guest in "The Psychiatrist", and Basil frantically tries to prove that he isn't.
* Fawlty Towers, Basil calls his wife Sybil things like "my little piranha fish" and "my little nest of vipers" in a tone that mocks the sweetness with which people call others by actual affectionate nicknames. Sybil doesn't seem to notice or care.
* Fawlty Towers: Basil Fawlty himself is occasionally guilty of this. One example that comes to mind is when he tricks a deaf guest into turning her hearing aid all the way up — and then shouts as loud as he can directly into it.
* Fawlty Towers: Basil Fawlty once mistook a guest's breast for a light switch as he was trying to turn on the light from the other side of the door. Naturally, Sybil walks in at just the right moment. Later in the same episode, Basil accidentally gets his hand covered in black paint just before he leaps out of a storage room intending to catch a girl who he believes has snuck into the hotel to spend the night with a male guest. He doesn't catch the girl he's expecting, but he does grab the same female guest from earlier, and he has just planted a black print of his entire hand on her breast. Once again, Sybil comes along just in time to see Basil's unfortunately placed hand print.
* Fawlty Towers, Basil frantically rummages in a large cardboard box, flinging vegetables across the kitchen.
* Fawlty Towers, Basil pretends to have a shouting match in the kitchen with Terry the chef, to pretend to Mr Hamilton that Terry is working.
* Fawlty Towers": Basil spends a good part of the episode trying to get food from a restaurant to his hotel, only to have it destroyed at the last minute. The main problem is that the cake isn't even what he ordered (duck). When he goes to pick up the replacement, one of the waiters accidentally switches it with a Bombe Surprise, which he digs through once he finds out in an attempt to somehow find the missing duck.
* Fawlty Towers Basil towers over Sybil (he's 6'5" and she's 5'3") but she still easily terrorizes him.
* Fawlty Towers, Basil tries to justify to two customers why another customer had just been given veal when Basil has just said that the veal is off. He claims that the veal is "veal substitute".
* Fawlty Towers, Basil tries to tell Manuel to shut up, who is only too eager to confirm his understanding.
* Fawlty Towers being prime examples) is based on this sort of thing, although the three examples are set about it in different ways. Basil Fawlty comes up with an explanation that is even more unbelievable than the truth, Bean just pretends nothing is happening, and Bertie Wooster gets too nervous to explain.
* Fawlty Towers. Casually insulting one another, both face to face and behind their backs, Sybil does seem to appreciate even these acerbic exchanges. And Basil does occasionally try to do something vaguely nice, such as remembering their wedding anniversary (but of course, gets a dangerous kick out of making her believe he has

forgotten until the last moment:)
* Fawlty Towers, climaxing in a memorable Hitler impression. This is so well-known that "Don't mention the war!" is a common phrase in the UK and Australia.
* Fawlty Towers contact the papers with a lot of anecdotes about Sinclair. All of these accounts suggested that Cleese was not too far off the mark; if anything, Cleese had actually downplayed how irritable Sinclair was. His widow kept silent after that.
* Fawlty Towers did it quite a bit. At one point, Manuel was semi-conscious in a laundry hamper with one arm sticking out and this exchange occurs:
* Fawlty Towers, embodies this trope. Despite being generally rude and sarcastic, he comes across as an otherwise sympathetic character who is always scheming to get himself out of a minor jam but only succeeds in making it increasingly worse.
* Fawlty Towers episode 'Gourmet Night' Basil insists on fixing the car himself despite Sybil's orders, resulting (of course) in the car being unfit for use when he most needs it. Also the methods of the cowboy builder O'Reilly in 'The Builders', whose slogan is "no job too cheap".
* Fawlty Towers episode, "The Builders", Basil apparently receives a telephone call from the professional builders. Sybil is not fooled; she goes into another room to discover Polly providing the other end of the call.
* Fawlty Towers episode "The Germans," Manuel practices several English phrases he knows, including "I can speak English; I learn it from a book." Unfortunately for the Major, he sees a moose head while Manuel is behind the counter, leading the mystified Major to think that the moose head is speaking (and that the "book" note somehow explains everything).
* Fawlty Towers episode "The Kipper and the Corpse". While nobody actually attempts to puppet the corpse itself, the entire episode is devoted to attempting to conceal the fact of the man's death from the other guests in the hotel.
* Fawlty Towers episode 'Waldorf Salad' Basil refers to an antagonistic man who has just walked in as 'rubbish' to a woman he has just met. She then introduces him as her husband.
* Fawlty Towers" has Basil taking revenge on a man who he believed to have been a hotel inspector throughout the episode by hitting him with custard pies while Manuel pours cream into his briefcase.
* Fawlty Towers" has the doctor walking into the dead man's room and seeing Basil Fawlty jumping up and down and crying, "Oh, joy! Oh, I'm so happy!" Of course, the real reason Fawlty was so happy was that the kippers the man had been served with his breakfast were out of date, and he had just learned that the kippers were untouched, making it not his fault.
* Fawlty Towers he subsequently speaks to them. It's subverted here: the Germans are never cast as Nazis (and find the constant references upsetting to the point Basil's actions reduce one of them to tears), but are just trying to enjoy their holidays in peace.
* Fawlty Towers", he suspects a young couple of sharing the same room together despite his rules on keeping unmarried people separate. He even tries to spy on them to catch them red handed.
* Fawlty Towers how irritable Sinclair was. His widow kept silent after that.
* Fawlty Towers: In "Communication Problems" Basil is trying to give Polly the name of a horse he won money on (Dragonfly), since she's holding it for him and they have to quickly convince Sybil that she bet on the horse instead. Sybil knows the name, so Polly needs the right one. Basil makes flapping motions and points to Sybil, because he refers to her as a dragon sometimes, but Polly incorporates other "pet" names first, leading to "flying tart" and "birdbrain". (She does get it eventually.)
* Fawlty Towers: In "The Germans", Manuel accidentally starts a fire in the kitchen. He tries to beat it out, but sets fire to his oven gloves, and spreads the fire round the kitchen. For extra irony, the hotel was about to conduct a fire drill at the same time. When filming this, his actor Andrew Sachs was badly burned, and was paid compensation.
* Fawlty Towers) In the same conversation, Basil instructs Manuel to call a nearby

bearded man "a hideous orang-utan", which had the desired effect of Manuel being punched, even though Basil could not do this over the phone himself.
* Fawlty Towers: In "The Wedding Party", Basil Fawlty twice catches his guest Mr. Lloyd hugging women who aren't Mrs. Lloyd. He tries rather awkwardly to keep Mrs. Lloyd from finding out. The two women are actually Mr. Lloyd's stepdaughter (Mrs. Lloyd's daughter) and a family friend of the Lloyds, and the hugs were perfectly innocuous.
* Fawlty Towers is a stripped-down version of this - notably, without any innamorati.
* Fawlty Towers, it's still considered one of the most influential sitcoms of all time.
* Fawlty Towers: Major Gowen appears to leap to the defence of the hotel when a dissatisfied customer is chewing out Basil Fawlty.
* Fawlty Towers — the sign saying Fawlty Towers is rearranged to say Flowery Twats, Flay Otters, Fatty Owls, Farty Towels, Watery Fowls and Warty Towels.8
* Fawlty Towers", Miss Tibbs has been locked in a wardrobe, and starts moaning and screaming. Polly and Manuel groan and sing to hide the noise.
* Fawlty Towers: most episodes started with a shot of the hotel sign on which letters would be skewed, missing, or humorously rearranged. Each week was different.
* Fawlty Towers, of all people, was apparently in Korea: when he threatens a guest with "I've killed men!" his wife adds "He was in the Catering Corps. He poisoned them." He also claims to have shrapnel embedded in his thigh that gives him problems, although the pain flares up at surprisingly convenient moments.
* Fawlty Towers of the sign's letters being rearranged to spell things like "Farty Towels" and "Fatty Owls."
* "Fawlty Towers" Plot: A lie held up by more lies that eventually implodes.
* "Fawlty Towers" Plot: A lie is told which must be propped up with more lies before everything cannot be sustained and goes crashing down.
* "Fawlty Towers" Plot: Someone tells a lie, then other lies must be told to convince people the lie is true, but then it's revealed as false as it becomes too ridiculous.
* Fawlty Towers rant at the guests. Outside it is pouring with rain, and he very soon comes back in, smiling genially.
* Fawlty Towers: Sibyl Fawlty. A combination of the Machine-Gun Chuckle with a Donkey Bray finish. According to her husband, it sounds like "somebody machine-gunning a seal".
* Fawlty Towers, the Greatest Sitcom Ever, for American audiences, always failing spectacularly. In order, these attempts were:
* Fawlty Towers", the original ending was that the late Mr. Leaman's twin brother arrived, greatly upsetting Basil who thought he was the guest and had been pranking him. Cleese realized that at some point the man would have to catch on that his brother was dead, which would ruin any comedy.
* Fawlty Towers. The problem is further exacerbated because the woman is hard of hearing, and doesn't have her hearing aid turned on "because it runs the batteries down." Basil tries to convince her to turn it on, but she can't hear him, so he tries to write down the words "turn it on," but then remembers that she can't read without her reading glasses, which, as per the trope, are on her head.
* Fawlty Towers They actively hate each other, but stay married and even share a bedroom, if not a bed. According to Basil in one episode, they even "go for a walk" together two or three times per week; however, he was very possibly making this up just to appear "normal" to the psychiatrist he was talking to, and it emphasises that he cares more about the status of being married than who he is married to.
* Fawlty Towers thought this was more fun than calling them "Father", "Mother", "Man In Restaurant" or "Boy Complaining About Chips".
* Fawlty Towers" to a group of German guests, then proceeds to invoke the trope while talking with them himself.
* Fawlty Towers to call for a taxi, he argued with Cleese and took his time calling for the cab. Cleese was fascinated by what he described as "the most wonderfully

rude man I'd ever met" and called Connie Booth down to experience it, and the rest is history.
* Fawlty Towers: Two batches of 6 episodes apiece, produced several years apart, for 12 episodes total
* Fawlty Towers: When the public health inspector has finished assessing the hotel he lists all the problems he found:
* Fawlty Towers would sometimes perform these when Mr. Fawlty got mad and started pushing him around.
* Fawn and the Mysterious Trickster, Fawn pranks Beck by dressing up as her and pretending to be her reflection.
* Faxanadu are yellowish, as opposed to the more pink-colored Red Potions.
* Faxanadu He shared some facial features (not to mention the wardrobe) of the singer, but with blue skin. Well, his face was blue. Everything from the neck down was white.
* Faxanadu revolved around Elves vs. Dwarves, although it's because the dwarves had gone psycho and turned into demons.
* Faye Dunaway has made few public appearances, rarely gives interviews, and overall gives little insight into her personal life.
* Faye Dunaway, such as refusing to work with a certain wig maker, insisting no one look at her while she delivered her lines (and having scenes re-blocked so that characters would be facing away from her if they were in the same frame) and refusing to wear old age makeup for a scene set in the future.
* Faye invokes this trope successfully and captures the Teddybear Bomber as a result.
* Faye is the only character in the game with a support bonus having a negative impact on her stats, being that if she is near Alm she has a reduced chance of avoiding an enemy attack. Faye has a huge crush on Alm, to the point of it
* Faye is this towards Sam, teaching her to weld and make mixed drinks.
* Faye Kellerman, Cindy is kidnapped by Tropper who is taking her to the woods to be killed. Cindy keeps herself from panicking out of fear she'll soil herself. When Tropper stops the car, Cindy realizes she's going to die and wets herself.
* Faye Kellerman's Peter Decker is a tough, cool police detective with a ginger moustache (which eventually turns gray).
* Faye, meanwhile, calls her left boob, which is a bit saggier than the right, the Underachiever.
* Faye's drinking habits make her friends fear that she's an alcoholic, though she improves with therapy and some healthy relationships.
* Faye's funeral. Notably, the POV for most of the panels is from inside the coffin as the surviving characters say their goodbyes.
* Faye Valentine appears at first to be calm, collected, and manipulative. However,
* Fay Weldon's parents named her Franklin Birkinshaw (but started calling her Fay almost immediately). One can
* Fazal Din, an Indian soldier in WWII, managed to get himself run through in a bunker with a Japanese officer's sword. The weapon penetrated all the way through his back. Rather than dying like most mere men, Fazal proceeded to rip the sword out of his chest and went on to slaughter pretty much every soldier in the bunker holding the very same sword. He continued to give orders to his men until he died hours later.
* Fazil Iskander, about a guy famous for his jokes. He had a friendly competition with his neighbor about who's the best horseman. So, on his deathbed he admitted the neighbor was better, and asked him to leap over his coffin on his horse three times before it's closed. The funeral showed everyone who was the best horseman... once the horse refuses to jump.
* Fazil Iskander's works, which are mostly centered around a remote Abkhazian town. The most prominent example is that of two extremely close families, where one allowed a couple of minor breaches of local etiquette, which led to a person from one family killing one from the other... it ended up with the last member of one family keeping the last member of the other as a slave. He couldn't marry to

continue the line, since no one would give his daughter to a slave-owner, and couldn't release him due to an oath. It continued that way for about twenty years. Then the slave murdered the owner and starved to death himself, unable to remove his chain.
* FBA Meeting. Things take a turn for the awkward when a group hug causes them to merge into a single giant bonfire.
* F) Be completely or largely inexplicable, and the discrepancy between the different parts of their personality
* FBI Agent Frank Drew who hunts master criminal The Eel around the globe. None of the characters were deemed popular enough to reuse in later stories.
* FBI Agent is sent to Los Angeles in a slimy attempt to intimidate the local cops. This falls flat on its face when Hoover (the main character—an LAPD homicide detective—, not the FBI director of the same name) and the Chief immediately call it out for what it is, and Hoover later ambushes the FBI agent to beat him up. Then he drags the guy out of the federal building they're in and points to a line on the floor to tell him where his jurisdiction ends.
* FBI agent John Connolly was involved in helping mobster James J. "Whitey" Bulger get away with his crimes for as long as he did. Colin Sullivan in
* FBI agent Joseph Pistone successfully infiltrated the New York mafia as a jewel thief named Donnie Brasco (see Live-Action Film above for the movie based on this case). While undercover, he formed close friendships with two mobsters and had conflicted feelings when the time came to reveal himself as a law enforcement official. Ultimately, this would become a subversion, as having to deal with the day-to-day brutality and lack of any basic humanity among mobsters led Pistone to despise almost all of the criminals he was working alongside.
* FBI agent Kay Daniels proves she's good at this too. When a banker for a crime cartel shows up to make a deal, she realizes his suit is Brooks Brothers, not the fancy European suits the man wears and figures out it's Cameron in disguise.
* FBI Agent Kim Evans is by all appearances an idealistic Good Cop, but is (reluctantly) willing to commit crimes, obstruct the investigation, and outright murder witnesses when ordered to do so by the director of the FBI, supposedly for The Greater Good (although it turns out most of her crimes were the result of her being misled by the director, who's the cartel's mole).
* FBI agent Norman Jayden and police lieutenant Carter Blake respectively from
* FBI agent Paul Ballard's rather famous for his lack of police decorum in
* FBI agent Raye Penber chides his fiancee (who used to be an agent as well) for getting too interested in his case in
* FBI Agent Ray Nadeem. Once the syndicate is taken down, Fisk has an inmate on his payroll named Jasper Evans shank him nonfatally and make it look like he's been branded as a snitch within the prison walls. He also arranges for Evans to be quietly released from prison so that no one can question him. Nadeem, seemingly convinced of the danger, pushes for Fisk to be moved to the penthouse of a Midtown hotel that he owns through a bunch of shell companies.
* FBI Agent Robert Hanssen, one of the most damaging moles American counter-intelligence has ever had. Sold information to the USSR that resulted in the deaths of many agents and defectors over a two decade period. At one point, Hanssen was tasked in his counter-intelligence work
* FBI agent Robert Hanssen, who sent enormous amounts of intelligence to the Soviet Union and later Russian Federation during a career as a spy that lasted over twenty years, was at one time head of a task force charged with ferreting out the suspected mole in the FBI—himself. The film
* FBI agents is the only one on the team to consistently wear a suit throughout the show. He only takes off the jacket when he switches it out for a Kevlar vest. And in a handful of very early episodes, Derek Morgan played this trope before opting for more casual dress.
* FBI, and as such work for the US federal government. They're so underfunded that most other anomalous organizations consider them a joke.
* FBI: "Crossfire" see's Bell and Zidan dealing with Cole Cooper, a former decorated Army Ranger who had a mental breakdown following his girlfriends death.

With the assistance of his ward Kofi, Cooper went on a killing spree attacking area's associated with his old life. Killing three people in Park Avenue shooting, then six more at his old apartment building, then a police officer, with his final target being a church planning on massacring the Parishioners. Despite Bell's efforts to talk him down, he was shot by a police sniper.
* FBI Director James Comey was fired based on a memo from Deputy Attorney General Rosenstein which does this heavily. Immediately after a reference to Comey's July 2016 press conference where he announced that he would not seek charges against Hillary Clinton, the memo quotes many former White House officials saying that Comey's "decision" was a mistake and showed bad judgment. Most of those people were not referring to that press conference, but to Comey's later decision to announce the finding of more e-mails, which was widely believed to sway voters away from Hillary in the final week of the campaign. That was the official reason, anyway. According to Comey he was fired for unrelated reasons and the whole affair is now the subject of multiple official inquiries.
* FBI — Federal Bureau of Investigation. US Federal Government police and counterintelligence.
* FBI: Most Wanted", Barnes encounters Sandra Coates, a woman she was involved with when working undercover with NYPD, and takes up with her again to get an 'in' with Cleo's gang.
* FBI: Most Wanted", Cleo's planned big score is to knock over a rival gang's stash of drugs and cash.
* FBI: Most Wanted" climaxes with a duel between Lt. Weitzen, who is picking off FBI agents from his hide, while Clinton scans the scene through his sight, looking for anything which will allow him to get a fix on Weitzen's position.
* FBI: Most Wanted", Doug Timmons' car gets rear-ended by a drunk driver and a passing cop stops to investigate. When the cop goes to look in Doug's busted trunk, Doug panics and shoots the cop and then the drunk driver. Investigating this crime puts the FBI on the trail of a planned massacre.
* FBI: Most Wanted. He says that the manhunt for Doug is drawing too much heat and they should postpone their plan. The leader Mike refuses and tells Earl that he is either in or he's out. When Earl announces that he's out, Mike orders Dog to shoot him and Doug promptly does so.
* FBI: Most Wanted in exchange for getting his brother moved to a prison closer to their invalid mother. When Cleo discovers this, she coldly puts a bullet in the back of his head. The final scene of the episode shows Jess making good on his promise.
* FBI: Most Wanted", Lt. Weitzen is highly decorated sniper famous for his ability to become 'invisible'. When he snaps, he chooses his victims to send a message, but dispatches them in a totally dispassionate way.
* FBI: Most Wanted", Sandra, a nurse's aide, is stealing anti-seizure meds from the hospital where she works for Cleo, who has epilepsy and, as a wanted felon, cannot risk visiting a pharmacy.
* FBI: Most Wanted Subverted in the episode "Silkworm". An FBI agent turned traitor pockets a cyanide pill moments before he's captured. Rather than swallow it, he drops it in the cup of the agent driving him. The poison kills the driver, causing the car to crash, and allowing him to escape. Also, turns out he got it from a Russian spy he captured, who apparently never got the chance to use it either.
* FBI: Most Wanted to happen to raise a younger generation who are terrified and easily controlled.
* FBI: Most Wanted. When Cleo discovers this, she coldly puts a bullet in the back of his head.
* FBI: Most Wanted" who sentences Denise's 16 year-old son to 20 years in prison for a first offence, while giving the white boy involved in the same crime probation.
* FBI Special Agent Frank Lundy was this to the titular character in Season 2. Dexter even uses the term himself after
* FBI Special Agent Randal considers God to be malevolent and this world to be Hell in

* FBI Special agents Clayton and Archer while interrogating the protagonist in a Yemeni prison in the film
* FBI turncoat Robert Hanssen was caught this way. After several US agents had been captured and executed by the Soviets, the Bureau knew they had a mole on their hands. No one suspected Hanssen, however. He was even tasked with finding the leaks for a time. Eventually a communique between Hanssen and his handlers was intercepted, but there was no way to tell who the mole was —until an agent recognized a racial slur the mole made as something only Hanssen would say.
* FBI video game, or that they came after hours to collect the data from the console.
* FC Barcelona, defeating Real in both competitions. Needless to say, Barcelona's fans were very satisfied by these results.
* FC Barcelona needed either a win or a score draw to advance to the 2009 Champions League final. After Chelsea took the lead 10 minutes in, the result didn't change until the third minute of stoppage time, when the
* FC De Kampioenen has also been made into a successful children's comic book series whose success has in fact surpassed many other comic strips in Flanders and even the length of the original TV sitcom it was based on.
* FC De Kampioenen: This comic strip is based on the popularity of the Flemish sitcom of the same name and the last comic strip launched in Flanders to still sell in enormous quantities. It has even survived the original sitcom which has now been cancelled in 2011. Despite being a huge bestseller, critics who consider the creator’s other works to be much better loathe it.
* FCEUX, an NES emulator, features Lua scripting. Lua scripts can directly modify the game's variables. They can also accept user input. The result:
* F Chords. That only lasted a few months, with F Chords put on hiatus for two years and the commentary indefinitely.
* F Chords was reborn in 2011 with the intent to repurpose it into an office comedy, but within a few months, he realized that, since he changed his mind about ending Starslip, was still running chainsawsuit, and not only doing Blamimations season 2 but adding a live action Kris and Scott/Scott and Kris show to PATV (not to mention getting married), he had to put it back on hiatus directly after the first story arc.
* FCM Char 2C, outclassing and outweighing any other tank of its time.
* (F.D. Roosevelt!) explains how they remain immune because they're allowed access to Weishaupt's wonder herb, namely cannabis.
* FE10, and then it depends on whether the player recruits them or not. It gets to the point where they're willing to betray their friends and principles just for their country, which is plainly in the wrong.
* Feanor is an angry, self-centered, murderous jerkass with absolutely no restraint or self-control. He has been known to hate people because they approved of an idiom shift he detested.
* F.E.A.R. 2: Armacham Corporation pulls off one of these to hide their culpability in Alma's release.
* F.E.A.R. 2 feature a fairly realistic thermal imaging mode which, while not amazingly useful, is at least interesting to look at.
* FEAR 2 fires slow-moving energy balls that can kill almost anything nearby in one hit, but then dissipate after moving only a few meters. Its intel document acquired by picking the weapon up for the first time makes note of this, stating that the pulses "destabilize violently" after a short interval.
* F.E.A.R. 2: Project Origin DLC shifts the focus to one of the Replica soldiers some time after they're reactivated.
* F.E.A.R. 2: Project Origin has a blink-and-you'll-miss-it reuse of the first game's "AT-14" pistol in the final level. The burst-firing ASP rifle also shows up, model unchanged, in multiplayer.
* FEAR 2: Project Origin is undergoing surgery to awaken his Harbinger powers, he has a hallucination in which demonic creatures in surgical uniforms claw and hack at his flesh.
* F.E.A.R. 2: Project Origin, main character Michael Becket also never speaks. If

he could speak and report his findings to his squad, quite a few of their problems would have probably been avoided.
* FEAR 2 twice as long as the game expects you to. Intel is also kept between playthroughs.
* F.E.A.R. 3. The only way to heal damage is to get out of the area the Creep is lurking in.
* F.E.A.R. actually shows why they only speak with filtered voices, as it turns out their "natural" voices sound like harsh, guttural, inhuman growling. Friendly NPCs also get this if you're beyond a certain distance from them while they're saying something.
* Fear Agent it is hard to keep your ship and jetpack shiny when you are the last survivor of a monster-hunting group from Texas with alcohol problems.
* F.E.A.R.: all matter in the corpse but the bones will vaporize, leaving behind a charred skeleton.
* Fear & Hunger it's possible to appease Sylvian, the goddess of love and fertility, by sexual intercourse with a willing partner, fusing the player and the other party into a being known as the Marriage which has higher base stats.
* Fear & Hunger Soul stones can be found whilst exploring the dungeon. The player can harvest souls from fallen enemies and party members which bestows special effects upon the stones.
* Fear & Hunger, the player character and their party are susceptible to losing their limbs from enemy attacks. Losing an arm means that you can't wield two-handed weapons or a shield, while losing both legs reduces your speed to a crawl.
* Fear & Hunger, there are enemies which are capable of attacks that can infect the limbs of your party members. While green herbs can cure those infections, bonesaws can also deal with them and should be used as a last resort.
* fear and hatred that contrasted sharply with the more ambivalent feelings to the 'restrained' and 'uptight' British.
* Fear and Laughter in Burbank", they were unaware of Yakko's fear, even though Yakko asks his siblings what they thought of him. Yakko's fear is likely to be brought up again in Season 2 where Yakko, Wakko, and Dot go deeper into their own fears.
* Fear and Loathing in Las Vegas and his friend Oscar Zeta Acosta, whose real-life drug intake during the period was mostly likely only embellished slightly.
* Fear and Loathing in Las Vegas and his lawyer consumed most recently.
* Fear and Loathing in Las Vegas, and the stockpile of drugs Raoul Duke and Doctor Gonzo have in their car:
* Fear and Loathing in Las Vegas, a night of drug binging results in Duke waking up to find his hotel room completely trashed and his friend Dr. Gonzo completely freaking out in his own drug haze.
* Fear and Loathing in Las Vegas, because, by Thompson's own admission, the original draft was too incomprehensible to be published without editing.
* Fear and Loathing in Las Vegas has Rauol Duke's traveling companion, the 300 pound Samoan lawyer Dr. Gonzo. He's greedy and self-indulgent, and spends most of the book out of his mind on drugs. He also gives terrible advice, which mainly consists of advising Duke to do drugs and break the law. He's based on the real life antipoverty and Latino rights lawyer Oscar Acosta, who was about as wild as Gonzo, but dedicated his life to more worthy causes.
* Fear and Loathing in Las Vegas in that he was based on a real Mexican-American attorney, who Thompson was using as a source for a story, and the whole point of going to Vegas was to keep quiet that he was talking to Thompson.
* Fear and Loathing in Las Vegas is using audio from the anti-drug law enforcement movie-in-a-movie on his answering machine and calls Depp's answering machine to prove it — and Hunter times it almost perfectly to sync up the film and the machine.
* Fear and Loathing in Las Vegas offers the opportunity to be one of these for only two bucks. Another fifty cents for a voice message! "Yell whatever you want, they'll hear you! Remember, you'll be TWO HUNDRED FEET TALL!" (In the movie, the barker in question was played by Penn Jillette.)

* Fear and Loathing in Las Vegas: Raoul Duke and Dr. Gonzo's every.single.room.they.lived.in. Full stop.
* Fear and Loathing in Las Vegas Raoul Duke uses a great one amidst his generally meandering internal monologue:
* Fear and Loathing in Las Vegas: Raoul Duke was with his attorney Dr.Gonzo (who may have been Samoan) to cover the Mint 400 motorcycle race. However, upon arriving in Vegas Duke and his attorney Dr.Gonzo (who may have been Samoan) found it to be imperative to get to the bottom of the American dream by any means necessary. (Including fraud, forgery, liberal drug consumption, and bribing maids to act as moles for hotel drug cartels)
* Fear and Loathing in Las Vegas. The Great Red Shark is arguably the fourth biggest character (behind Raoul Duke, Dr. Gonzo, and Drugs).
* Fear and Loathing in Las Vegas, the main characters threaten and terrorize (but don't, and may not really intend to, physically harm) a young male hitchhiker.
* Fear and Loathing in Las Vegas. Upon seeing that it says "Backdoor Beauty?", the waitress (apparently a former prostitute) throws a fit.
* Fear and Loathing in Las Vegas was originally just going to be a straight series of articles covering a motorcycle race in Las Vegas, before becoming the weird, wacky, genre-defining whatever-it-is that it became.
* Fear and Loathing in Las Vegas where Raoul and Dr. Gonzo attempt to enter a casino whilst utterly spangled on ether.
* Fear and Respect that was set to be ready for a 2006 release. But despite having much buzz (such as a cover story in Game Informer and the announcement of a film version that would also feature Snoop Dogg), Midway canceled the game due to a crowded market.
* F.E.A.R., and was quickly discontinued with all the servers shut down forever.
* FEAR apparently looming, according to Fettel: "A war is coming. I've seen it in my dreams. Fires sweeping the Earth, bodies in the streets, cities turned to dust. Retaliation."
* Fear banner scrolled across the bottom of the screen, which stated that she was experiencing a high-voltage/low-amperage shock was proven to be medically harmless.
* Fear Before the March of the Flames have "Taking Cassandra to the End of the World Party," with lyrics referencing someone predicting a catastrophe while being ignored with the chorus, "No one listens to the damned."
* Fearbook, a catalogue that arrives in the mail convinces people to kill others or themselves.
* Fear City: Matt used to have a thing with Loretta before they broke up. He wants to give it another try, but finds out that she's already involved with another stripper. Which makes it really convenient when said girlfriend becomes one of the killer's victims!
* Fear City: Nicky is in a relationship with one of his strippers, but it's apparently a loving one. She also says to him that she doesn't expect any special favors because of the way it will make her look to the other girls.
* Fear City: The killer cuts off the fingers of his first victim with a pair of scissors.
* Fear City: The main character Matt Rossi is still haunted by his accidental killing of an opponent in the ring, which led him to quit his career as a boxer.
* Fear City: When Detective Wheeler interrogates Rossi, Rossi insults him by calling the police officer's mother a whore. He gets decked in the face for this.
* Fear City: When Rossi finally tracks down the killer just as he's about to kill Loretta, he uses his boxing skills to engage the martial artist in a one-on-one fight. They're pretty evenly matched until Rossi eventually gets the upper hand and doesn't stop until he's beaten him to death. Lt. Wheeler, acknowledging that Rossi ultimately did a good thing, lets him off the hook for it.
* Fe, are closer to traditional fair folk, kidnapping animals and otherwise inflicting malicious mischief upon the forest.
* feared, and deliver simply grotesque amounts of raw damage with every blow.
* Fear Effect 2: Retro Helix had a character's nightmare featuring one of these.
* Fear Effect 2: Retro Helix. They are invincible and can paralyze you if they hit

you.
* Fear Effect. Choose the wrong vent, and the players are treated to a cutscene where Glas enters what he assumes is a safe vent... only for the rotary fan to suddenly activate and cut him into half from the waist.
* Fear Effect. "Fear Effect" refers to the gameplay element in which your character's health and vulnerability are affected by fear. "Retro Helix" refers to a type of DNA that is connected to EINDS, an AIDS-like disease, in the game.
* Fear Effect had your character crushed while trying to climb an elevator shaft and reduced to a smear of blood on the wall.
* Fear Effect. His 2 cut scenes consist of nothing but a bunch of lame come-ons directed at Hana, much to her disgust. One gets the feeling if they weren't in a crowded room, she'd have shot him.
* Fear Effect is an odd example: It used special textures to fake the look of cel-shading, but the characters weren't actually lit by anything. While it uses a completely different technique from cel-shading, in execution it looks identical.
* Fear Effect itself has 3 possible endings, with every character dying at least once in two of them. On hard, however, all 3 survive.
* Fear Effect more nonstandard game overs (usually from failed sequences), but there's simply too many to list.
* Fear Effect Notably, this is one of the few cases in video games where the trope affects not only the plot but the gameplay; Glas is, naturally, unable to dual-wield his weapons after that point.
* Fear Effect revolves around the dealings between the demons of the Chinese Hell and the crime syndicates of a near-future Hong Kong.
* Fear Effect. Right before the final battle the player must decide who is correct and that choice will determine the final scene of the game. If the player decides innocent it will turn out she is innocent, if the player decides she is lying it will turn out she has been lying throughout the whole game. So in essence the girl is paradoxically telling the truth AND lying throughout the story until the scene when the player makes their decision.
* Fear Effect series had, in addition to all sorts of different enemies trying to kill you (humans, robots, zombies, ghosts, demons, etc.) but also a ton of hazards and traps, and even instant death scenarios that could be triggered by making the wrong decision.
* Fear Effect Soon after Deke himself enjoys the sight, which Hana doesn't appreciate.
* Fear Effect: The games make it clear that there is a Chinese version of hell and a Chinese version of the Devil called The King Of Hell. However, there seems to be no heaven or God - unless the island where the Eight Immortals (who don't seem to do much of anything) live at counts.
* Fear Effect, the game takes place at or around Christmas, before ending just after New Year's has started.
* Fear Effect. The second game strongly gives off this message, if the things the Eight Immortals say are anything to go by.
* F.E.A.R. ends with the protagonist being extracted aboard a helicopter with a couple of NPC teammates. The helicopter suddenly lurches and Alma is seen climbing aboard an instant before the game cuts to the credits.
* Fear Equation uses these as a means of indicating whenever the omnipresent fog is attacking your passengers by manifesting any recent nightmares they claim to have had. The effectiveness of said attack depends on what defenses have been constructed.
* F.E.A.R. Extraction Point) had "Descent", its longest chapter, set in a Subway system (along with some storm drains).
* FEAR: Extraction Point will result in an Alma scream that shakes the room.
* Fear Factor (of all things), years after the network ran it into the ground with constant celebrity editions. The revival aired briefly in the 2011-12 series before being re-canceled.
* Fear Factor required the participants to drive a car up the ramp of a moving truck as the last part of the challenge. Inside the truck was a ramp that would

flip the car and send it flying out the side of the truck for a spectacular movie-style ending.
* Fear Factor Unsurprisingly, NBC outright refused to air the episode that included this stunt (the revival was recanceled at the end of its episode order anyway).
* Fear Factor was completely insane. They had stuff like mango flavored gummy candy shaped like sheep eyeballs and cola-flavored gummy cockroaches coated with icing so they crunch when you eat them.
* Fear Factory, Burton Bell's car, which has just been wrecked, explodes when he returns to it.
* Fear Factory, earlier albums were based on a continues storyline about a futuristic war between man and machine; machines being the villains. Many of their songs at the time had the machine leader giving it's commentary on wanting to wipe out the human race.
* Fear Factory. In fact, most of their lyrical content is about struggling against the dangers of technology and surviving it.
* Fear Factory is a concept album with a story that is like a cyberpunk version of 1984. The liner notes even fill in the gaps between the songs, tying them even closer together.
* Fear Factory — according to Burton C. Bell, Robinson had sold the album to Roadrunner, who in turn released it when the band broke up one album short of their contractual obligation with the label.
* Fear Factory's Digimortal album is about a society which creates clones of people, and transfers their soul and memories into them to prolong life. Includes at least one song from one of the clones in question.
* Fear fear they may induce. This often results in cowering, psychological paralysis, terror or even madness.
* Fear features a mission briefing at the beginning of the game from the protagonist's point of view. During the briefing, you're introduced to the main allies and the source of your abilities is more or less explained. It ends up ultimately unnecessary.
* Fear-feeding/fueling entity Parallax' Power Rings, which give abilities similar to a Green Lantern's but are usually given out to people "able to inspire great fear".
* F.E.A.R. form to a teenage one. This makes absolutely no sense plot-wise and seems to be solely so you won't have to face down and eventually shoot a little girl — even one that's already dead.
* Fearful about what Amara will do to the world, Castiel invites Lucifer into his vessel.
* Fearful Passages, adventure "Armored Angels". Professor Powell's notes give information on his plan to open a gate to the planet Yuggoth. The last page of his diary give a horrifying account of the invasion of Mi-Go and a Dark Young of Shub-Niggurath through the gate.
* "Fearful Symmetry" had a gorilla who had been taught painting and sign language, and was making pictures of alien spacecraft. She was more communicative than most human examples, explaining it (as best as she could) using sign language.
* Fearful Symmetry: Identical combatants with identical attacks will cancel each other out.
* Fearful Symmetry — The trope is named for a line from William Blake's poem "The Tyger", which has nothing to do with the trope.
* Feargal Sharkey of The Undertones has a good one: "You Little Thief". With lyrics like, "How does it feel to make a grown man wanna die", it definitely qualifies.
* FEAR gets this reaction from a lot of people because it was a legitimately tough game which could kill you quickly if you were careless. It wasn't derided for being too hard at the time of its release, but the reactions of newer fans brought in from the much easier 2nd and 3rd games are very much along the lines of this trope, and are often very shocked to discover that they can go from full health and armor to dead in a few seconds against normal enemies.
* Fear God & Dread Nought: "Shore Battery Critical Hit results: Admin Building:

A support building associated with the battery, but not vital to its function, has been destroyed. If enough paperwork is destroyed, the battery's efficiency may actually improve."
* F.E.A.R. goes for this. One of the highlights of the first game was an extended sequence where you couldn't be sure if the man taunting you was a hallucination or in the room with you, and doors you were trying to flee through seemed to move away from you. It ended with a dive into a pool of blood that left you standing beneath a gore-soaked ceiling. In the first expansion to F.E.A.R, there was a very memorable sequence where the player tries to open a door at the end of a hallway. Finding it locked, you turn around to see that the hallway you had just came down had transformed into the entrance way to an asylum.
* FEAR has a sparse soundtrack, but sometimes major set-piece battles have great dramatic music swell to emphasise them. If the player is killed during them however, the BGM slows and stops in a comical fashion.
* "Fear Her" Chloe Webber, possessed by an alien, has the power to trap people in her drawings. The people in those drawings sometimes move around.
* "Fear Her" died a year before the events of the episode, but still has an impact thanks to a supernatural drawing made of him by Chloe and the alien possessing her.
* Fear Her in her wardrobe that she's terrified of. He turns out to be a drawing representing her (dead) abusive father.
* "Fear Her": Isolus normally have company in the billions, all mutually sustaining each other with their love, so when one ends up isolated and deprived it goes around the bend.
* "Fear Her" Notably, in a flashback to before the trouble began, there are far less drawings on the walls.
* Fear Her": Rose gets this way with a cat she encounters. The Doctor initially assumes she's talking about him, and visibly sours up when he realizes she isn't.
* "Fear Her": The Doctor quiets an argument between several people by yelling "FINGERS ON LIPS!"
* Fear Her", the girl's drawings both come to life, and draw people into them.
* "Fear Her": While Rose is talking to a council worker who's dealing with cars that are breaking down on the stretch of Dame Kelly Holmes Close where kids are disappearing, the Doctor enters the scene having been caught snooping in Tom's family's yard trying to figure out what happened to Dale Hicks (who vanished there):
* Fear, Inc.. After he leaves, Ben says "This has fucked things for us, hasn't it?" as Ashleigh storms off to the bedroom.
* Fear, Inc. being chased through a high rise carpark. She reaches her car and thinks she is safe, but when she starts the car she hears voices on the radio saying her pursuers know exactly where she is. Then she is garotted by someone hiding in the backseat.
* Fear, Inc. ends with the eponymous company receiving a phone from a new client, implying that the cycle is about to start over again.
* Fear, Inc.. The operator who takes her call places her on hold—complete with inappropriately jaunty hold music—as the psycho advances.
* F.E.A.R. in design. The sequels allow the player to hijack powered armor and wreak havoc on the enemy.
* Fear Inoculum in the slightest — and that, by saying so, he expected to get inundated with dislikes and negative reviews (He was right).
* Fear Island one of the girls is snared as she runs in fear through the trees.
* Fear Is the Appropriate Response: I'm the hero! But I'm too scared to fight!
* F.E.A.R. is the ghost of a psychic left to die in the psychic blocking chamber after she was drugged into a coma and forced to give birth to children to be used in a clone army project. So understandably she is PISSED. She wipes out an ENTIRE Delta team squad in three seconds by turning them into bloody skeletons. So the player is kinda over his head there.
* Fear is the Key the protagonist has taken a woman hostage. They hide out in a hotel where he offers her a chance to clean herself up. At first she indignantly refuses, then suddenly changes her mind. Realising what she's thinking, he goes and

waits outside the bathroom window for her to crawl through it, then marches her back inside.
* Fear Is Vigilance are basically limited to three: male, female, and Marcy in disguise. Everything else is palette swapping.
* Fear Itself and some trolls that virtually destroyed Broxton and Asgard(ia) got moved to the moon for safety reasons.
* Fear Itself and the new Power Man and Thunderstrike. The story was clearly meant to build momentum for a new teen superhero team featuring the characters, but it never got off the ground.
* Fear Itself and turns out that the protagonist was a zombie all the time.
* Fear Itself", a stray drop of blood unwittingly opens a portal to let a fear demon possess a house.
* Fear Itself Claude Mellor consumes parts of his victims in order to assume their forms. It works.
* Fear Itself. Commercial breaks take the audience out of the action and remind them that they're just watching a TV show, which kills the mood (and horror's all about mood).
* Fear Itself heavily favored the cruel twist ending route during its short run:
* Fear Itself he started screaming at Odin and the other gods, yelling that if they wanted a sacrifice he'd give them the "only thing he could give worth anything": his sobriety, by taking a huge swig of alcohol.
* Fear Itself in order to convince Steve Rogers to become Captain America once more, as well as to allow Bucky to deal with remaining Winter Soldier-esque sleeper agents without any trouble. How? A well-placed Life Model Decoy and the Infinity Formula did the trick.
* Fear Itself: The Home Front starred Jason Strongbow, the American Eagle, and involved rising hostility between the Navajo at the local reservation and the (mostly white) people in the surrounding area. Eventually strange Native American spirits start committing nightly raids on the town, but American Eagle exposes them as white townspeople trying to drive up anti-Native sentiment.
* Fear Itself to sit on it. He's been gone from this plane of existence so long that even among the demons themselves it's a common belief that he doesn't actually exist.
* Fear Itself", when he and Anya are trying to rescue the Scoobies from a haunted house that has sealed itself shut:
* Fear Itself, who was similarly transformed into Angrir, Breaker of Souls, and whom Thor had just taken down.
* Fear Itself" with Gachnar the fear demon. A horrendous demon of evil who is 6 inches tall.
* Fear: It's possible the word "no" was dropped to avoid confusion with athletic apparel company No Fear.
* Fearless (2006) sets up Hercules O'Brien like this, but in fact, it's subverted. O'Brien may not have Yuanjia's fancy moves, but his western-style boxing utilizes his massive upper-body strength in a very effective way.
* Fearless books, although Gaia does not recognize this about herself.
* Fearless Dawn sprinkled on top). It's a cartoonish comic about a heroine in a skimpy costume who fights Nazis and demons.
* Fearless Defenders to do with any of the prior incarnations of the group other than having Valkyrie as a member.
* Fearless Fly, knocking off the title character's glasses not only renders him nearly blind, but removes his super powers as well. Naturally, you can count on him losing his glasses once per episode.
* Fearless Fool: Pffft! I ain't scared of that thing! I'll take on it no matter how stupid it is of me!
* Fearless Fool: The character routinely gets into these situations because he's just too dumb to know better.
* Fearless Fosdick) would often be ventilated by flying bullets in the course of his adventures, and left resembling a Swiss cheese by the end of an episode. Nevertheless, he always recovered from his "injuries":

* Fearless grav lance more practical. Hemphill didn't get a chance to explain this to Honor until years later.
* Fearless if all of this wasn't balanced out by her life sucking on a number of levels.
* Fearless Infant: Yikes! This situation's so scary but the baby isn't even flinching!
* Fearless, Laura Klein gives CPR to her husband Max after eating a strawberry. During this, we see flashbacks of Max's experience in the past plane crash while at the same time, during CPR, we see a bit of drool from her mouth when she's desperately is trying to revive him.
* "Fearless Malph": Ralph admits to having literally every phobia in the book. The episode centers on Ralph becoming fearless through hypnotic suggestion.
* Fearless, one of the opponents Huo Yuanjia fights uses a form named "Tiger Claw" that involves him scratching h is opponent with his bare nails. Apparently, he can slowly rip your shirt if you let him get close enough.
* Fearless series had a side character named Zolov, an old Russian chess player who repeatedly referred to Gaia as "Cindy", due to his Alzheimer's disease.
* Fearless, there's a recurring character named Zolov, an old Russian man with whom Gaia frequently plays Chess. Zolov suffers from Alzheimer's Disease and is stubbornly convinced that Gaia's name is Cindy (she's long since given up trying to convince him otherwise). He also beats her every time they play, which is an impressive feat, considering that Gaia's skill level is equivalent to that of an internationally-ranked Grand Master.
* Fearless, the Whistler, X-17, never speaks, she only whistles nursery rhymes. Quite creepy.
* Fearless Undead: Characters who are undead and have no self-preservation instincts.
* Fearless Undead: Undead creatures with no sense of self-preservation.
* Fearless Undead: When the (re)animated dead have no concept of self-preservation.
* Fearless were spent and closed to point blank range to eliminate them.
* Fearless, who dies after being poisoned during a match. Notably, Tanaka realizes this and has Huo declared as the victor, and the latter succumbs to his injuries seconds later.
* Fear, Loathing and Gumbo on the Campaign Trail '72 body armor so worthless that soldiers just discard it in the middle of battle, a rifle that jams worse than the Vietnam-era M16, you name it. The situation is so bad that Soviet leader Nikolai Ryzhkov initially believes the intelligence reports to be propaganda by the KGB until it's confirmed by President Mitterand.
* Fear, Loathing and Gumbo on the Campaign Trail '72, by contrast, was seen as promoting a conservative message of wholesomeness, the free market, and American values. Of course, this backfires once people start seeing the villainous Henry Potter as representative of the far-right corporate plutocrats running the US; posters of the President's face with "Potterville" written across them start popping up at protests around Christmas.
* Fear, Loathing and Gumbo on the Campaign Trail '72, he passes several of these edicts. Anyone with ties to the outside world is deemed an enemy of the revolution and executed. That includes people with Chicken Pox, anyone who speaks a foreign language, and even anyone with a hint of literacy.
* Fear, Loathing and Gumbo on the Campaign Trail '72 was sick and tired of creating racist propaganda. There's also an in-universe 1984 film.
* Fear, Loathing and Gumbo on the Campaign Trail '72, with plans to merge the two comics universes under the DC banner.
* F.E.A.R. longer), they are currently more popular on the mainstream rock/metal market than them due to being a newer act.
* Fear—The last thing you want to do is piss this person off by telling them they can't join in. Similar to this is:
* Fear No Evil, the teenage Antichrist actually killed a fellow student in a game of dodgeball.
* Fearnot afraid of said spider (which he then promptly kills), and in fact teases

him about fearing such a thing.
* "Fear of a Bot Planet" has Fry remarking on how small entire planets can appear when you're flying through space, at which point a Saturn-like planet that appeared to be off in the distance is revealed to actually be about the size of a large bug when it hits the ship's windshield like one.
* Fear of a Bot Planet" parodies the B-movie tradition by having a robot couple making out in a car say things like "It's okay to let our guard down, even for a moment!" before being attacked by a "scary human".
* "Fear of a Krabby Patty" had a variation, where an overworked SpongeBob develops a fear of Krabby Patties, and sees Mr. Krabs and the customers as them.
* Fear of Clowns duology has a disorder that causes his eyes to appear almost completely black.
* Fear of committing this trope played straight and just one of this girl's issues with her new job. Averted by the girl who's been there a while.
* Fear of Flying, Isadora and her husband Bennett go to a conference in Germany, where Isadora starts having an affair with Adrian. It's strongly hinted that Adrian is interested in Bennett as well—the narrative comments on it several times—and at one point, it's implied that the two men slept together.
* Fear of Pop playing in the background - if you tune out the dialogue and focus on the music, it becomes apparent that it's just a ludicrously sped-up recording of "Brick" by Ben Folds Five.
* Fear of the Flesh disc, this clip is found by highlighting "Promotional Materials" under the Extras subheading and then pressing right.
* Fear of this happening causes some communities to go to extremes like x-raying the kids' candy. Of course, some parents choose a more low-tech solution like not letting the kids eat anything that's clearly homemade and making sure none of the store-bought candy looks like it's been tampered with.
* "Fear of Wages" has two thousand cans of sake explode, possibly because everyone present believes them to be nitroglycerine. "1985" has a desert just randomly explode, possibly because
* fear or mistrust will usually have to earn their respect by besting them with their own special skill.
* Fear, Paxton Fettel is occupied over a labcoat's body. He looks back at the camera to reveal the blood smeared around his mouth.
* F.E.A.R. Perseus Mandate with Alma's hostile apparitions and absolutely nothing else.
* F.E.A.R. Perseus Mandate with a skewered mouth. They may have legs, but those are never seen because scarecrows reside in black pools from which they emerge only to drag victims into. Steve Chen is killed by the first scarecrow encountered.
* F.E.A.R.: Project Origin, using her psychic powers to literally make him fall in love with her. The only way to save him is to kill him.
* FEAR quickly catch on to just how serious the supernatural shit they are dealing with really is, and by the middle of the game they're accepting the presence of psychic phenomenon and undead ghosts.
* Fear Sengar becomes his tribe's Weapons Master based on his skill with the sword and, at the start of
* Fear series are full of blood trails, but they are usually not relevant, as there are monsters and corpses everywhere else as well.
* FEAR series, the Power Armor and Elite Power Armor units you fight usually use energy shields. Also the Phase Casters and Commanders in the third game.
* FEAR's later levels have three-for-alls between the F.E.A.R. and Delta Force units, the Replicas, and ATC's rent-a-cops.
* "Fears of a Clown" shows that Bart will stop a prank if Marge is in danger of becoming a victim.
* Fearsome Critters of American Folklore. Asides the famous rabbit-deer known as the Jackalope, there's also:
* Fearsome Critters of American Folklore: Various creatures from non-indigenous American folktales and legends.
* F.E.A.R.'s Replica Soldiers depend on a psychic commander for their orders and

become completely inert when the commander dies.
* Fear starts in an elevator stopped halfway between floors, and it looks like Becket should be able to climb out onto the upper floor, but the game physics don't allow him to.
* fears that "snitching" on the rest of Team Captain America would make him a Betrayer Barry but a lawyer explains to him he'd be a combination of Innocent Isaac and Obedient Obadiah, citing that the other rogue Avengers are criminals and it's every citizen's civic duty to report crimes to the authorities.
* Fear Street book "The Rich Girl" has Sydney and Emma finding a bag of money. They decide to hide it but then friend Jason starts acting up, and the girls end up killing him. When it looks like Jason is coming back from the grave, Sydney starts to snap and finally has a total breakdown to land in the mental hospital. At which point, it turns out that Jason is alive and he and Emma did all this to get rid of Sydney so they could get the money for themselves. But when they try to spend some, they find out that while some bills are real, the vast majority of it is fake play money. The book ends with Emma rocked to realize she destroyed her best friend for a "fortune" that doesn't exist.
* Fear Street. Deena and Jade spend an evening doing prank calls, but then call the home of a woman who's being attacked by her husband, and overhear her grisly death. The two girls fear that the husband will find out who they are, but then feel compelled to bring him to justice when the wrong man is arrested. In the sequel, the girls start receiving threatening phone calls and fear the killer's trying to get them even though he's supposed to be in prison.
* Fear Street has a scene where the main character, Amanda, digs through the belongings of the villain, Lilith. Amanda at one point muses that even though Lilith is horrendously evil, she does have great taste in shoes.
* Fear Street (horror film trilogy based on the 1990s book series of the same name, the central figures of the trilogy are two lesbian teenagers, each film centers around either a lesbian relationship or an implied lesbian relationship, subject matter includes queer female romance, homophobia, LGBT acceptance, LGBT youth)
* Fear Street in revenge. His son put a 100-year stop to the curse by burying the family's cursed relic...only for one of the Goodes' descendants to eventually chase down his great-great-great-granddaughter and slaughter her family, kicking up the cycle yet again. It continues into present day.
* Fear Street is an anthology of 100+ standalone novels - barring the occasional sequel or trilogy - that nonetheless all take place in the same town, allowing characters and locations will recur over multiple books. Some of the most fully realized characters never starred in their own book, but had minor appearances in enough books to make up for it.
* Fear Street: Phoebe Yamura is a Straight-A student and is also the head cheerleader, showing some impressive acrobatic talent on the field.
* Fear Street Sam's boyfriend is one for her, and she's concealed her attraction to Deena for some time.
* Fear Street series. Teens dying horribly, being possessed by evil — and it's all going on for centuries.
* Fear Street, the first actual senior to die was Danielle Cortez. She only appears in a few pages and doesn't even receive the courtesy of a yearbook entry until the sixth volume, which is three books after her death, but the fact remains that she dies on the very first day of the new school year, which sets the mood for the rest of the school year. Her death is the harbinger for the rest of the seniors who die throughout the year.
* Fear suits or Elite Powered Armor suits that essentially serve as walking light tanks. Finally, there's robotic units in the form of light "Mech" units which are small bipedal walkers about as tall as a human.
* F.E.A.R.s, which can dual-wield the triple-shot rocket launcher available in the game. Do the maths, that makes a total of six rockets every time the Power Armor attacks. It's its only attack, but damn, it's not like they need another one.
* Fear the Dark is a terrorist organization of HMHVV infectees, mostly vampires and banshees.

* Fear The Dark Unknown: If Chloe cannot escape the grip of the undead Grandmother, she will be eaten while visibly wriggling to get free.
* Fear The Dark Unknown: One room in the Beresford Mansion has a room with the ceiling practically covered in corpses.
* F.E.A.R. Then pack a Particle Weapon or a deranged psychic... like Alma.
* FEAR, the Point Man is being interrogated by a pair of Armacham troops, up until the point that that Paxton Fettel waltzes into the room and possesses one of them. As soon as he does so and attacks the other guard, the Point Man produces a small knife he'd hidden up his sleeve and cuts the zip-tie around his wrist, then kills the guard Fettel is possessing.
* F.E.A.R., the protagonist is supplemented (twice) with Delta Force squads, who are very quickly killed (twice). The first group of three are slain by Alma near the very start of the game, and the second group of two are instantly shot to death by Replica soldiers as the helicopter carrying them to the Armacham building lands.
* F.E.A.R.), there are times when hitting a car in any way, be it gunfire or punching, will immediately cause it to explode. Since it doesn't happen consistently, it could possibly be just a bug.
* FEAR, there is a point where the player must shoot the lock off a gate, but in doing so they ignite a a burst gas main, causing a massive fireball that they must then outrun. Irritatingly, the lock cannot be blown up with explosives or shot off from a distance, and the explosion cannot be triggered by firing a weapon close to the main.
* Fear the Walking Dead: Alicia and Naomi scavenge for supplies in a water park that has been overrun by walkers. Things get dicey.
* Fear the Walking Dead characters, Alicia is the only character to not be asphyxiated by lack of oxygen. She even has enough air to fight off a zombie when the others start to turn.
* Fear the Walking Dead's Victor Strand is a gay man who does not have any stereotypical gay mannerisms other than very refined tastes.
* Fear the Walking Dead takes place in the aftermath of (albeit thousands of miles away).
* Fear the Walking Dead, the actress who played the undead Gloria gave an interview to Comicbook.com in which she believed that "everything started with Gloria". The site and many other news outlets, including Metro Newspapers, Hitfix and fansites, took this to mean that Gloria was the first walker ever created (Patient Zero), and ran stories to this effect. However, Gloria is not the first walker in the series - in the pilot, Tobias tells Madison Clark the morning after Nick's encounter with Gloria that he has heard reports of the dead coming back to life in five states, showing that the dead were reanimating before Gloria was infected. Yet, this hasn't stopped some fans from still believing this to be the case.
* Fear the Walking Dead through its sealed mouth either, and Dwight destroys it in the nick of time as it opens its jaw wide enough to bust the stitches.
* Fear the Walking Dead: Travis is revealed to be Maori, like Cliff Curtis, the actor playing him. However, he's apparently American-born or spent most of his life in the US since he has an American accent.
* Fear the Walking Dead: Virginia's Pioneers spread around propaganda videotapes pretending to be a charitable society of do-gooders encouraging survivors to seek out their help when in reality they're a pitiless and brutal empire.
* Fear the Walking Dead, when a large horde of walkers are invading the military base, the walkers knock down a watchtower with two guards on it. When the guards try to get back up, they were already surrounded by the walkers and they start eating them.
* Fear the Walking Dead, where it becomes apparent that the military lost because they (or at least the National Guard in LA) were incompetent and evil. A recording played in a much later episode indicates that for some reason, the National Guard and regular army started fighting each other in the middle of this too.
* Fear They are both forced to watch each other go through their fears by their captors. They break free and make sure the circus wizards pay for everything they did.

* Fear to Tread, Horus peels off Erebus's face and waves it in front of him.
* fear toxin, he starts seeing images of his father calling him "a disgrace".
* F.E.A.R. universe it seem super reactions can be gained though a certain procedure, but given what happened afterwards...
* FEAR vanishes early on in the game. Although he continues to appear as a ghostly figure from time to time, his eventual fate is left unknown.
* Fear was found by one of the cult's monks and he used his identity to have the cult bring him hundreds of victims to consume during the Great War.
* Fear, when David goes crazy and tries to get into the Walker's house.
* Fear where the Point Man goes from kneeling on the floor with three men pointing guns at him to killing all of them before they can react.
* Fear, which is itself banned for its dark, disgusting humor) was banned after a profanity-laden and set-destroying performance.
* F.E.A.R. your first encounter with Alma, sorta, is after you open a gate and walk back to rejoin your squad you find that they have been skeletonized, you also get a replay of exactly what happened as well, and it's the first inkling you have that something is amiss. You spend the rest of the game being terrorized by her and almost getting killed by her.
* "Feasibility Study": An alien disease causes anyone infected to gradually petrify.
* Feast are described as having 'claws like Ginsu Knives'. and they can easily tear apart humans.
* Feast begins with James finding Winston all alone as a puppy and adopting him.
* Feast, but she has a kid to feed, so whenever Bossman is stoned and horny, it's time to bend over his desk and "take a meeting".
* Feast cast are indeed an assorted bunch of jerks, time that would otherwise be wasted introducing their personalities is supplanted by a quickie on-screen caption for each, and the film does not take long to get to the killings.
* Feast films, we never find out exactly what the monsters are. All we know is, they like eating things and raping things.
* Feast II: Sloppy Seconds has a scene where one of the monsters rapes a cat, treated as a throwaway gag.
* Fea's toad familiar tries to do a costume switch of his own, with sharp false teeth and a spiked leather collar, but is told by Fea not to be ridiculous.
* Feast of Goblyns had a doppppleganger playing a pipe organ during an evil religious service.
* Feast of Legends is an RPG made by Wendy's meant as a commercial for their products in a Tabletop Role Playing Game form, but the camp levels are through the roof, if you aren't laughing at the commericalism you'll be laughing at the
* Feast of Legends. Rules include getting buffs for eating Wendy's products and debuffs for eating food from their rivals.
* Feast of Winter's Veil, "Greatfather Winter" can be found in Ironforge and Orgrimmar, with both versions simply being surly actors hired by the goblin cartels commercializing the holidays.
* Feast tries to believe her way out of terrible situation after terrible situation.
* Feast, Winston the dog isn't happy when his owner's new girlfriend tries to improve both their eating habits and the flow of junk food Winston is used to turns into Brussels sprouts.
* Feathered dinosaurs, especially those that sank into public consciousness as
* Feathered Dragons: Dragons depicted with feathers on some or all of their body, most often on their wings.
* Feathered Serpent: A snake or snake-like creature with feathers and/or avian wings.
* Feathered Serpent: A snake (or snake-like creature) with feathers (or feather-like projections).
* Feathered Serpent Hualpa led essentially every intelligent and/or supernatural creature in the tattered remnants of the Amazon basin — including the remaining native tribes, sympathetic metahumans, nature spirits, Awakened animals

of numerous sorts and a host of lesser dragons — in an outright invasion of Brazil, which, in a world still trying to understand what magic was, was woefully outmatched and fell in short order. Hualpa then established the nation of Amazonia, set strict anti-pollution laws, made it very clear that deforestation wasn't going to be a thing anymore and limited dense urban settlement to the preexisting coastal cities. Amazonia then went on to conquer most of northern South America, establishing the same laws there as well.
* Feather Fingers: The feathers on a bird's wing function the same as human fingers.
* Featherine by deciding to kill someone and promising to write how she did it later on.
* featherless" a lot, usually in crude reference to some part or other of the male genital.
* Feathers and Fire: A Republic fleet officer tells Atreus the captain of his caught smuggling can't be prosecuted because that guy was operating in Hutt space where the Republic has no authority.
* feathers are affected. Done properly, it is like cutting fingernails; it doesn't hurt and the feathers will grow back.
* Feathertop" deals with a scarecrow who is given the illusionary appearance of a human. He knows he's not a human, but it isn't on his mind when the townsfolk respond with such awe at the sight of him. When, inevitably, he is confronted with his own appearance by a mirror that pierces right through the illusion, he is horrified and ends his life.
* Feathertop. Distraught, Feathertop returns home and throws away the pipe to end himself. Mother Rigby respects his choice and puts him in her garden as he was meant to.
* Feathertop", the title character is a scarecrow with a pumpkin for a head who, due to a witch's spell, is made to appear as an elegant nobleman. When he first goes into public, adults are praising him, but it's mentioned that a small child "keeps babbling about a pumpkin" (and a dog cringes and howls). Later, Feathertop sees himself in a mirror and realizes he's not human and can no longer live with himself.
* feats like hitting the ball right into the opposition's hand shows that losing can actually be more impressive than winning.
* Feats or spells. Clerics in 3rd and 3.5 Ed can do it with the right domain choices, if available (Destruction + Strength. A smite that already has a good bonus getting an
* featured a falling piano, naturally. Other variants included falling trees, rocks, coconuts, etc.
* featured, almost sounds comedic. And despite the fact that Marley did write a lot of love songs: he is also best known for his social commentary, which is overshadowed in "No Woman, No Cry" by its message of love.
* Featured in a hilariously done safety message skit in one episode of
* Featured in an old "Canonical Famous Last Words List" (the character's background precluded him from knowing which of two parts "throw it" should refer to).
* Featured in a story about vegetables. Lines such as 'This plan is half-baked!', 'We shall launch a Spud missile' and many others that are forgotten featured.
* Featured in the clip for Rompin' Ronnie Hawkins' remake of his own classic "Mary Lou" (shown when we get to the part about the "crying shame").
* Featured in "The Three Strikes Job" with Eliot becoming a catcher for part of the con so that they can steal the ballpark and the team.
* featured Old Snake dressed up as Santa Claus and Sunny and Otacon dressed up as elves.
* featured on the PS3 box art and has a page on the police archives (accessible if you use the computer in the police vehicles), so there are rumors that she's in the game.
* Featured spots in popular music (i.e. "Song X" by Alice feat. Bob) exploit this. You take a popular or respected artist and put them on a lesser known or just

slightly less popular artist's song (
* feature film, a ladder falls towards a group of cops, who then line up so that each one fits neatly through the rungs.
* Featureless Plane of Disembodied Dialogue: Dialogue with no indication of what the characters are doing besides talking to each other. Often has few (if any) dialogue tags.
* Featureless Plane of Disembodied Dialogue - Skimping on backgrounds when the focus is on the conversation.
* Featureless Protagonist Guardian taunts the player, and by the extension the Avatar (or other way around) through their computer monitor.
* Features a few, especially since ethnicities aren't confirmed. Warly was one of the first dark-skinned characters in the monochrome cast, but still has a washed out appearance in-game with quotes that pepper in French. After being added to Don't Starve Together in promotional material he is seen with both his hair and skin noticably darker. He is generally speculated to be black or mixed-race due to that and his facial features.
* features aliens from the planet Rooskie who are turning the inhabitants of other planets into "Communist Mutants" and serve the "Mother Creature", who drinks irradiated vodka.
* features a Loki who gained cat ears and a tail by falling through the void. (He also gained a cat-like mentality, which is the focus of the story.)
* Features a lot of "technomagical" technology, all reversed-engineered from ancient Sirian technology. Two of Sam's magical weapons are his
* features a mysterious man on the boat, which raised more than a few eyebrows from fans.
* features an insane asylum on the 3rd floor. Unfortunately, while abandoned by any semblance of normal people (if insane people can really be called normal), it is now happily inhabited by zombies and other mutant freaks.
* features an outside view of a corner diner in a big city and several late-night patrons. It is quite often referenced in other media.
* features an overly long Renaissance-style musical introduction to the game "Would You Rather," with host Scott Aukerman admonishing any guests who try to speak over it to "shut the fuck up."
* Features a plot hole the size of a semi in one story arc where a gunman walks down a crowded Japanese thoroughfare, calmly gunning down literally
* features a quartet of kid heroes who set out to rescue their fathers who've been enslaved by an evil warlord.
* features a second cousin couple, Prince Saphir and Princess Serpentine. Their fathers are first cousins.
* features a second cousin couple. Rosanella's father and Mirliflor's father are first cousins.
* features a supposed terrorist group using Everything Is An Instrument as their weapon of choice.
* features a traumatised soldier from the Vietnam War — played by Liverpool native Luke Anthony Jr.
*), features a very similar dinner (renamed "Tom Hawake's Bar") with four characters in the same spots wearing different clothes. The two characters sitting behind the counter in midground are replaced by Tintin and a woman he's apparently dating. The owner is replaced by a woman wearing a cowgirl outfit. Also, there's a cab in the street.
* features a zombie apocalypse where zombies grow stronger the more pollution there is.
* features cute, lovable, intelligent robots that humanity wants to wipe out, just because the robots don't want to be slaves.
* features horizontal scrolling, parallax viewing, background changes, and in some cases sound effects and animations.
* features Kat, whose parents and brothers all have superpowers. She has... pink hair. She also has experience in ballet, gymnastics and karate from when her parents tried to prepare her for potential powers. She also has the experience of

being around other heroes so that she is uniquely qualified to babysit for other heroes superpowered kids.
* features Loaders, a robotic enemy class with an uncommon yet logical weak point—their joints.
*) features Matou Sakura attempting to laugh wickedly as one of the evil stepsisters. The stage directions note that she "actually sounds like someone who is PLAYING IN A SUNLIT FIELD with a group of KITTENS."
* features mock brand names and logos on nearly every page, with often dirty jokes.
* , features or mentions virtually every decent female professional wrestler of the 2000's.
* features snowflakes in its card artwork and is WATER Attribute. Also, its flower, which is a cactus flower, is the only of this family's flowers capable of blooming in Winter due to the climate differences of a desert environment.
* features such a pursuit between Wayne the Goblin, Sam and Frodo inside Mt. Doom — with a cameo from the Scooby Gang.
* features technology powered by a combination of gears, steam, and mystical glyphs.
* features the Ninth and Tenth Doctor experiencing this while being held captive. The first two chapters have him asking his captor for assistance.
* features the personifications of Order and Chaos. Order wears white and Chaos wears black, but don't let the colors fool you; neither of them are what you might call "good".
* features this prominently. It's not stated exactly how old Fluttershy and Midnight are, but it's more than enough difference to qualify.
* Features this, though whether or not it's intentional is debatable — the art noticeably shifts depending on how many characters are in a scene. In a scene with only one or two, or even a small handful, the art is of quality comparable to Disney. However, in scenes with many characters present, like when Kairel is trying to get everyone organized right after they get on the Ark, and Xiro completely ruins her efforts, the designs quickly become comparable to a toddler's scribbling.
* Features this trope regularly in a very plausible way. The series has loads characters who are too old (Barristan Selmy, Syrio Forell) or too thin (Loras Tyrell) to be considered "strong" but are extremely capable fighters, usually because they are both naturally skilled, very well trained, and unusually brave. This is realistic since there is no use being a bag of muscle if you are clumsy, untrained or just too weak-minded to hold yourself on a battlefield or in another life-or-death situation. In other words, being strong and resilient may make you a good soldier (since much of soldiering is enduring months of underfeeding, sleeping in camps, forced marches, exhausting work and generally horrible life conditions) but it does not automatically make you a good fighter. (The reverse is true: many a
* features, very prominently, a sailing ship capable of space travel as a plot point.
* features very simple and obviously recycled animation. It makes a very poor job of hiding the fact that Jim, Judy and Captain Smith's limbs are on different cels from their bodies in several scenes.
* features), with the former usually thought to have recorded it first. Vaughn Monroe was actually the first to record it. To be fair, his version was stuck on a B-side and the arrangement, while quite pleasant, is rather forgettable compared to the Chordettes' creative knee-slapping arrangement.
* featuring an American couple. However only the girl Lauren is played by an American (Kendal Evans). The boy Frank is played by the British Bobby Calloway.
* Featuring a superpowered Amazonian race of Gems, it's no surprise that
* featuring the late Princess Diana clad in their undies. On the 13th anniversary of her death, no less.
* featuritis could render a more recent version impractical compared to an earlier one that was deft and focused in its design, or perhaps the developers behind the original software moved on and the quality of future versions suffered as a result of their design philosophies clashing with that of new staff in charge of a

project, or a drastic change in design direction makes transferring to a new version more of a hassle than it's worth, sometimes newest versions actually cut useful features because of perceived unpopularity...
* Fe, being spotted by a Silent One spells doom for the furry protagonist unless they quickly get out of sight. Also, certain bodies of water are home to a fish that immediately swallows Fe whole if they fall in.
* Febold Feboldson ("Western Scientists") is all about this. Petrified forests having petrified gravity, feeding fish iron rich food so you could harvest them with a magnet, literally cutting fog with a knife and burying it under ground; they've got it all.
* February 13 (the day before Valentine's Day) is "Galentine's Day", a holiday originating from an episode of
* February 15, 2000: In a game against the Philadelphia Flyers, Brodeur launched the puck into the other side of the ice. The Devils took a delayed penalty before the Flyers retook control of the puck. On the way out of their defensive end, forward Daymond Langkow was checked by a Devils forward, and accidentally knocked the puck toward his own empty net as he tried to keep his balance.
* February 17, 1986: Garfield does it to try and impress Arlene. As soon as she says "You may dispense with the vanity", he drops it.
* February 1939 cover has a sleek silvery spaceship that had crashed into a desert. You can tell it crashed based on the white smoke from holes, including one tear along the side and a slightly malformed front.
* February 1943), but they kept fighting because they couldn't see a way of ending the war without losing face. So the war continued for another two and a half years until the atomic bomb placed them in a situation where they could no longer pretend that they still had a chance.
* February 1976: "The Sweetest Gift"/"Tracks of My Tears." Again, released to both country and rock radio stations, "The Sweetest Gift" — with Emmylou Harris providing backing vocals — got the nod early on at country radio, but it wasn't long before the pop side "Tracks of My Tears" (covering Smokey Robinson & the Miracles) earned its keep at country radio and (depending on the chart) made the top 10 or stopped just short.
* February 1st, 2007. "Okay, we're gonna walk through the airport and see if we can find anything funny. The word "choate" is funny."
* February 2015, Mr. 450 defeated Phenomeno BJ for the World Wrestling League Americas Title with help from Escobar and Joe Bravo, only for them to turn on him while Negrín brought out a referee and demanded he count Joe Bravo's cover after they were done with 450.
* February 29 revolves around a mysterious killing related to an urban legend of a ghostly murderer who strikes every four years on Leap Day.
* February 6, 1998: Jon orders from a drive-thru and asks Garfield what he wants. Garfield answers, "One of those [order] boxes right next to my bed!"
* February Revolution, NKVD), which existed 1936-41. It was during this period that the secret police agencies first got involved in foreign intelligence, as well.
* February: Valentine's Day, red and pink and heart-shaped everything.
* Fecal Matter was a short-lived punk band from Aberdeen, Washington that only lasted a single year from 1985 to '86. After that,
* Feckik: Ass(hole). Another of Rygel's favorites. Then Chiana threatened to shove something up Rygel's feckik if he didn't do what she wanted.
* Federal Express changed its name to FedEx, and even stated in the commercial that announced the change that it was because "that's what you call us anyway".
* federal governments. Canada is an unusual variant in that many of its founding fathers originally wanted to merge all of the British North American colonies into one single big colony and erase all the provincial borders, although they settled on a federal system due to the protests of some of the representatives from the Maritimes, and even moreso the protests of Lower Canada/Quebec.
* Federalist Papers, a series of parallel essays, published under the pseudonyms "Cato", "Brutus", "Centinel", and "Federal Farmer".
* federal prosecutor for retrial, since the use of the national park means the perp

also broke federal kidnapping statutes.
* "Federation" but was removed because it sounds too optimistic and not climatic enough for such a decisive part of the game.
* Federation Diplomacy seems to consist of sending two diplomats to discuss things in a patronising manner, then holding the talks on a massively over-armed starship in orbit above one of the party's homeworld.
* Federation fails, and they try to rebuild their powerbase in our universe. They get several things right, but are surprised when several major things that happened to our universe just didn't happen in theirs. The subversion lies in their belief of recruiting the heroes of OUR universe to help them at any cost, and the main characters treat them as important as any other person. However it's hard to say if this really counts, because aside from one main female characters' alternate counterpart who is so radically different they don't even know it's her until the end of the game, the rest of the alternate universe characters are all people that don't exist in the main universe, or at least have never appeared in story there. It's hard for the main characters to write Axel off as "oh it's just an alternate Axel Almer" when they don't know of any other Axel Almer.
* Federation identification, with Starfleet headquarters and most primary Federation facilities on Earth.
* Federation of the Hub has the ComWeb, a Federation-wide email system.
* Federation of the Hub stories, Pilch comes from a culture where people only have one name.
* Federation of the Hub story "Trouble Tide", a symbiotic lifeform gives mammals the ability to survive in the deep sea. When they return to the surface, the extra structures it grows are converted to body fat. That works fine for the seal-like native lifeforms, but it leaves the story's human protagonists so dangerously obese that they need days of surgery and months of dieting to recover.
* federation of the various Minbari clans, with at the top at least two oligarchical councils with three representatives of each of the three Minbari castes (Warrior, Religious and Worker), the highest of which, the Grey Council, wields effectively absolute power (the Council of Caste Elders mostly serves to deal with matters not important enough for the Grey Council).
* Federation players can play as Klingons with the reasoning that they'd rather
* Federations expansion allows you the "Void Dwellers" start, where your species has three settled Habitats and the largest one orbits a shattered planet (presumably their home world). You also get a bonus to food production on Habitat farms and the technology to build more, and you can access the rare technology to upgrade them. The only downside is your species gets severe penalties for colonising actual planets.
* Federation star charts are apparently based on this trope as well. Earth is located in Sector 001. Of course, this is a
* Federation/Starfleet headquarters is on Earth, they seem to consider all the other territory in the Federation, and any opposition they might put forth, to be negligible.
* Federico Fellini has plenty surreal comedy situations during the whole film.
* Federico Fellini is literally dwarfed by 7'7" Sandra Allen, the world's tallest woman at the time.
* Federico Fellini is older than all of these films and has characters discussing the set-up of scenes (they are trying to make a movie) and said scene is the very same scene we're watching. A lot of Fellini's films fit actually.
* Federico Fellini (which is co-written by him), shows how directors see writers. Directors will come up with fantastic ideas and characterization but the writer will tell him it's not as interesting as he thinks, it's too cliche, and it makes zero psychological sense. Eventually Guido has a fantasy of the writer being hanged.
* Federico García Lorca and plays dealing with sexual repression and oppression of women.
* Federico García Lorca is mainly about this topic: a woman who wants a child but can't get pregnant no matter what.

* Federico García Lorca prospect, and the waiting has left her too tired to even protest, only lament over her lost years and opportunities.
* Federico García Lorca, the Bride runs away with her cousin's husband, AFTER she gets married to another man.
* , Federico goes to wake up his younger brother only to find him abed with a naked, quite handsome young man and immediately draws the only logical conclusion — as time-traveling shenanigans are a mite far-fetched for anyone. Quite sweetly, the entire family is okay with Ezio being a sodomite in spite of the strongly homophobic context of the Renaissance.
* Fed Exed to you, and you put them in the incubator and they hatch in a suitable time frame.
* Fedka the Convict, psychotic murderer and robber, who acts as paid muscle for Verkhovensky's gang in
* fedora on a potted plant, which he dubs "Planty the Potted Plant". It not only defeats him, but is made an agent of OWCA at the end of the episode.
* Fedor Emelianenko match, he got up and went on to win the fight in less than a minute. When asked how he managed to recover so quickly from such a harsh throw, Fedor explained, "It didn't affect me. I train to fall great distances." In reality, with some training, flexibility, and luck, professional MMA fighters can avoid significant damage from attacks that appear to be quite serious.
* Fedor Emilianenko vs. Kevin Randleman. Fedor got hit with possibly the most perfect suplex in history, impacting the mat with all of his own weight plus all of Randleman's weight directly onto his spinal column. Fedor showed no reaction to it at all, and less than a minute later he'd managed to grab Randleman's arm in a hold and made Randleman tap out.
* Fed to Pigs kills his uncle's spying courtier that tries to eavesdrop on Amleth's conversation with his mother, then cuts the body to pieces, boils it, and throws it into a sewer for pigs to eat.
* Fed to the Beast: Feeding people to either monsters or man-eating animals.
* Fed to the Beast: Killing someone by handing them over to a monster or dangerous animal.
* Fed to the Beast: Serving up your enemies as a feast for a hungry animal or monster.
* Fed Up by Jessica Conant-Park and Susan Conant features a fight at a wedding reception over a video camera which contains footage of the wedding and incriminating evidence between a camera operator, a producer, and the bride's best friend.
* Feebas is stated to be a very common Pokemon that flocks in stagnant ponds and is often ignored by trainers due to its ugly appearance and low stats. When it was first introduced, it may have been the
* feeblemind reduces the victim's intelligence and charisma to 1, makes them unable to use magic or use magic items, and they can't understand languages or communicate in any way. The only thing they can do is recognize people they care about and fight instinctively. In effect, they become a wild animal. The spell can last indefinitely, unless cured, or the victim succeeds an intelligence save (which is hard, since they now have a -5 modifier in intelligence).
* Feed. A cop investigates a fetish website wherein obese women are held captive, force-fed, and raped while the site participants bet on how long they'll live.
* Feed, as Shaun and Georgia find they're in the middle of a bunch of zombies:
* Feed by Example: The animal or baby you're feeding won't eat, so you eat their food to show them how.
* Feed by M.T. Anderson, having essentially an internet hookup directly into your brain lets you look up anything instantly, so no one ever bothers to really learn or remember anything, becoming imbeciles with the attention span of gnats.
* Feed, during part 3 Titus and Violet visit a Filet Mignon farm. The meat is grown in the same way as plants are, complete with a maze made out of beef. There is also mention of mutations in the growing process, creating things like hearts, eyes, and horns in the meat.
* Feeder did something similar as Placebo for the "Just a Day" music video.

* Feeder's "Just A Day" was originally the B Side to "Seven Days In The Sun", before it appeared on the Gran Turismo 3 soundtrack, from which it was released as a single in its own right. It ended up becoming a huge hit.
* Feeder some missing B-sides is a good showcase of the bands's productivity early in their career.
* Feeder's single "Seven Days in the Sun" did well on the UK charts (peaking at #14) and was pretty well-received. However, its B-side "Just a Day" became a major fan favorite, so much so that it was later released as its own single—and managed to chart 2 spots higher than its former A-side!
* Feed Features an instance of this. Characters are able to live the memories of their friends and family via the titular devices. Titus' father allows his family to relive a boating trip he took for business purposes. The problem? He saw an attractive co-worker and got very aroused. Made worse when you consider that his entire family was able to sense it and feel what he felt.
* feeding all Creation into the mouth of Oblivion and resume something approaching a mortal life, their Resonance will build until it erupts and risks destroying any emotional connections they've managed to make with the world of the living.
* Feeding Frenzy 2: Shipwreck Showdown, a lugubrious, green alien called the Intruder lurks in the seas, with the intention of colonize the entierity of the Earth oceans. It is up to the local fauna to take this extraterrestrial down.
* Feeding Frenzy eat you. Add mines, mutant fishes and pelicans to the mix and the entire ocean becomes one giant deathtrap.
* Feeding Frenzy games, sharks are some of the biggest threats to the player. The final boss of the first game even is a giant great white shark. Goliath in the second game averts this, though, as it is a playable character (although the other sharks in the game still are out to kill you).
* Feeding Frenzy: Mr. Plinkett is killed when his reanimated wife breaks free of her cage and pulls his head off.
* Feeding Frenzy: Mr. Plinkett is ultimately revealed to be killing people to harvest their organs and rebuild his family from their parts.
* Feeding Frenzy plays this for comedy with a bit of lampshading that there weren't very many characters of importance to begin with. After escaping from the villain's clutches at the end of the second act, Christine cries, "Everyone's dead! Kyle... some girl I made out with at a frat party... that guy."
* Feeding Frenzy: Shipwreck Showdown, during the several levels where the playable fish can jump out of the water, there are items occasionally flying around the stage while attached to balloons.
* Feeding Frenzy: The elderly and crippled Mr. Plinkett is introduced as a john for a much younger prostitute. He demands that she prove herself by licking his cane suggestively while he mutters creepy comments.
* Feeding Frenzy: This trope is the major point. Eat small fish, become large fish, and avoid the even larger fish while doing that. Most levels have non-edible fish larger than your maximum size, or something else capable of killing you (mines, birds and clams) but in several levels you get to be top dog of the seas once you eat your way to the top of the food chain.
* Feeding is also a very good way of winning over an animal, especially a domesticated one.
* feeding to carnivorous critters may make a quip about "staying for lunch/dinner/breakfast".
* Feed is set in a world where people can have tiny computers implanted in their heads. Advertisments are then pumped directly into their brain.
* feed Kurumu's clone clone breaks free, he throws a soldier to her to save his own worthless hide before dialing up the others and telling them to send ALL of their henchmen down to try to contain her.
* feed on souls, but are notoriously picky eaters — they disdain those of common people as bland and uninteresting and prefer the more textured souls of experienced heroes, but especially delight in preying on the souls of powerful evil creatures.
* Feed, Senator Ryman tells Shaun and Georgia he'll talk to them about the matter

the next day, after he breaks the news to his wife and then, as he puts it, "get very, very drunk".
* Feed, smothered his obese mother when he was a child. He's locked into a cycle of repeating the same murder as an adult.
* "Feed The Birds" is changed from a lullaby in the film, to a duet between Mary and the bird woman as she personally takes the children to visit the bank.
* Feed the Cat: None of the cats' genders are revealed; the only clue is that they're all ginger and eighty per cent of ginger cats are toms.
* Feed the Cat, where the cats say, "Reoowww!" as they fall happily offscreen when they get fed.
* Feed the fire. Break your vision. Throw your fists up. Come on with me. Feed the fire. Break your vision. Throw your fists up. Come on with me. Feed the fire. Break your vision. Throw your fists up. Come on with me. Feed the fire. Break your vision. Throw your fists up. Come on with me. Feed the fire. Break your vision. Throw your fists up. Come on with me. Feed the fire. Break your vision. Throw your fists up. Come on with me. Feed the fire. Break your vision. Throw your fists up. Come on with me. Feed the fire. Break your vision. Throw your fists up. Come on with me.
* feed the Gigashadow, the last survivor of humanity's deadliest enemy, the Insects. In the final TV movie, the entire population of the League of 20,000 Planets was harvested for their flesh.
* Feed the Kitty", Marc Anthony pretends to be rabid to scare off his owner in order to save Pussyfoot, but she just scolds him for wasting her whipped cream.
* Feed trilogy by Mira Grant- they cured cancer and the common cold, but the two viruses that were engineered to do the curing mutated together, and that virus turns people into zombies.
* Feed world simply don't do but that a working reporter needs to be able to cope with.
* Feel Good: David mentions once that he's partners with a man. This is a surprise, given he showed no sign of being gay before.
* "Feel Good Inc.", "Dare" and "Dirty Harry" add live-action to the mix (with guest stars
* Feel Good: In Season 2 it's revealed Mae had been sexually abused by men. This is the cause of her drug addiction and PTSD, although she acts quite casual about it at first.
* Feel Good: Laura loathes her birth name Lava, and won't answer to that. Her mother starts calling her Laura after they reconcile.
* Feel Good: Mae can't get an orgasm, and mentions she should go see a doctor about it, but doesn't. In the last episode of the first season, it's indicated she's finally managed to climax.
* Feel Good: Mae Martin is the main character, who co-created and co-wrote the series as well.
* Feel Good: Mae Martin plays herself on the series, which is loosely based on her own life.
* Feel Good: Mae's very butch style gets her mistaken for a man sometimes. This is later complicated by the fact that Mae realizes she's nonbinary. In the final episode, she comments happily on the fact that people tend to call her "sir".
* Feel Good: Nick, a black guy who owns the club where Mae performs and once let her stay on his couch, is the only man of color in the main cast.
* Feel Good (nonbinary bisexual main character, likely bi female supporting character, lesbian supporting characters, gay supporting characters, queer female/nonbinary romance, coming out story)
* Feel-good or soft content stories (scientific or medical breakthroughs, new movie or TV or album releases, etc.) are notorious for playing up any "Canadian connection" that might exist, even in the most peripheral way.
* Feel Good people simultaneously (both men and women), while asking for George to join them (she declines).
* Feel Good: The first episode shows George and Mae flirting, kissing or undressing while in Mae's room to show their building romance over time.

* Feel Good: The series is heavily based on Mae Martin's life, including living in England as a Canadian expat, plus her drug addiction, gender and sexuality. Still, the rest is fictional.
* Feel Good: The series revolves around Mae's difficult relationship with her girlfriend George.
* "Feel Good Time" is kind of an odd case, as the original version was never officially released: It was written by Beck and William Orbit for a scrapped collaboration-heavy Orbit solo album, but it became a hit when
* Feelie. Based on the already-cute-as-a-literal-button Yoshis from the game, many media outlets have remarked Nintendo has outdone themselves with these little guys.
* Feelies, it is revealed that King Dimwit Flathead made every Thursday into "Birthday," on which everyone had to give him presents.
* Feelies set in 1938) was a matchbook with a vital clue. One reviewer mentioned accidentally using the matches and throwing away the matchbook before solving the game.
* Feeling bored, Wade tells Cody his mother has fleas so Cody will chase him away.
* Feeling Oppressed by Their Existence: This group never did me any harm, but I hate those bastards anyways because, why not?
* Feeling Oppressed by Their Existence: Those tropers have never done me any real harm, yet I hate their damned guts anyways.
* Feeling Pinkie Keen", Pinkie Pie's "Pinkie sense" makes her twitch all over — in anticipation of a "doozy" happening soon — and this includes her spontaneously inflating very briefly.
* Feeling Pinkie Keen" showed her as a mailmare with a thing for muffins.
* Feeling put down by rivals at a high school reunion, the gang put on a fantastic dance routine set to George Michael's "Freedom." The camera then cuts back to show the reality, that the dance is a complete mess of flaying limbs and stumbling. Leaving, the gang mutter about no one liking their dance.
* Feeling quite proud that in Italian that was if possible made more grating by having Venkman state triumphantly: "We came, we saw, we totally raped its ass!"
* feelings, as you call them, can get in the way of big cash pay offs? Bwahahahaha!"—spoken by a divorce lawyer (not the Blue-Haired Lawyer) to Manjula, in the episode where she found that Apu was cheating on her.
* Feeling Through is billed as the first film to feature as a lead an actor who is deaf and blind (Robert Tarango)
* "Feel It" has "What's she gonna look like with a chimney on her? What's she gonna look like with a chimney on her? What's she gonna look like with a chimney on her? What's she gonna look like with a chimney on her?"
* Feel No Pain: When the no-sell is the result of the attack not being felt by the target.
* feels factual. Colbert uses the term to lampoon politicians and pundits who say what they want to be true rather than consult facts.
* feels that approaching a potentionally dangerous enemy just to get his hands on some rare All-Might merchandise is worth it.
* Feel the Magic or its sequel have any kind of distinguishing facial characteristics, aside from one instance, each, of a beard and a mustache.
* "Feel the Pain," which has them playing Urban Golf all over Manhattan.
* Feelup with the power to touch at a distance. Three guesses what he was witnessed using his power to do and the first two don't count.
* Feeno counters & points out that Beemo & Wally’s houses won’t stand up well to bad weather (
* Feersum Endjinn is set in a giant castle-like structure which used to be the Earth terminal of a space elevator.
* Feet-First Introduction: The first thing you see of them is one or both of their feet, and then the camera goes up and up and up until you can see their face.
* Feet In Smoke. It starts out in the Horror territory and swiftly dives into Comedy after Jeremiah and his family learn his brother will live, which is where the episode in question ends. This is Lampshaded by the Author
* Feet of Clay, a golem turns itself in and confesses to a murder. Colon is

ecstatic when the golem also confesses to every unsolved crime in the city. Carrot demonstrates the problem with this by getting confessions to things that never happened.
* Feet of Clay (although she briefly considers Lucinda). In her case, the similarity is part of the point: "When you've made up your mind to shout out who you are to the world, it's a relief to know that you can do it in a whisper."
* Feet of Clay, a "no. 23" is "Running Screaming At People While Drunk And Trying To Cut Their Knees Off".
* Feet of Clay appears, he's cranky, groggy, half-baked and cracking up.
* Feet of Clay. A vampire over five hundred years old, he was in charge of Ankh-Morpork's heraldry. As Vimes points out, from a vampire's point of view this is much like following the pedigree of one's pets.
* Feet of Clay Because they can move much faster than one might expect, golems can communicate this way at more or less normal talking speeds, even with complex messages.
* Feet of Clay Captain Carrot is writing home and struggles to find something positive to say about Nobby, eventually settling for "is still Nobby, only more than he was."
* Feet of Clay, Carrot is teaching Angua Dwarfish; when she tries to show it off to Cheery, she accidentally says "small delightful mining tool of a feminine nature." Carrot just thinks she's incorrect, because dwarves look the same genderwise. One of the earlier books explains this.
* Feet of Clay, Cheery told Vimes that he smokes Pantweed's Slim Panatellas - not through alchemical expertise, but by reading the packet on Vimes' desk.
* Feet of Clay: Dorfl the golem comes into the Watch building partway through the book and confesses to committing the crime they had been investigating. Carrot, suspecting (correctly) that Dorfl is turning himself in to protect the real criminal, tests him by including incorrect details:
* Feet of Clay exit, but once the smoke clears we can see her running off.
* Feet of Clay!" Footnotes explain that the words in question meant "yeast bowl" and "town hall." The joke is upped when Captain Carrot, dwarf by adoption, patiently explains, "Now, now, Mr Ironcrust. We don't practice that punishment in Ankh-Morpork." with the footnote adding: Because Ankh-Morpork doesn't have a town hall.
* Feet of Clay for which he might need "a special shampoo." When one barman is informed that Nobby is a Peer, he assumes it is used in the verb sense rather than the "-of the realm" sense.
* Feet of Clay gives a rioter "a friendly smile. That was to say, her mouth was turned up at the corners and all her teeth were visible."
* Feet of Clay, his conversion remains firmly hypothetical. (Part of it being, of course, that while the co-worker in question clearly doesn't believe in the specific details, he's also clearly serious about finding out, if only for the chance to get into a reasoned debate about the subject.)
* Feet of Clay in front of Lord Downey, then say that it's a dangerous substance. When it's revealed to be sugar, Lord Downey yells "You said it was dangerous!" Vimes says "Right. Eat too much of it and see what it does to your teeth!"
* Feet of Clay is apparently consistent with usual Discworld standards of orthography.)
* Feet of Clay isn't there and be stunned by the ensuing existential crisis.
* Feet of Clay, is that this is his conception of the city of Ankh-Morpork, where millions of individual "cells" more or less function as a united whole - with Vetinari running the brain.
* Feet of Clay. It didn't take long for Cheery to point out that an arsenic spoon would dissolve in soup almost instantly.
* Feet of Clay It's still there in later books, and Moist wonders if it's some sort of symbol. It is said that 'there's always the axe' - a reminder that if somebody goes too far in a quest for power, somebody will always be there to take up the axe.
* Feet of Clay — "some villains are obliging enough to lock you in a

warehouse with enough equipment to build a fully functional armoured car".
* Feet of Clay, one character mentions that she was good at sewing, so she tried to join the Guild of Seamstresses.
* Feet of Clay on the Patrician. Taking over security at the Patrician's Palace, Vimes covers an avenue of approach to the city ruler's sickroom—the dumbwaiter—by having a heavily armed dwarf riding in it.
* Feet of Clay rats are described as sometimes breaking into the Dwarf Bread Museum, losing most of their teeth in the process. Cats often hang around, as the rats are a bit stunned after taking a bite of what is basically a slab of semi-edible concrete.
* Feet of Clay, regarding how different sizes of animal would end up after a given fall of about two stories — a spider wouldn't notice it, a mouse would walk away, etc.
* Feet of Clay: The death of a palace maid's grandmother → solving the otherwise-unsolvable poisoning of the Patrician.
* Feet of Clay, the line: "We can rebake him. We have the pottery." And they do. Subverted, the character wasn't alive to begin with or at least had no biological components. And he only got one improvement, though it was very significant: the power of speech.
* Feet of Clay, the Patrician summons Commander Vimes to his office. He notes that in the course of investigating an attempt to poison Vetinari, Vimes has managed to infuriate all the important figures in the city, and therefore he clearly has no choice but to increase the man's wages.
* Feet of Clay, the proprietor of the Dwarf Bread Museum is hit over the head with a loaf of bread (this is more serious than it sounds; dwarfs make bread to last, and not necessarily to be edible). His ghost laments to Death what a terrible waste this was... as there's now a dent in the bread's crust, and he said that since it's one of the exhibits.
* Feet of Clay there's a footnote about people with weapons named after them, and how they attract rumours that they were killed by their namesakes, beginning with the more-or-less historical Joseph Guillotin and ending with William Blunt-Instrument.
* Feet of Clay). The second is repeated arsenic poisoning of Lord Vetinari. Vimes, Angua and Cheery discuss these at a late stage of the novel, and it becomes apparent that it's surprising they actually managed to track arsenic in any meaningful way. It gets used all over the city for all kinds of things - rat poisons, paints...
* Feet of Clay, the vampire Dragon King of Arms (whose long life grants him a certain perspective on these things) reflects:
* Feet of Clay, the villain's response upon being told that his plan to poison the Patrician killed several innocents (including a child) is "Were they important?" Carrot is extremely disappointed to hear this.
* Feet of Clay, the Watch figure out that it's possible to heal a golem with spare clay and a stint inside a kiln.
* Feet of Clay they've apparently got the budget for slightly more standardised gear (Detritus is mentioned as having traded in the battle-elephant armour for something at least made for his own species) but there seems to be no rule against buying your own kit if you can afford better than standard-issue.
* Feet of Clay treasures letters he received saying "We were SURE it was the wallpaper, you bastard!"
* Feet of Clay tries to forget his troubles is drinking, but all it does is make him even more depressed. He does manage to make an awesome drunken speech (and drunken collapse) though.
* Feet of Clay when a man claims to be a good friend of the Commander of the Watch to intimidate the watchman he's talking to, who is in fact Commander Vimes. As a bonus in an earlier letter to Vimes the same man claimed to be a good friend of the Patrician, an unlikely claim to anyone who knows the Patrician. As Vimes does.
* Feet of Clay would probably keep attacking even if it became nothing more than floating dust.

* feet. She is frequently used as a classic example of a hard impact with hitting the wall, or what happens when the human body hits the absolute limit of endurance.
* feet. While not stolen from another animal, it is still a freaky thing to do.
* Fefe Dobson" centers around the shenanigans that occur at one of these facilities.
* Fefe Dobson wrote songs for an unreleased second album in 2007. Two of the songs from the project were made famous by
* Fe, Fe must ascend to its head via the trees on its body in order to learn the deers' language.
* Feferi in the process. To be fair, though, both of them are suggested to be fairly attractive in-universe.
* Feferi is one of two characters in the entire series not to be scared to death of the Noble Circle of Horrorterrors— she was raised by one, after all, so her reaction to them is basically that of a
* Feferi really doesn't understand why Jade (along with most of the readers) was so freaked out by the
* Feferi's dreamself got cut in half by Jack Noir shortly before the destruction of her session's Derse. Tavros' dreamself (on that session's Prospit, which fares no better) is soon afterward revealed to have been slaughtered in the same way.
* Fefians are blob creatures whose blood has different properties depending on what part of the body it comes from, and possess a
* Fegelein, no blood is shown at all, though the rest of the movie has lots and lots of blood.
* Fegelein. While he looks and acts human, the fact that he can survive and/or come back from just about anything, combined with how downright bizarre many of his antics are, raises some serious questions...
* feghoots. (And given him the realisation that "Where there's a whale, there's a Y".)
* Feghoots ends with him having to explain to a man that his fiancée and his best friend have just eloped. Frank attempts to explain this in several different ways, but the man's mind is just incapable of grasping the concept. Finally Frank works out that the only way he can comprehend the message is if it is expressed as a nautical metaphor.
* Feghoot who ate Bob after buying a bunch of Fresca from him. As the leader explains, "Bob tastes good with Fresca." Horrified, Steve inquires about what exactly the cannibals ate from Bob's body: "You mean you ate his eyes? His legs? His heart?" And so on. The leader explains that yes, all those body parts taste good with Fresca too. Finally:
* Feigning Intelligence: An intellectual is really a dumb person pretending to be smart.
* Feigning Intelligence: An stupid person that pretends to be smart in order to impress people & fails at it.
* feigns friendship with nearly every contestant, up until they out live their usefulness and he betrays them, he does have an unusual handle over animals.
* Fei is a personality built on top of Id and the Coward (the original personality). Id is able to access the memories of the Contact, which Fei is only able to do near the end of the game.
* Fe: In an early quest, one of the Silent Ones who stole the giant bird's eggs gets killed by a bear-like creature, then you can lure it using the bunch of berries in its cave to the main Silent encampment for an achievement. Later on, deer or other large animals may be utilized to take out Silent One patrols.
* Feist, two indie folk songs that managed to make the Top 10 in the US after appearing in iPod ads. Brazilian electro-indie band CSS' "Music is My Hot, Hot Sex" only made it to #63 after appearing in an American iPod ad, but this was still the highest charting placement by a Brazilian artist on the Billboard Hot 100 since Sergio Mendes had a top 10 hit in 1983.
* Feisty Pets, created by William Mark Corporation, is a line of cute-looking stuffed animals whose faces turn monstrous when squeezed.
* Feitan has his own creepy brand of this, as he wanted to torture Gon slowly and

held him down from behind, and combine it with how he reads books by Trevor Brown (to paraphrase from the wikipedia article, the guy draws surreal doll-fetish kiddie-torture-porn).
* Fei Yen Ver. HD. The other is Mazin Emperor G, the long-awaited upgrade to the Great Mazinger.
* Fela Kuti openly protested the Nigerian government in his music. It brought him in a lot of trouble. He was arrested several times and beaten up by soldiers who rampaged his house.
* Felarya, after all). Herbivores do exist as well, such as the duiker, but the vast majority of life forms are carnivorous.
* Felarya has this trope, with a slight twist. The world is a dimensional plane which randomly connects to a sun, switching suns at, it seems, equally random intervals. Denizens wake up now and then to find a different sun in the sky — and a different night sky once the sun goes down.
* Felarya is another fictional setting where it is rarely wise to explore such cavern mouths, since the ambush predators tend to be of sufficient size.
* Felarya you to kill you as opposed to, say, creating a wind tunnel to suck you up from over a hundred yards away. It's amazingly creative. However, if you're not a voreaphile, the sheer number and creativity of ways you can suddenly find yourself in something's gut make it scary, not sexy.
* Feli believes she is destined to be with Lemres and also becomes less than happy if anything comes between them, despite Lemres not seeing her in a romantic light.
* Felicia Day is marked by energetic smiling, bobbing, and annotating.
* Felicia Hardy's parents had their names changed: her father went from "Walter Hardy" to "John Hardesky" and Lydia Hardy had her first name changed to "Anastasia".
* Felicia has a humorous win quote against Deadpool: "No, I don't care how much catnip you have, I'm not getting into the car with you!" How you interpret this one is up to you.
* Felicia or Flora are this for a male Avatar, since when he was taken captive and locked away in a fortress, so were the two sisters. As a result they were among his only contacts as a child, and he can marry Felicia on all three routes and Flora on
* Felicia Pearson had never acted before Michael Williams saw her in a nightclub and invited her to the set to test for Snoop. Before that, she had lived much the same life, getting involved in drug dealing in her teens (which she still did even after she was on the show, until she knew she'd like doing it) and serving a prison term for a murder she insists was self-defense
* Felicia, Sorceress of Katara novella "The Last Homely House of Honeypot Bruin" there is a scene where Felicia and Benja Bruin are watching an army of ghosts walk past. Benja is scared nearly to death, Felicia makes popcorn.
* Felicity. As a result, the WB introduced an order that no young stars on their shows could make major hair changes without permission.
* Felicity as of season 6, when she adopts Oliver's son, William. Furthermore in season 7 when she has a baby of her own with Oliver.
* Felicity, a to-that-point relatively tame romantic drama about college life, the main character began to wonder whether or not she'd chosen the right man in her life. So her friend cast a spell that sent her back in time a few years. No, really.
* Felicity, Felicity is dating David, a guy that her boss, Javier, doesn't trust. When David stops by the coffee shop while Felicity and Javier are talking, Javier makes an arch excuse to walk away.
* Felicity Floo Visits the Zoo, Felicity runs around patting the animals and even shouts, "Guess who!?" to the zebra. Oddly enough, she's meant to be sick.
* Felicity Floo Visits the Zoo, Felicity seems unusually active for a flu-ridden kid as she goes around petting the animals, even saying, "Guess who!?" to the zebra at one point.
* Felicity Floo Visits the Zoo looks anywhere between two and nine. She wanders around the zoo seemingly on her own, but seeing as she's sick, maybe she wandered off without her parents noticing.

* Felicity gives it something of a twist: he's a dormitory RA and talks to the other RAs about his problems as if they're the problems of one of the students in his building, who's been asking him for help. The others aren't fooled for a second, but let him think they are.
* Felicity in which it was intimated that all the series regulars were actually trapped in a magical universe within the box.
* Felicity is surprised to learn that Laurel gardens. Laurel inwardly muses that she, and indeed most members of Team Arrow, have really never asked
* Felicity is the token black female main character and best friend of main character Felicity. While a relatively positive representation, she's isolated as a woman of color in a way contraindicated by the incredibly diverse composition of both New York City and NYU's populations.
* Felicity Jones, Felicity Jones returned to play Ethel presumably because she was now at college and didn't have to worry about her sister embarrassing her.
* Felicity Jones talks about the difficulties of working with cats on the show. It was incredibly difficult to make it look like the cats weren't trying to claw the actresses' faces off.
* Felicity Jones to boot. It's implied that her high marks and vast knowledge come from having ridiculously high standards to live up to.
* Felicity Merriman and Elizabeth Cole, and even more so in the movie.
* Felicity Smoak has admitted her distinctive blonde is dyed several times, and is seen with dark hair in a flashback to her college years.
* Felicity Smoak is hauled in for questioning after Detective Quentin Lance discovers she's been helping the Hood. On being ushered into the interrogation room, Felicity refuses to take a seat, only to meekly sit down when Quentin shuts the door loudly.
* Felicity Smoak's hair is dyed pink as a disguise from Ricardo Diaz in the Season 7 premiere of
* Felicity, the title character has been sneaking out at night wearing her chemise and some breeches she stole from Ben, her father's apprentice. When Ben walks in on her in only her chemise, they're both mortified and he has to turn around until she is finished.
* Felicity was humiliated repeatedly over the course of an entire episode over her decision to have sex with love interest Noel, including one Planned Parenthood employee's condom usage demonstration with a hilarious red plastic penis.
* Felicity was increased after production had wrapped. The original finale resolved the existing storylines and gave a brief synopsis of the characters' lives for the next two years. The extra episodes, rather than simply being written to take place and be aired before the finale, instead created a new five-episode arc set after the two year fast-forward, in which Felicity magically travels back in time to the beginning of the season in order to make different choices. The show had never included fantasy elements before, and the whole arc, while interesting, felt undeniably tacked on to an otherwise finished product.
* Felidae a cat killing off specific cat breeds that he deems 'unworthy' of existence. It's explained more thoroughly in the book.
* Felidae are perhaps the most twisted animation ever created. Those dreams are just freaky, specifically the one involving Gregor Mendel giggling demonically "EXPERIMENTS WITH PLANT HYBRIDS!" while putting on some kind of twisted marionette show using the decomposing corpses of gutted cats, with their entrails as the marionette strings.
* Felidae, "European Shorthair" is used as a synonym for "Domestic Shorthair". In the 1980s, this was commonplace. However, since then, "European Shorthair" has become known exclusively as a breed, while "Domestic Shorthair" is a fancy term for "mixed-breed/moggy cat".
* Felidae. For example, Felicity in the book is a Russian Blue, but she doesn't fit the Breed Standard in the film (being long-haired instead of short-furred).
* Felidae Francis later meets another cat but according to the books, it was a noncommittal sex-filled fling.
* Felidae, Francis says this when Bluebeard comes to his house for the first time.

* Felidae has to climb a tree. Since it's snowing in that scene, he slips on the bark and nearly falls, but he keeps climbing.
* Felidae is a 1994 animated film that had Disney-esque style but also showed cats getting decapitated, having sex, and being thrown around like puppets by a 90ft Gregor Mendel.
* Felidae is able to use a computer... but they still do normal cat things like hiss, have random sex, and, in the case of Bluebeard, urinate on things to mark their territory.
* Felidae is a crime story told from the viewpoint of a talking cat. Therefore, Preterius' ravings aren't as nutty after all.
* Felidae. It was even aired on a German TV channel which advertised it as being a children's movie; people who believed the ads were rather surprised by the gore and cat sex.
* Felidae novel has an old cat named Deep Purple believe himself to be above "such sultry things", and the same holds true in the original German dub. But the English dub kind of avoids this by Bluebeard explaining that Deep Purple was just too old to mate anymore.
* Felidae series about a cat whose owner moves to a new town. There, Francis discovers a series of mysterious murders involving the local cats.
* Felidae, when Francis is running away from some cats chasing him, he runs out on a plank balanced by a heavy sack. You can tell this plank is going to fall because it's drawn on a cel, rather than painted like the rest of the background.
* Feliks, Net & Nika and the Third Cousin is easily the scariest book in the series.
* Feliks, Net & Nika can be detected by drop of temperature they cause. It's not much - 3 degrees at most - but it's enough for main characters to track ghosts with strategically placed thermometers with Bluetooth.
* Feliks, Net & Nika, just punches through whenever he wants to enter someplace.
* Feliks, Net & Nika ones like Golem. There are dozens of AIs that work in data analysis, management or similar positions and it's just the public who don't see them too often.
* Feliks, Net & Nika series, the alternate-reality Polish Empire never invented TVs. Why? Because they project the image on *The Moon* and transmit the sound through megaphones.
* Feliks, Net & Nika. Their house is full of more or less useful gadgets, multiple functions are performed by robots, and basement is stuffed with things that don't work. Mr Polon works in government top secret tech center where he programs rockets and Feliks built huge humanoid robot called Golem when he was 15.
* Felinae subfamily, so they are big small cats, or small big ones), sometimes portrayed with rosettes and no stripes.
* Felinae, which means they are closer to domestic cats than those two.
* Felina is a lieutenant, but lacks any insignia to distinguish her from Enforcers of other ranks.
* feline. All the X series have increased the 'standard' super soldier boosts to reflexes, stamina and strength in addition.
* Fel-I.N.E. between Newt's parents finding the Engineer's bomber to the USMC's arrival.
* Feline Therapy Place For My Anxiety And I’m Starting To Wonder Where The Cats Are?
* Felinoids - the Gnactic Space Federation (a military leader is a Felinoid).
* Felipe Contepomi (Argentina), Jannie du Plessis (South Africa), and Jamie Roberts (Wales) are all qualified medical doctors. As was 1970s Welsh great JPR Williams—though in Williams' era, it wasn't all that uncommon for rugby players to be degreed professionals, as union (as opposed to
* Felix & Oscar: A New Look At The Odd Couple in the 21st century.
* Felix and Mildmay were separated as kids and raised in very different environments. Hence Felix is an arrogant, charismatic, extremely powerful wizard with the speech and bearing of an aristocrat, while Mildmay is an awkward, self-

effacing, functionally illiterate cat burglar who looks and talks like a street thug. They also have elements of
* Felix and Sunset Boulevardez aren't much better, as Felix is every bit as lazy, sexist and jerky as Oscar and Sunset does nothing but belittle and assault Felix like Trudy does to Oscar. (Unlike Oscar and Trudy, however, the show
* Felix and Sunset Boulevardez. He's short and overweight and she is a beautiful
* Felix Baumgartner) kept the record for longest freefall duration (Baumgartner was trying to break the speed record; he did so, hitting mach 1.25).
* Felix Castor, a militant and officially excommunicated group fighting the return of the undead, partly by using the undead themselves, or any other means available.
* Felix Castor: An exorcist rather than a detective by trade, but he usually ends up having to solve some mystery or another.
* Felix Castor makes frequent use of a Cossack-style greatcoat, citing the carrying capacity that's necessary for the tools of his trade as a freelance exorcist.
* Felix Colgrave's work follows this pattern, with surreal, warped figures and animation.
* Felix comes out, he mocks the Reds and Blues for buying his "charismatic mercenary with a heart of gold" act.
* Felix does this when he hears of a man who calls himself "Sharkface".
* Felix Drachner appears to be a Chekhov's Gunman who still waits to fire, but his hand is seen in dozens of places separated by miles.
* Felix favors combat knives alongside his other weapons. He uses them up close and also throws them.
* Felix Gaeta continued to serve as Baltar's presidential aide even after the Cylons arrived, in order to act as
* Felix Gomez series of novels are about a vampire who is a detective, but the drama comes mainly from the near constant danger his investigations put him in, rather than from angst. In fact, one of the plot points of the first book was Gomez recognizing that he needed to overcome the angst because it was impeding his survival.
* Felix has difficulty expressing emotions, a near-single-minded focus on swordfighting, and a self-admitted dislike of making eye contact when talking.
* Felix has no impulse control and a gigantic temper, often behaving like a mean-spirited, bratty toddler and prone to throwing tantrums when he doesn't get his way and when his pride is bruised. This probably has a lot to do with the fact he's an actual psychopath.
* Felix in Hollywood meets Chaplin in Hollywood and strikes the same pose and walks like him, all while twirling his tail like a cane.
* Felix is revealed to be this after spending Season 11 and the first half of Season 12 pretending to be a good guy. When he betrays the others, he goes on an angry rant declaring that pretending to be a good guy and that being the BGC's friend was sickening, and now they will suffer and die for forcing him to go through that.
* Felix Leiter, Bond's ally in the CIA, is almost always in this role, sometimes hints are dropped that his adventures are even more exciting than Bond's. In
* Felix Mendelssohn, and he played a pivotal role in the Bach renaissance of the early 1800s.
* Felix Mendelssohn's "Spring Song" has probably been heard and remembered more from old cartoons than from the concert hall or recordings.
* Felix, on the other hand, knows exactly how beautiful he is and frequently uses this to his advantage, but even he draws in a few unwanted admirers while he's just minding his own business, including several women (
* Felix Out of Luck (1921), a despondent Felix the Cat is trying to shoot himself with a pistol—but misses.
* Felix's '90s house hit "Don't You Want Me" gained resurgence in the UK after being featured in a famous 1997 ad for Blackcurrant Tango.
* Felix Salten enjoyed writing from the perspective of woodland beasts:
* Felix's outmatched. It also causes Locus to turn against him in the end because Locus realizes that Felix knew he couldn't cope with the trauma of war and went out

of his way to keep Locus under his control by not letting him do so. The reason for that? Locus was the better soldier.
* Felix the Cat and pokes the "reflection" with its stinger, causing the Felix suit to blow up and give the game away.
* Felix the Cat cartoon "Instant Money", Rock Bottom is trying to get into Felix's house because Professor's counterfeited money was pouring into Felix's house due to a mishap on Rock's part. Felix slams the door in his face and immediately begins barricading the door to his house. Unfortunately, he left the window open, so Rock Bottom gets inside and helps Felix build the barricade until he realizes Rock is right behind him.
* Felix the Cat cartoon "Master Cylinder Captures Poindexter", Master Cylinder has hijacked a meteor and has sent it hurtling towards Earth, with the impact site being Professor's lab and the intention being to destroy the Earth. Felix and Poindexter take the Flying Saucer to it and try to reverse its path with Poinsy's Atomic Jet Pusher, but Master Cylinder steals the device and kidnaps him, escaping and leaving Felix for dead, pinned to a rock by a detachable claw while the meteor continues hurtling towards Earth. Felix manages to break free, and ties Poindexter's flying saucer to the meteor to redirect it towards a crater and inside the moon, where it explodes harmlessly.
* Felix the Cat cartoon "Penelope the Elephant", Rock Bottom kidnaps a lost elephant from Felix that he intended to return to her Rajah for a 50,000,000 bakshee reward. Rock Bottom makes it there ahead of Felix, but to the former's shock, it turns out the reward money is worthless—50,000,000 bakshee is only worth 10 cents in American money. He's so flabbergasted at this outcome, he angrily throws the meager award aside and goes into shock, while Felix gets the last laugh.
* Felix the Cat cartoons, "Detective Thinking Hat", Felix becomes a junior G-Man and ends up tracking down and bringing in Rock Bottom.
* Felix the Cat cartoons mirrored American attitudes of this era such as Prohibition era in "Felix Finds Out" (released in 1924) and "Whys and Other Whys" (released in 1927) and flappers appearing in "Felix Strikes It Rich" (released in 1923). In some cartoons, Felix performed a rendition of the Charleston which was popular in that era.
* Felix the Cat cartoon where he and the Professor are launching themselves from a cannon:
* Felix the Cat character Vavoom was a cute little Eskimo fellow who could be called upon to make a Sonic Attack by saying his name. Walls would shatter. Mountains could be tunneled through if he said his name repeatedly.
* Felix the Cat, ends with Master Tom (Felix) gassing himself because his girlfriend has given birth to dozens of kittens.
* Felix the Cat extensively (even working on a cartoon series based on him prior to creating Felix) and realized how important it was to get this kind of expressive acting into drawings. While the cartoons do employ speech balloons for the characters to talk, a lot of the personality is conveyed through the broad, hammy poses and animation.
* Felix the Cat Felix plays this trait up even more; in the opening of "The Goose That Laid the Golden Egg", Felix is handing out gold coins by the bucketful to the local poor, thanks to the help of his golden goose and her endless supply of golden eggs. And when the goose gets kidnapped by Captain Kid, her eggs are the last thing on Felix's mind — he's genuinely concerned for her safety, and he even tries to put up a fight against the pirate before he captures her.
* Felix the Cat game, collecting 100 disembodied Felix heads will grant you an extra life.
* Felix the Cat, he never owned the rights to his own creation, and was never once recognized as the creator until very late in his life, with Felix being considered and marketed as Pat Sullivan's character—and even though Pat Sullivan claimed before his death that Otto is the owner of Felix, Sullivan's estate secured the rights to the character while Otto worked on the comics. Eventually, Otto's assistant and friend Joe Oriolo would inherit the franchise, and the franchise today is owned by his son, Don Oriolo.

* Felix the Cat in animation, in the episode "Felix the Ghost Breaker"(1923).
* Felix the Cat. In "Felix Turns the Tide", he works for (or lives with) a Deli shop owner, and joins up with the army in the same cartoon. In "Felix in Hollywood", he lives with a starving actor and eventually gets a job as an actor himself. In episodes that star Poindexter like "Felix Babysits", the Professor hires Felix as a babysitter, and in other episodes even hires him as a lab assistant. In "Stone Age Felix", he's briefly seen holding an office job, but in episodes like "Detective Thinking Hat" and "The Invisible Professor", he acts as a private detective. In an episode of Twisted Tales, Felix works as a pizza delivery boy.
* Felix the Cat is a nomad, frequently travelling all around the Earth, and he doesn't have a consistent place of residence or job in any of the series. This is especially prominent in the original silent cartoons.
* Felix the Cat is never made clear, with the ambiguity of it most notable in the Trans-Lux television series, where he is depicted as living on his own and being trusted by the Professor to look after his nephew Poindexter, but is occasionally referred to as a kid.
* Felix the Cat John Canemaker's Felix book summed up just how frugal Joe Oriolo was forced to be on the show;
* Felix the Cat limping along on merchandise as of this writing, even though the last attempt to revive the show ended in 2004.
* Felix the Cat Live! of the previous continuities, and portrays Felix the Cat in live action costume.
* Felix the Cat — Oldest and longest running animated cartoons series. 182 animated theatrical shorts since 1919, a 1950s TV series and one 1992 animated feature film.
* Felix the Cat: One of the oldest, most iconic and enduring cartoon characters of all time. Yet, how many people under 30 have ever seen one of his cartoons of the silent era? Apart from that: how many people could actually tell you anything about Felix's personality, or his supporting cast? The reason the series even remains known is simply by the power of inertia since the series is so firmly rooted in the public consciousness and animation culture.
* Felix the Cat reboot announced in 2013 was meant to do this for the franchise, albeit while mixing in Flash elements. It ended up canned for unknown reasons.
* Felix the Cat robot who lives on the moon, and the occasional encounter with friendly aliens.
* Felix the Cat short "Felix Saves The Day" has characters running up real buildings. It also features real shots of trains and people watching baseball.
* Felix the Cat shorts have sausage strings in them, as well as anthropomorphic sausages.
* Felix the Cat technique and has inspired the style of many cartoons after their debut in 1919.
* Felix the Cat: The Movie—the Duke didn't have access to the Dimensporter technology that allowed Felix to travel into the dimension, so how could he have possibly known about or seen the Master Cylinder in Felix's universe? It's particularly glaring as the writers could have just as easily not had an alternate universe at all and, if they even felt the need to explain "Oriana" in the first place, simply had it be a different country which Felix traveled to.
* Felix the Cat: The Movie. Felix believes that it was the power of good in the book that did the job.
* Felix the Cat: The Movie for the army, and it reacted adversary to the book's gold binding. Felix believes there may have been more to it than that.
* Felix the Cat: The Movie has Felix use his magic bag of tricks to hide from some foxes, only for the foxes to mark their territory on Felix's bag. While no urine is visible, it's obvious what the foxes were doing because they hike their legs near the bag and Felix is seen angrily wiping his bag when the foxes leave.
* Felix the Cat: The Movie , the Duke used floating cubes with spotlights shining out of them as a sort of observation device to support his army of mechanized cylinders.

* Felix the Cat: The Movie when you realize that Felix the Cat Productions Inc. just happens to be located in New Jersey. Rural New Jersey, no less.
* Felix the Cat the problems with the movie are present in the first two minutes (hyperactive animation, too much noise, bad lip synching, and bad sound mixing drowning out half the dialogue):
* Felix the Fish, the mascot of Big Fish Games, was concealed in one of the
* Felix. Then Tucker decides to have his team 'capture' Felix to prove they're ready for a rescue mission.
* Felix turns out to be a case of this, with false compliments designed to twist the knife.
* Felix Unger was a minor character in Neil Simon's play "Come Blow Your Horn" before becoming half of
* Felix, who we thought was a good guy, is not only more psychotic than Locus, but he is on the same side as him (that is to say, neither the Federation or the New Republic).
* "Feliz Navidad". Dear god, "Feliz Navidad". The entire song is composed of sixteen words repeated ad nauseam.
* Fell Asleep Crying: A character cries for long enough to fall asleep.
* Fell Asleep Crying: A character cries from loneliness long enough to fall asleep.
* Fell Asleep Crying: Being so sad, depressed and lonely that crying themselves to sleep is the only thing to do. Crying and sleep may soothe them.
* Fell Asleep Standing Up: An exhausted character falls asleep standing up, yet doesn't fall down.
* Fellbats are "small" (bird of prey-sized), expendable, and attack in large groups, used to harass and "tarpit" units.
* fell down dead. No one present seemed confused or even surprised by this, including the guy who's studying to be a doctor. Apparently, in their universe, this is normal cardiac behavior.
* Fell dropped a piece of organic tomato into a victim during the autopsy, took it out and ate it despite Fell's repeated assertions that he would shoot him if he did so. The Coroner just replies that it was organic and he'd have to go out of the city to get another one.
* Fell. Fell is horrified, but the coroner just says that because it was an organic tomato he'd have to go out of the city to get a new one.
* fell from the ninth floor of a building as a baby in spite of it all.
* Fell guy putting razors into grocery produce was probably dangerous with a banana in his hand.
* Fellini's Casanova) experiences when having sex. It wasn't until Fellini shot the scene of Casanova and the nun that he began to sympathize with Casanova's inability to love, giving him the character of the mechanical doll and the dream ending.
* Fellini was reacting to this by emphasizing the personal and incorporating psychological imagery influenced by Jung. In 8 1/2, a neorealist repeatedly derides the Fellini stand-in for talking about women rather than social problems.
* Fell in Love With a Girl 8 Years Younger, a story about two co-workers with an age gap. Currently on hiatus.
* fell into despair, which allowed the Daemon-sword to fully possess him, completing the former hero’s fall to Chaos.
* fell into the cockpit, but continued to fight of his own free will as a part of the military afterwards, and is only 16 in the sequel.
* fell into the CORE and was scattered across time and space, with nobody being aware of his presence afterwards. Even those who knew about him (except perhaps Sans) were erased. Only data-miners have been able to find out about him in a complicated Alternate Reality Game
* fell mood will murder other dwarves to make artifacts from them, including dwarf bone armor. Similarly, immigrant dwarves might arrive with jewelry made from the bones of creatures they've killed.
* Fell Off the Back of a Truck: Stealing something or buying something stolen and claiming it fell off a truck.
* Fell Off the Back of a Truck: The law assumes that most reasonable people would

raise an eyebrow at items purchased far under market value, or under surreptitious circumstances. If you had reason to believe that something was stolen, and went ahead with the purchase anyways, "I didn't know it was stolen" would not be a successful defense.
* fell off when the holes rusted out, often before the car was even ten years old.
* fell on his trumpet between sets, bending the horn, and Gillespie had no choice but to continue the show as-is. However Gillespie so enjoyed the unique sound that resulted, that he commissioned the Martin Band Instrument Company to have one professionally made in this configuration, and played on "bent trumpets" by a number of different manufacturers for the rest of his life. Although uncommon, there are still manufactuers making "bent trumpets" to day.
* fell out of the sky and smacked Pearl's head into his armor, giving him a nosebleed. Pearl's response? Panicking and lighting his armor on fire. (Based on the crew's remarks, Pearl has in fact been injured a number of times — but he flips out the same way each time and apparently has no lasting memory of the episodes.)
* Fellow Ala Iridia member Overmaster also has this problem having problems of getting around to
* Fellow Avenger Thor as well, in contrast to the usually clean shaven comics counterpart.
* Fellow comic book author Edgar P. Jacobs died while working on the second part of "Professor Sató's Three Formulae", the last volume of his
* Fellow Dahar Masters Kang and Koloth — with the help of Jadzia Dax — defeat the albino's army with little effort in
* Fellow Hall-of-Famer Steve Yzerman. He was the captain of the Detroit Red Wings for 20 years (a record), led them to 3 Stanley Cup championships and his jersey was retired
* Fellow house robot Shunt would find itself humiliated further, getting itself knocked out by Tentoumushi, which sawed off Shunt's weapon and rendered it unable to move. It is thus far the only house robot to fall to a competitor lighter than the heavyweight class.
* Fellow Man of a father-in-law, and she is pushed so far by him that she eventually chops him down. After that, she proceeds to chopping firewood.
* Fellow New York station WPIX used to have their own holiday tradition as well, running 12 to upwards of 25 hours of
* Fellow officers at the LAPD didn't think much of traffic cop William Earnest Leasure, so much so that he was nicknamed "Mild Bill".
* Fellow professor and friend Larry Fleinhardt once called him "a talented theoretician with an ego problem."
* Fellow punk Nadine gives one of her proudest middle fingers to Finn after one of his usual bouts of
* Fellowship, and any of their Elf-made weapons stun non-elves with electricity instead of burning them.
* Fellowship dwarves who come equipped with powerful but dangerous explosives), and Stoneborn (naturally-tough dwarves who can render themselves immovable as long as they're standing on solid ground).
* Fellowship everyone is. Harry objects to not being assigned Gandalf, until it is explained that Sam is the real hero of the story. And there's a throwaway line about a certain person being Boromir—said person later betraying the group.
* Fellowship killed. If by 'killed', you mean turned-into-a-giant-flaming-evil-red-eyeball, then SURE, you betcha he was 'killed'!"
* Fellowship of the Raven, Ireena finds herself totally distracted by Ezalor, a Sun Monk who never wears a shirt. Only one member of her party managed to notice that during their first conversation her gaze was locked fully on his bare chest and abs.
* Fellowship of the Raven Ivan and Riki, with Yevgeny intentionally choosing this method of death due to how painful it is.
* Fellowship of the Raven. Strahd sees through it in an instant and tears the Baron's heart out before crushing it and feeding his body to his vampire spawn.

* Fellowship of the Raven was of this type, amounting to Groucho Marx glasses on what was still obviously a humanoid dragon, but after some assistance from her boyfriend Ivan the second attempt was actually pretty convincing.
* Fellowship Of The Ring. Gandalf observed "Then it was late in coming". (Worth noting since he also has prophetic dreams.)
* Fellowship Of The White Star event "Web of Lies" has a creepy cat lady whose pets are cat and dog-sized spiders that act like cats and dogs. Hilariously creepy.
* Fellowship seekers enjoy the camaraderie among both the characters and the players themselves. They enjoy working together as a team, getting together with friends, and the feeling of being part of something larger than oneself. Their fun can be ruined by secrets, backstabbing, or anything that turns party members against each other.
* Fellowship, the "Finish Them" move covers all ways of incapacitating an enemy, including using Wisdom to show an enemy the error of their ways and forge a Bond with them, making them an ally.
* Fellowship: The Heir playbook represents a heroic noble who has joined the fight to defeat the Overlord. Born leaders, their core stat is Wisdom and they have the ability to negotiate for free room and board from the rulers of other lands, and to order around many types of non-hostile NPCs (as long as you don't endanger them with your orders). They gain other abilities, depending on whether they come from a kingdom of Great Builders (allowing them to analyze architecture and engineering to find out how to fix or sabotage it), a Lost Line of Kings (allowing them to reroll one die once per scene), Stalwart Defenders (making it easier for them to Overcome powerful enemies, or attacks that threaten someone they have strong Bonds with), or Forgotten Lands (they gain a unique ability that they can temporarily sacrifice to avoid being wounded).
* Fellow Spider-Man villain Mr. Negative feels no one can approach him when it comes to evil
* Fellow superhero Purple Quetzal also asks her if she's awake in Spanish earlier in the story.
* Fellow super-soldier Bucky/the Winter Soldier also possesses these skills, and uses them to mentor
* Fellow Tobacco company Lambert and Butler preferred to advertise with magazine ads and posters featuring stock photos of two men talking to each other with speech bubbles. As a result of the 2003 ban, they released
* Fellow Travelers: Tim and Fuller's romance is the center of the book.
* Fellow winners Kisha & Jen get lost behind all the big personalities in Unfinished Business, and only get snippets of airtime prior to the last four legs.
* Fellow X-character Nathan Christopher Summers is sent into the future as a baby and later comes back (roughly the same age as his grandfather) as
* Fell Seal: Arbiter's Mark’s Holy Magic as a secondary skillset.
* Fell Seal: Arbiter's Mark, a late-game boss can use teleportation magic to warp one of your units into another unit’s space, killing the latter and heavily damaging the former.
* Fell Seal: Arbiter's Mark, axes are the strongest type of one-handed melee weapon, but they inflict penalties to the wielder’s Defense.
* Fell Seal: Arbiter's Mark that the player can recruit into their party.
* Fell Seal: Arbiter's Mark). There’s also the Reaver class’s Bloodlust passive, which makes them hit harder as their health gets lower.
* Fell Seal: Arbiter's Mark. The secret Lich class can do the same thing.
* Fell Seal: Arbiter's Mark: The secret Vessel class specializes in summoning powerful magical beings for attack and defense. Other classes have the various “Locus” spells, which conjure an elemental creature to attack a single target.
* Fell Seal: Arbiter's Mark which includes a playable cameo from Black Sigil's hero, Kairu.
* Fell Seal: Arbiter's Mark you can encounter giant beetles called Bzzerks on some maps.
* Felonious. No one calls him that. Not even his daughters, his wife, or his mother

(who calls him "Son"). In the third film, his twin brother Dru also calls him "Gru", even though that's Dru's last name as well (making him Dru Gru).
* "Felonius Monk" was based on the massacre of several monks at a Buddhist temple in Arizona during a robbery in 1991.
* Felony Misdemeanor: An insignificant misdeed is treated as if it were a serious crime.
* Felony Misdemeanor: It doesn't matter if what you're doing doesn't seem like it's evil, you're still a horrible person.
* Felony Misdemeanors, causing the jail to expand in size. When they arrest Man Ray and an old woman he was talking to at the laundromat, the jail explodes.
* Felony Misdemeanor: That minor infraction you committed was worthy of harsh consequences.
* Felony Misdemeanor: Their reaction to a minor offense is ridiculously excessive.
* Felony Misdemeanor: Treating a minor offense as if it were an inexcusably horrid crime.
* Felony Misdemeanor: Treating a relatively harmless misdeed as if it were a serious crime.
* Felony Misdemeanor, when a mild offense is punished or treated with severity.
* Felony Misdemeanor: When a minor crime is treated like a serious offense.
* Felony Misdemeanor: When something that isn't really that big a deal is treated as utterly unforgivable, although the punisher may cross it for real if he takes it too far.
* Felony Murder, fleeing to his home country in the middle of his trial, with the cooperation of his country's embassy. When confronted, the ambassador points out that the clan leader has been arrested in his native country, and the New York DA's office has done his country a great favor by bringing forward all that evidence, which could not be gathered in his native land due to his political power, but now that they have absolute proof of his guilt, and they can charge him with drug trafficking, which, unlike New York's Felony Murder law, allows for the death penalty.
* Felony Murder: Laws which deem someone's death caused by another person committing a felony crime to be first-degree murder.
* felony murder So, killing witnesses or intervening cops after someone dies, are crimes of no significance to the criminals, since they're already eligible for the maximum anyway. This is one of the reasons such laws are criticized (and have been abolished in certain jurisdictions), plus the fact that it's held to negate individual responsibility (for instance, assuming one member of a gang kills someone when it isn't part of their overall plan, or it's accidental as mentioned earlier). In some particularly egregious cases there have been felony murder convictions for the fact that a cop killed one of the perpetrators while the heist went down.
* Fel Orcs, who achieved their state by drinking a demon's blood, have glowing red eyes.
* fel reavers and souls. The Legion's machines are based off ancient Eredar technology, or Nathrezim technology, so non-fel versions of most machines also exist. The Exodar, Arcatraz, Mechanaar, Botanica, Vindicaar and Netherlight Temple (and Turlayon's ship) are also crammed chock full of magitech gadgets.
* Felse Investigates, which is a solo outing for George's wife Bunty, who unravels a criminal conspiracy after accidentally discovering a corpse in a car boot.
* Felsic Current, reveals that it's actually the character of Viakel himself who does not know the difference between the two words, being a relative neophyte to machinery.
* Felt.) Among other things, he once fired a drummer for having curly hair.
* Felt: Former guitarist Maurice Deebank revealed he is autistic in a 2018 interview.
* felt her relatives were much too selfish and greedy to inherit her fortune.
* Female Agents: Eddy is given the choice of helping the operatives or being shot on the spot. He immediately agrees to help.
* Female Agents: Louise. She is introduced methodically killing several German

soldiers as one and later tries to kill Heindrich this way too.
* Female Agents: The last scene is Louise lighting candles in a church for the fallen, as she had promised earlier.
* Female Agents was inspired by actual female operatives with the SOE, especially Lise Villameur (née De Baissac), on whom Louise is based.
* Female Agents work of wireless operator (because it didn't look suspicious for a woman to stay at home all day, whereas a man would be out working) or courier (because women were less likely to be searched, or rounded up for forced labour in Germany).
* Female Angel, Male Demon: Angels are often portrayed as females because positive attributes such as kindness, refinement, and mercy are associated with femininity.
* Female Angel, Male Demon: Demons are representations of unexamined evil. Why are they evil? No reason, just made that way. Due to this, they are often portrayed as male. Also, note that this falls into the trap that negative emotions like anger are inherently masculine.
* Female Angel, Male Demon: The tendency for angels to be female and demons male when paired together
* Female Angel, Male DemonWhen works assign gender roles to these sides.
* Female: Atarka (red and green), Dromoka (green and white), Kolaghan (black and red)
* Female Australian Wood Moths are so large (for a moth—wingspan up to 25cm/ 9.8", weight of 30g/1oz) that flying is difficult. They have
* Female bears and tigers: if cubs are attacked, they fight at +2 to hit.
* female bodyguards) hanging bound and gagged from the ceiling after being subdued by the Judge.
* Female bronies are sometimes called "pegasisters". This term also predates
* Female Buus unlike their male counterparts have voluptuous builds and way cuter than the fat male-Buu, they're so attractive they give the female Saiyans a run for their money and males in game express their attraction towards them.
* Female cats are this to their humans. The reason they bring their owners dead or half-dead animals? That's what cat mothers do to their kittens to feed them and teach them to hunt. The cat is trying to raise her human.
* Female children are often aborted in some regions of China and northern India, depending on local culture. Where this is impossible, such as in some of China's rural regions, baby girls are sometimes simply murdered after they are born. There are laws against this on the books, but they are either not enforced very rigidly or ineffective at curbing this. The cause is social mores that make male children more valuable — "girl babies don't count." The
* Female children are rare among the Nac Mac Feegle. These girls become Keldas, leaders of Nac Mac Feegle clans. The fact they're a lot smarter (and saner) than most of the men helps too.
* female clones guest (who was a master craftsman when the Tribunal ascended some 3,000+ years ago) is up for debate.
* Female: Corporate boss Allison aggressively pursues her employee, engineer Jim Drake. He kind of turns a blind eye for a while but when she keeps pushing he finally says "I'm a man, and I prefer to do my own hunting."
* Female Deng Yuting as males Doctor H. (in all seasons besides Season 6), Kalo, Lightbulb Jr., and Lele.
* Female dreaming of male example: Nanoha dreams of Yuuno via telepathy in the very first episode of
* female driver ever lived. Has done around 20,000 laps of the Nürburgring Nordschleife, and crashed "many times, can't count actually". This being a circuit that's 13 miles around which there continues to be fatalities on a yearly basis. On Top Gear she blew past motorbikes and sports cars...in a VAN. Which halfway around the lap "got no more ABS". And they say Danica Patrick is making headlines...
* Female Dwarves are actually quite common in dwarf settlements and for the most part look like short, stout women of average attractiveness. However, among the player base they are quite rare (perhaps in part due to the fact they are just plain looking compared to other races). Lore mentions bearded women that are

considered quite beautiful among dwarves, however, none are shown in game.
* Female example (her title ought to be Bloody Wonder): Nellie Lovett, from
* female example, Kim comments that she wanted Ox to tune down his affections for her.
* Female examples include Darcy and Jane ogling Clint's arms (the latter's in a relationship, not dead), Carol developing
* Female example: the song "Sovay", which provides the page quote, in which a woman tests her lover by dressing as a
* Female Exile, and still has a cross of hero-worship and romantic feelings when it comes to the Exile...
* Female fashion magazines and general female magazines feature enough sexily dressed women (especially in the ads) and attractive female celebrities to attract straight men who usually won't admit to flipping through them to ogle all the hot women in them.
* female fetuses have been aborted more often than males and newborn girls are sometimes killed or abandoned. This is especially common in rural areas where traditional social norms may be the only safety net for the elderly. It is significantly less common in wealthier urban areas, where women have much greater access to education and jobs and their contribution to the household is viewed more equitably. The rural shortage of women has made it increasingly difficult for young men to find wives and has sometimes resulted in internal and international human trafficking because families are willing to pay substantial sums for a bride, consenting or not. The Chinese government has been working to raise the status of female children and end these practices but attitudes change more slowly than laws.
* female form wore a girl's uniform as a disguise. He only wore a uniform normally in flashbacks, when he was at his old boys-only junior high.
* Female Gaze: Arousing female audiences by focusing the camera on male anatomy.
* Female Gaze: Arousing female audiences by focusing the camera on the male anatomy.
* Female Gaze: Scenes where the camera focuses on the male anatomy to entice female viewers.
* Female Gaze: The passive attributes of men are emphasized for the pleasure of (usually heterosexual female) viewers. This allows for male characters having some physical sexual value.
* Female General and Eldest Princess is an original Chinese web serial novel set in a fictionalized and embellished version of Tang Dynasty China.
* Female General and Eldest Princess with a good wife. When she rejects them outright and instructs her servants to ignore them, the matchmaker guild takes offense and starts spreading unsavory rumors about her, which are only cleared when Wangyue lets slip that her heart already belongs to an Imperial Princess.
* Female genital mutilation of potential complications, and every last one is horrific) is exceedingly common, and underreported. The idea is that the parts removed are 'male' and a girl is cleansed by their removal.
* female had to say it for him. So are quite a few of his fans, which is why "Benaddicts", "Cumberbabes" and "Cumbercookies" (since all together they make a "Cumberbatch") are becoming increasingly popular.
* Female harpy eagles catch live prey like sloths and monkeys up to 20 pounds. Theoretically they could carry off a small child, but there's no record of them actually attacking humans.
* Female!Hawke has a moment like this if you're romancing Anders: you can tell him that, if the Templars come for him, they'll have to go through you first.
* Female hosts of Texas Tummy Twisters, a repulsive parasite that takes root in the stomach and creates a significantly distended gut, can often be mistaken as being simply pregnant, and sometimes may be compelled to claim that they are by their parasite in order to disguise what's actually happening.
* Female hysteria The trope became discredited after women finally got fed up with being told that their problems were all either "in their heads" or made up for attention, and faded from fiction at about the same time.
* Female Igors, known as Igorinas, are every bit as svelte and beautiful as their

male counterparts are deformed, hunchbacked, and misshapen. Handwaved by the fact that Igors of both sexes are crazy-talented at all forms of surgery, including cosmetic, and as Igors are devoted followers of "tradithion" it is probably that male Igors remain ugly because male assistants to
* female." Later books have gone into some detail about the smaller and more decorated, but still functional, pickaxes carried by openly female dwarfs, as though they might do a spot of mining on the way to a soirée.
* Female lead Rin Tohsaka is like this as a consequence of her Magus upbringing, though it's not nearly as severe as most examples. She admits to
* female-led is acknowledged through a bust with his likeness, as well as a minor appearance by his son Daniel Ramis.
* Female Liu Hongyun as males Happy S., Careful S. (post-Season 1), Doctor H. (in Season 6), and Headmaster Tele.
* female mercenaries who are dressed up in all-black suits and gloves.
* Female Minks e.g Wanda and Carrot are more curvaceous and humanoid than the male Minks but can still be dangerous beasts when the time calls for it.
* Female Misogynist: A woman who hates on other women/buys into sexist attitudes about her gender.
* Female Misogynist: I dislike women, despite having XX chromosomes as well.
* Female Misogynist: There are some tomboys who antagonize feminine women.
* Female monks like Avatar Yangchen only shave the front half of their head to show their forehead tattoos, still awesome.
* Female names usually begin with T followed by an apostrophe: examples include T'Pol, T'Pau, T'Les, T'Lar, T'Planahath. Notable exceptions include: Saavik
* Female Nerds still occasionally feel treated like yetis or fetishized in unrealistic ways by their male counterparts.
* female night-bombing corps flying old wood-and-canvas biplanes. The engines would be turned off while over enemy lines, adding a healthy dose of paranoia to the stress of being bombed.
* female ninja bodyguard of the mob boss. As she lunges at you, you simply toss a heavy object at her, at which point she falls down and you can just walk up to her and finish her off.
* Female Ocampa are shown to give birth from their backs, which means their genitals are located on their backs.
* Female Ocampa go through "Elogium", a puberty-like stage where they can successfully conceive a child (in a growth on their back), but it only happens once. Also leads to a very large bit of
* Female-oriented franchises usually play this trope straight, with loads of merchandises ranging from decorative keychains, apparels, figures, to housewares. This also applies to male-oriented series with a sizeable
* female over the various problems she has, including a private but deep-down fear that she will "go bad" again and try to kill John. In fact, this fear and the conflict in her programming is a defining element of her character. It is mostly internalized and she doesn't talk about it, except very occasionally when she contemplates issues about suicide, or when she asks Sarah if she's like a bomb waiting to go off.
* Female Perversions, portrayed as a quite natural counter-reaction to her desperately oversexualized aunt's creepiness.
* Female Perversions, the main character's sister gets arrested for shoplifting. She can't pay the fine/bail, so she is kept in jail. Because of this, she risks missing getting her doctorate, tarnishing her academic career.
* female pirates than them, especially her second husband whom is not really heard from after the marriage. Presumably, he survived the wedding night, but...
* Female player characters can seduce a number of female bar patrons for blood, and they could also have sex with a female vampire character, just as the male player characters could. There's a single instance in the early part of the game where male vampires could seduce a male NPC for blood, but you had to have a fairly high charisma stat early on for it to work. Also, if your charisma is high enough, the prostitutes give quite the discount to female PCs, with the logic "Mm, I don't

get to do women often..."
* female-presenting sexless alien is a frequent victim of slapstick. Pearl and Garnet get it occasionally as well, though not as much as Amethyst.
* Female Prisoner Scorpion, all in black, which contrives to be very feminine without being overtly sexy.
* Female Prisoner Scorpion is belted, with a large, ornate gold buckle.
* Female Prisoner Scorpion series, is very quiet. She says little in the first film (one of her lines is "you talk too much"), but the second is her most sparse; she's onscreen for most of the 92 minute runtime, but says only eight words across two sentences. By contrast, Yuki in the first film seems to be literally mute.
* Female rangers, though as of 2015 there have been female graduates from the training.
* Female recruits usually don't go through this, though a few military academies, while not
* Female reindeer are often portrayed as being antlerless, while males retain theirs all-year long. deer species to have that quality), and that only castrated males will retain their antlers even in the winter.
* female releases the Mu Aqua, you can clearly see a clash of pink and blue.
* female sailor to same sailor admiring herself after choosing her wedding dress.
* Females Are More Innocent, and their evil actions will be blamed on a male villain who “made her do it”. Truly evil female characters are incredibly rare compared to truly evil male ones.
* Females Are More Innocent: Females are portrayed as being more innocent than males.
* Female sexuality: Since the dawn of time, humans have been cycling through the ideas that
* Females. Girls in the trilogies shape the actions of others and the stories also takes a look at how girls get an unfair treatment in the Pokémon world. In fact,
* Female Shakesperian characters are mostly played by Adam Long. This is
* female singer, does quite a few covers of Len songs, leading to a recursive example of this trope.
* "Females is Fickle" — There's a reason the cartoon in question is called that. Olive's pet goldfish jumps in the sea, and she makes Popeye go in after him. After he goes through a lot of trouble to get him back, Olive decides the fish would be happier freed and tosses him back in the sea. Enraged, Popeye throws her into the sea as well. Females is fickle, indeed.
* Female soldiers are rare, but still present in the game though mostly on the Stormcloak side, while the Imperial Legion has Legate Rikke as its most prominent female member. There also plenty of female bandits and Forsworn.
* Female Space Marines) due to a supplement which states that Space Marines are explicitly all-male.
* Female spiders of certain species prefer to mate with males they are already familiar with. Some particular orb weaver males will find an immature female and move in next door, so to speak, in an attempt to pull this off.
* Females reproduce by splitting into four children; two sets of male-female twins respectively referred to as cos, who are genetically ideal mates for each other. The children who are not cos to each other are referred to as brothers and sisters, but the same terms are generally not used to refer to cos, probably to avoid implying that the relationship between cos is
* female superior or someone who is notably older. So you may just be trying to be polite, but accidentally imply they seem far older than they are!
* Female tank crews for nations even though only the Soviets used them in real life.
* Female Tars: Women Aboard Ship in the Age of Sail by Suzanne J. Stark gives several examples of women who joined the British Royal Navy in disguise (as well as exposing a few frauds). Includes a detailed autobiography of Mary Lacy, who served as a seaman and shipwright for twelve years.
* female, though in the original texts they are always referred to as male,

possibly just for convenience sake because there is no clear reason why they would even have a gender anyway. Except in the specific case where they are mentioned that one group of angels has "the loins of men" and who took "wives of the daughters of man." Beyond that, no other mention is made or needed, and several angels are described in ways that are decidedly not humanoid.
* Female Titan's identity being Annie Leonhart was predicted by the majority of the audience due to
* Female!Tom Riddle/Voldemort and Female!Draco crop up sometimes, though not as often.
* Female Tourists, who are captured into slavery: "You may well be annoyed to find how little your new owner pays for you, but this is the Management's way of protecting you from rape, beatings, and other hardships."
* Female Transfiguration 101: Ginny once knocks Ron off of his broom because he would not stop complaining about her and Hermione making out in public all of the time.
* Female Tropes: How the Gender Dynamic Metatropes manifest for female characters.
* Female Twi'leks are almost all slender and attractive... and given to wearing next to nothing when out in the galaxy even though they're from a world that's hotter than Tatooine. Even the ones who
* Female Unfezant are claimed to be better flyers than their male counterparts (possibly as a nod to how the long flashy tails of some real male pheasants
* Female versions are much rarer, but there are a few: Doll-i'-the-Grass (Denmark), Nàng Út (Vietnam), Maria como un Ajo (Spain), Finger-joint (Egypt), and a Cinderella figure named Ditu Migniulellu (Corsica).
* female versions of the main DCU's heroes and villains, and male versions of its heroines and villainesses. This is a world where the Amazons of Themyscira had greater influence on society's advancement, to the point that women were given more freedom and helped shape Earth's future.
* Female V has Judy. She's the only romance option for female V you meet in the game's story and have to work with in multiple missions. Johnny will mention that he can see "the way (Judy) is looking at (female V)" and that it makes V feel all "mushy inside" (Johnny and V share a body, so he can feel their feelings). Judy also has the most content post her romance arc, often texting V and sending her trinkets for her apartment. She's also the only love intrest, other than Panam,
* Female villains in fairy tales often fit this trope. The wicked stepsisters in "
* Female Voice 1, going by the number of movie references, is evidently a film buff. She's basically living out a gangster version of
* female warriors records that the Amazons eventually met their match in a band of Scythians, removing the need for this custom.
* female werewolf pack, who transform into their true forms by peeling off their human skins.
* female when she tries to drive Igor's huge delivery truck. Igor has to get a member of the camera crew to drive it.
* female will let you choose who gets to be with you at the end, for both genders.
* Female wrestlers in general are a case of attempts to exploit this trope working to the detriment of the medium. In many cases, pro wrestling companies, recognizing that many guys were watching the women's matches for the sexy catfights, have dropped all pretense of their women's divisions being about athletic competition in order to use them to supply as much
* Female Zoras are generally depicted with mammaries. It's hard to miss in Ruto's
* Fem Bot female alter-ego for use with an image inducer or in Tony Stark's new virtual reality program.
* Fembot, female (piloted) robots have breasts, which are used as giant missiles and gatling guns respectively.
* fembot give a man an atomic wedgie before beating him up for smudging the windows of the car on display.
* fembot prior to EDI transferring, Trainor expresses her desire to have sex with Edi's voice.
* fembots count. As do female full body cyborgs, including the lead character, The

Major (Motoko Kusanagi). The difference being that the former are still AIs which aren't truly intelligent, while full body cyborgs are basically human brains in android or gynoid (or, in at least once case, a box on wheels) bodies. The tachikoma also share a lot of the tropes associated with the archetype, despite the fact that they have tanks for bodies.
* Fem Bots, while the movie has them all as motorcycles they are individualized with different unicycle-themed robot modes and weapons.
* Femen is known for having their women activists appear bare chested with slogans written over their bodies. Naturally the nudity attracts much attention in the press.
* Femforce, a comic book superheroine named Thunderfox is brought into the regular world, and became a Femforce member for several issues.
* Femforce (and ally of the Nazis) Fungi launches a poison gas attack on an army camp just outside of Washington, D.C., using toxic spores known as 'Green Mist'. It is this attack that brings the founding members of Femforce together for the first time.
* Femforce, Dragonfly and Jet Girl both wear skintight bodysuits. Dragonfly's is black with a white chest insignia, while Jet Girl's is gold, which limits its usefulness for actual stealth.
* Femforce is as much known for how little clothing she wears as she is for her alliances with various dark gods and demons.
* Femforce officer who is sent back in time to the 21st century to prevent the corruption that is taking over planets in her time from ever beginning.
* Femforce: Stormy Tempest is an Interplanetary Police Officer sent from the 26th century to the present to prevent a corrupt system from taking over planets.
* Femforce that gave Joan 'Ms. Victory' Wayne her powers also caused her to stop aging at 27. As a result, she appears to be about the same age as her daughter Jennifer 'Rad' Burke.
* Feminine Intuition is that men dismiss women's equal (if not superior) intelligence as mere "intuition".
* Feminine Intuition": While the chief robopsychologist and a prototype robot with important information about nearby habitable exoplanets are being transported via aircraft, they're hit by a meteorite. Because of how improbable it is, the characters speculate as to whether some higher intelligence orchestrated the meteor strike to keep Earth from learning about their alien neighbors. The odds against this happening are so astronomically high, they're compared to the odds of guessing the location of exoplanets to colonize in the first place.
* Feminine Mother, Tomboyish Daughter: A mother is more traditionally feminine than her daughter, which may cause conflict.
* Feminine Mother, Tomboyish Daughter: A tomboy has a conventionally feminine mother.
* Feminine personifications of countries and cities were especially popular in the 19th century. Here are a few examples from Germany:
* feminine. This doesn't stop him from being attracted to her once she grows her hair out though. By high school, the attraction disappeared over time as Nitori became increasingly masculine looking.
* Feminine Women Can Cook: Girly girls really know their way around the kitchen.
* Feminine Women Can Cook: Making food is women's only acceptable proactive ability, often suggested to be somehow innate to femininity.
* Feminine Women Can Cook: Women have to be able to cook to prove they are "feminine".
* Feminine Women: The woman is a supporter of equal rights for women and sees no reason why that should stop her from displaying feminine traits.
* Femininity Failure: An unfeminine character who tries to be feminine but can't pull it off.
* Feministas adopt one that involves a two-fisted double-breast-pat-and-salute.
* Feminist Fantasy: A story which is about a woman, or women in general, who are major characters making things happen of their own agency and volition and saving the day under their own power (likely literal "superpower").

* Feminist Fantasy: Fantasy and sci-fi stories with strong female protagonists, often exploring themes around female empowerment and equality etc.
* Feminist Fantasy was even established to cover all these types of things.
* Feminist Frequency at play where Anita appeared to have taken footage from other YouTubers without crediting them. Although she released another series of videos in 2016, she soon ended the project and it was rebranded as a non-profit podcast. She later revealed that the corporate sponsorship they had benefited from in the beginning had lost interest and withdrawn their funding.
* Feminist Frequency in the videos). In another interview, she was asked about those who criticized her work, and simply responded with "I don't have critics; I just have harassers".
* Feminist Frequency: People complaining about the videos brought more attention to what was otherwise a small video series covering widely available discussions.
* Feminist Frequency talks about this sort of character design in the episode "Ms. Male Character".
* Feminist Frequency that Anita's arguments also seem to back-handedly slut shame and generalize all sex workers as either victims or objects.
* Feminist Frequency the Smurfette Principle, and even has a few additional complaints to make in relation to it.
* Feminist Frequency: Web series analyzing the representation of women in media. And inspired by this very website.
* Femme Fatale (2002) but rather to an altercation between Bardo and a hoodlum who takes too many liberties with what she wishes to offer him. Pool plays a central role there, with the cue as a weapon and the pool table as the pedestal both for a striptease gone wrong and where the reward-sex takes place.
* Femme Fatale: A beautiful yet scheming woman who knows how to exploit her good looks against gullible men.
* Femme Fatale and had all the men literally fighting for and throwing themselves on her.
* Femme Fatale: A sultry, highly attractive woman who tries to seduce someone's love interest.
* Femme Fatale (blue being the color of Thatcher's Conservative Party).
* Femme Fatale, for example) were less unreliable and more faithful to the Maximals.
* Femme Fatale - indicating that it was already a trope by the time the Epic was written down.
* Femme Fatale is a very attractive package overall, but the film pays especial attention to her legs. She wears outfits designed to showcase her legs, and one scene has her stepping out of the shower to answer the phone where she is shown only from the thighs down.
* Femme Fatale, Ishtar — and a hero who is somehow smart enough to recognize her as such!
* Femme Fatale opponent, so he pulls a reach-around mid-fight and finds that she's biologically male.
* Femme Fatale: Sexy and enticing... but is she really telling the truth?
* Femme Fatale. She has all the surface characteristics but is a genuinely nice woman who loves her husband.
* Femme Fatale: She's hot, she knows it, and she's not above using it to further her aims.
* Femme Fatales... or they want him dead if he won't be their boy toy.
* Femme Fatale Spy being tested, but she passed the 'galvanic skin response' thanks to the product.
* Femme Fatale Spy = only the first two words "femme fatale" are French.
* Femme Fatale Spy: Sexy, but she might seduce you to tell secrets to your enemies.
* Femme Fatale tried to seduce a group of construction workers, one of which is so taken by the woman that he loses control of a concrete saw and ends up slashing the woman in half.
* Femme Fatale was a lesbian looking for her lover. Unfortunately, Addotta tends to be rather unfunny, so the trope was played more or less straight, making it more

awkward than amusing to listen to.
* Femmegasm: June, in a rare female variety. Most people don't find monkeys with a large amount of distressingly long, thick body hair attractive, which means her attempts to get laid pretty much always end in rejection.
* Femmegasm Pembroke the dragon. However, Shelly and June come back near the end.
* Femmegasm referenced this trope in response to a negative review from the Bad Webcomics Wiki:
* Femme Kabuki) are motivated to improve their lives and work honestly.
* Femme Noir A sexy P.I. solves mysteries in a shady neo-noir fashion.
* FEMM is a duo chronicling two sentient mannequins sent into society to liberate other mannequins from human oppression. Mannequins begin to suddenly disappear all around Japan...
* Fem Myror Arfler An Fyra Elefanter). When the series premiered in 1973, nearly all children's shows produced in Sweden had a highly (nearly always Left-wing) political or social realistic overtone, commonly concerning capitalism and the Vietnam War, with many scenes that would be considered shockingly mature for a program aimed at children today. Then this series dumped down, nearly as an antipole against that kind of show, with its glamorous furnishings and carefree tone. Therefore, it was at first met with severe criticism, as many denounced the show as over-polished and unnecessary. 40 years later, the series is still watched and beloved by young audiences who are learning to read and count, while its contemporaries with their deeply political and somber tone are largely forgotten.
* Femonade', 'all men are bad', 'all transsexuals are men subverting women') taken to an unsustainable extreme. Comments against the blog consist of trolls trying to outdo each other, although including the occasional poster who is not in on the joke and would seem to believe it to be real.
* Fem!Shepard and damn near any male team member could be said to have this dynamic; even if Shepard is
* Femto viciously raped Casca, who was pregnant with she and her lover Guts's child at the time. The baby was at first developing as a normal human in the womb, but when the fetus came in contact with Femto's demonic essence, it became deformed
* Fence has Bobbi who likes dressing up in girl's clothing including hair decorations.
* Fence: LGBT sports series; the two main characters are gay/queer and the vast majority of supporting characters are male and either gay or queer. Subject matter includes queer male romance.
* Fence Painting: The modus operandi of the West African trickster Anansi the Spider. It eventually backfires on him.
* Fencer Of Minerva. The back of the DVD box was rated 16 and up. At least some of the DVDs when played would warn of explicit content and state that no one under 18 could watch it.
* Fences are understandable. Fences that a paper airplane cannot go over, not so much. Especially since the best places to launch the airplanes are always blocked by fences.
* Fences too much about being "well-liked" by others, but doesn't care nearly enough about responsibility or work ethic; one of Troy's defining traits is that he doesn't care at all about whether people like him, and he drives away most of his loved ones in his search for money and respect.
* Fencing and kendo masks invoke this trope, partially for practical protection, partially for the psychological factor: people instinctively hold back against one another, especially people they know, when using weapons. Hiding the face eases this discomfort, and allows them to go all out against each other.
* Fencing master Nedo Nadi won five gold medals in the 1920 Olympics. He held the record for most gold medals won in a single Olympic games for 68 years, having won gold in every event he entered.
* fencing wire from the early 80s (the ad being a homage to the 'Man With No Name' movies).
* Fender is placed on one and is able to escape before getting chopped to pieces and thrown into a furnace. However, it's a little embarrassing when he loses his

original bottom half and has to do with one more suited for a female.
* "Fenders" where slavery, demon-summoning and necromancy are widely accepted, and Anders is an apostate mage whose entire life has become defined by a war against the Chantry's system of virtually enslaving mages to prevent things like Fenris's home from springing up anywhere else; most of their in-game interactions consist of them verbally tearing each other to shreds. Despite this, there are people who ship them.
* Fender was a generic name for any electric bass guitar for a time in the '50s and '60s. The company made its name with its Precision bass before introducing its iconic electric guitars like the Stratocaster.
* Fenella Woolgar (1989) series twice as of 2010) as Agatha Christie was made at Tennant's suggestion.
* Feng Ling Yu Xiu, and some members of a performing troupe who serve as minor antagonists.
* Feng Ling Yu Xiu is mistaken for a boy in the first episode, much to her chagrin.
* Feng Ling Yu Xiu: The animation for the fourth episode is noticeably smoother in the fourth episode than the third.
* Feng Ling Yu Xiu: Where Feng Ling'er can be fairly abrasive and has more of an attitude, Bai Yuxiu is mild-mannered and polite. However, Feng Ling'er has been shown to be more cautious than Bai Yuxiu in dangerous situations.
* Fengshen Yanyi, a certain Bi Gan was coaxed by Daji to have his heart removed. Thanks to Jiang Ziya predicting the whole thing, he was given a charm and some instructions to counter his death. Bi Gan carved his chest open, pulled his heart and then, walks out the palace without looking back. He manages to survive like that until somebody said that no one can live without a heart. He then collapsed and died on the spot.
* Fengshen Yanyi became gods during the legendary period during the rise and fall of the Shang Dynasty.
* Feng Shui 2, features Pop-Up Junctures, temporary portals to other places in time. Unlike the four established junctures, the Netherworld portals leading to pop-up junctures only stay open for a limited time, and thus there is a very real chance of getting stranded in another time if you don't make it back to the portal before it closes.
* Feng Shui Abominations are assumed to have had this little bit of nastiness shorted out.
* Feng Shui adventure, "Baptism of Fire", opens with one of these, with the heroes fighting off a vicious gang that has come to shake down the owner of the establishment.
* Feng Shui against named characters, Both Guns Blazing, to lay on the hurt using two swords or other melee weapons.
* Feng Shui allows a supernatural creature to resurrect after being killed.
* Feng Shui and are resistant or flat-out immune to many effects that instantly fell Mooks.
* Feng Shui and now work with the few humans of 2056 that are immune to the influence of Chi as the Jammers.
* Feng Shui, and often sees use with characters like Killers and Thieves (though any character type can get stuck with this).
* Feng Shui and use different combat rules to enforce their scrub status.
* Feng Shui are animals that managed to become humans (or their offspring, in later Junctures) because being human offers better opportunities. However they fear magic since it may cause them to revert to animal form, which spells the end for the character as far as playability goes. In other words, they've all become "real boys", and just want to avoid going back.
* Feng Shui are based on the seductive ghosts of Hong Kong cinema. They're quite prone to falling in love with mortals.
* Feng Shui are Buro-created superzombies that are markedly more intelligent than the non-infectious zombies that they create. Only five of these things exist in 2056, and if just one of them gets loose, it's Zombie Apocalypse time, particularly since the Necromantic Implanter, an arcanowave device that every corpse factory is

equipped with, can be used to turn regular zombies into more corpse factories.
* Feng Shui, are doing it all for the sake of the dream of their leader, Battlechimp Potemkin. The Battlechimp's dream is a world without chi, a world where humanity can finally be free to make their own decisions without being influenced by whoever has the most feng shui at his or her command. In order to do this, Potemkin wants every Feng Shui site in all the major junctures and the Netherworld blown sky high, no matter what form the site takes or how many innocent people will be killed in the process, or, indeed, what the long term consequences will be if he should actually succeed in destroying the world's chi.
* Feng Shui are repeatedly destroyed by the evil forces that they oppose, but they keep being reformed by new members.
* Feng Shui (as well as forcing you to prevent others from doing the same) in favor of elaborate deathtraps and other Bond villain-style ways of toying with your prey.
* Feng Shui based in the Netherworld who hunt down and kill those whom their Mother Superior deems to be deserving of the respite of death from the suffering the Sisters believe life to be. Those whose names end up on the Rolls of Mercy and are targeted for "deliverance" often aren't so keen on dying.
* Feng Shui). Despite time travel being involved, any changes you make to the past are likely to result in cosmetic differences in the present, at most. That is to say, killing Hitler's ancestor in 1850 would result in little more than some other short, bombastic dictator causing trouble in Germany. Even massive changes to the timeline (which are only possible by having control over Feng Shui sites) will result in the same people being born, but filling slightly different roles, similar to a different character played by an actor with limited range.
* Feng Shui. Given the dangerous nature of such technology, most Robot Limbs can be found on Abominations, the altered demons that the Buro uses to fight its wars. If you have the Jammer supplement "Gorilla Warfare," you can instead start off with a set of regular hardtech Robotic Limbs as a Hardware schtick, which is favored by many Jammers who won't have any truck with arcanowave gear.
* Feng Shui has a secret war that spans at least four different junctures in time, along with the Netherworld that connects these junctures, each with their own different factions vying for the power to remake human history in their image.
* Feng Shui has a similar concept known as Dragon Lines (or Dragon Breath/Veins/Pulse, depending on the source and translation), vessels through which the planet's
* Feng Shui has the highest starting Martial Arts and Chi scores of the whole archetype list and five Fu Schticks, and though he only starts with a Body score of 4, his Unique Schtick allows him to use unarmed attacks to wallop characters with 10 base damage (equivalent of Body 8 or 9). You just know it's a bad move to mess with him.
* Feng Shui has this as a Creature Power called "Conditional Escalation," which temporarily gains you a point in one of your stats each time a particular condition is meant (getting hit with a gun, a fu power, a successful spell, taking a certain amount of damage, causing a certain amount of damage, etc.)
* Feng Shui have set up one of these in 2056, run by the Bureau of Tactical Management (or the Buro in short). The population is kept in line through powerful feng shui, though there are still pockets of resistance around the world. There's also one major area that is immune to the influence of Chi and where technology more advanced than ancient weapons just doesn't work, watched over by the Vikings.
* Feng Shui includes among its factions the Jammers, which are intelligent cybernetic monkeys and apes working in concert with the few humans immune to the influence of Chi. Their aim is to destroy every feng shui site in existence so humanity can be "free" from the "tyranny" of Chi, something which may have very bad consequences for the world.
* Feng Shui, individuals on the losing side of the "Secret War" often suffer this fate. They don't cease to exist, but rather find that the world as they know it has suddenly changed all around them, no one other than themselves (and other time travelers) remembers their version of reality, and they themselves have no past in this new version of reality - no family, no home, no friends, no identity - because

they never existed in it to begin with.
* Feng Shui, in keeping with Hong Kong action movies, uses this trope fairly frequently. Gun-using characters can use a gun in each hand with no penalties at all, and can blast off on mooks with both guns blazing with little problem. But against named characters, the only way to increase damage when using two guns is to buy up the Both Guns Blazing gun schtick, which doubles the base damage but allows the victim to subtract twice his toughness against it.
* Feng Shui, in keeping with the action/comedy genre, actively advised this as a way of resolving disputes with recalcitrant players. If one person adamantly refuses to go along with something, Gilligan Cut to him going along with it anyway.
* Feng Shui is like this. The Ascended are particularly ruthless in this regard when it comes to their Pledged pawns.
* Feng Shui master wants you to do or say, the magical ward that he put on you will make your head go kaboom. A very nice example of this is what happens to any Poison Thorns your characters interrogate (which can only be done through magical compulsion because of their fear of this) in the adventure "Baptism of Fire," which features an evil Lotus sorcerer as the main villain.
* Feng Shui much harder for the players to manage — although if they have a decent Feng Shui site and are reasonably clever, they might just pull it off.
* Feng Shui, naturally, since it's based on action movies, especially Hong Kong ones.
* Feng Shui: Not a few Killers, Spies and other characters in the game.
* Feng Shui's 2056 juncture are how the Buro keeps its eye on its citizens. The watered-down "environment-safe" insecticides common in 2056 don't do dick to them, but the ones in the contemporary juncture, which are obviously banned by the Buro, do a bang-up job on them.
* Feng Shui's 2056 juncture, are nearly always some flavor of this, barring the one or two good ones who wind up becoming PCs. Some of the cops in other junctures aren't much better, especially if you have the Ascended as your enemy.
* Feng Shui's 2056 juncture, people of different races getting together is the norm, as are homosexual relationships. Same-race relationships, on the other hand, are considered "racist" and are rather frowned upon.
* Feng Shui, sacrificing her neighbors and loved ones in order to bring her material fortune.
* Feng Shui. Since magic is a Bad Thing for the Ascended (as it's the only thing that can revert them to their original animal forms), they have a vested interest in keeping the existence of magic and the supernatural in general unknown or discredited to mere mortals.
* Feng Shui: Specifically supernatural adventures in the Contemporary juncture.
* Feng Shui's various fu powers allow a martial artist to do a variety of effects, like setting someone ablaze with your fists, creating a blade out of pure darkness, stopping bullets, and making spectacular flying leaps.
* Feng Shui takes place in a universe where robot monkeys coexist with sorcerers and demonic creatures.
* Feng Shui takes place in four eras (AD 69, 1850, 1996 and 2056) as well as the timeless realm outside of time, the Netherworld. These four eras are connected by various portals, and are synchronized to each other.
* Feng Shui that doubles as a Kill Sat. In the adventure that features it, the players have to forge an alliance between all the other factions in order to commandeer a space shuttle, take over the Fist of Shiva, and use it to destroy the Buro-controlled 2056-era Vatican in order to wipe out not only a powerful Buro feng shui site, but also to stop the Buro from using their new Transworld Maglev Network to make the site the most powerful in the world and warping the world's chi to an unimaginable degree.
* Feng Shui that lead to different junctures in the past, present and future.
* Feng Shui: The Ascended are a classical example since the only thing that can revert them back to their original animal forms is magic and they are not very willing to undergo that.
* Feng Shui, the By-the-Book Cop is usually a Karate Cop. He may bend the law to

serve higher justice, but only if he has no other choice.
* Feng Shui: The Path of the Brilliant Flame fu path essentially gives you fiery kung fu powers. And fire is one of the most common Blast powers that a sorcerer can use.
* Feng Shui to capture enough feng shui sites to cause a Critical Shift and evict the world's previous rulers, the Four Monarchs, to the Netherworld by pulling history out from under them. Because magic is the only thing that can revert these transformed animals back to their natural forms, one of their driving goals is to suppress magic, relying on the media and scientists to discredit those who try to prove that magic is real, and Pledged hit squads to kill known sorcerers and supernatural creatures. It doesn't exactly help that most sorcerers and supernatural creatures tend toward the evil persuasion themselves.
* Feng Shui to claim that a particular ability their player bought with XP was something they knew how to do all along. As the book explains, "Action heroes pull this one all the time."
* Feng Shui to fall in love with past and future incarnations of love interests, or vice versa.
* Feng Shui to seize control of the flow of the world's chi and the reigns of power with it.
* Feng Shui type, and the Maverick Cop being the rule-breaker. The 2056 juncture has its own little twist on this particular genre, the "buddy cop romance". These movies basically take the homoerotic elements that Buddy Cop movies often have and carry them to their logical conclusion.
* Feng Shui understands the need for dakka. The Autofire rules give you increased damage at the cost of an AV penalty for every three three-round bursts you throw out, and the biggest automatic weapons give you a reduced Outcome needed to put down mooks, with the biggest of the bunch being the Buro Hellharrower from the corebook and the cyber-mounted Minigun from "Gorilla Warfare," the Jammer sourcebook. Plus there are many Gun Schticks that address those in need of More Dakka, among them Both Guns Blazing and Carnival of Carnage from the main book, 10,000 Bullets and Bullet Storm from "Golden Comeback," and Who Wants Some from "Gorilla Warfare."
* Feng Shui unpleasant things about the dystopia of 2056 (equal parts capitalism gone berserk and Stalinist repression) is the awful vatfood. Side note: protein-based bio-plastics have replaced the petroleum version, and almost everything a person living under the Buro uses is disposable. Meaning the bowl and sporky-thing-that-can't-be-weaponized you eat with might just be better nutrition and flavor than the actual food.
* Feng Shui. Use it too much, and you start mutating into something horrific and run the risk of becoming an abomination, one of the altered demons that the Buro uses to fight its wars.
* Feng Shui uses this trope in order to explain how superficial shifts (changes to temporal events that don't involve capturing Feng Shui sites) work in the setting. If you killed Hitler in the 19th century hoping to keep Nazism and its various atrocities from going down, it would not work, because somebody else would simply take Hitler's place.
* Feng Shui, whose character classes are based on character tropes, naturally has one for "Ex-Special Forces".
* Feng Shui whose powers a whole lot of people (those who don't want her dead anyway) want to use for their own ends.
* Feng Shui, with the right Schticks, can create a character like this. The Leaping Storm fu path in particular is based on Wuxia and specializes in high-flying swordplay.
* Feng Shui won't work: "It's only good for hurting people and wrecking stuff." Which is almost an inversion.
* Feng Shui. Woos can use pretty much any schtick out of the books, though Both Guns Blazing, Carnival of Carnage, Slow Mo Vengeance and others are primarily used by them. Quick Draws, as per the name, generally buy up lots of Fast Draw in order to act ahead of everyone else in a given sequence.

* Feng Shui, you're doing things wrong. The Jammers even have it as their battle cry: "BLOW THINGS UP! BLOW THINGS UP!"
* Feng Wei is shirtless in his shaolin attire, which is weird since flashbacks show that his fellow students wore one.
* Fenian raids. And the Connaught Rangers, an all-Irish regiment of soldiers serving the British Empire in India, defected almost immediately upon hearing news of the Irish War of Independence. Moral of the story — do not piss off the Irish.
* Fenix, who you get to control both before and after gets almost killed.
* Fennec Foxes. They're much smaller than most foxes and have ridiculously oversized ears.
* Fennecs make sounds that can sound like something between a solid squeal and a screeching monkey. The scary part is they make this noise when they're
* Fen Quest, a noble is about to visit Fen's tribe and he fears a rival tribe may try to frame them for offending the noble. He voices his concerns to his brother Zizi, who recounts the last such incident:
* Fen Quest: Bolk suspects this when Fen is sent on a mission with absolute-bottom-of-the-barrel soldiers, immediately asking Fen if he's angered the acting commander. The matter is never brought up again, so it's possible she simply only trusted him with ultra-expendable troops at the time.
* Fen Quest, everyone has only a given name. Even among knighthood and nobility that add titles and honorifics, family names don't seem to exist.
* Fen Quest happy with this, and set a huge bounty (for the average farm worker it's forty years of income) on his head.
* Fen Quest is accidentally stung after months apart, they determine she still has enough resistance to survive unaided, but will nonetheless get gravely ill without an antidote.
* Fen Quest: It's mentioned early in the Mausoleum campaign that if there aren't enough volunteers for operations to clear an anomaly, lots will be drawn... and only actual volunteers are eligible for death benefits.
* Fen Quest: Sir Zall praises Fen and the rest of his squad for their discipline, lamenting that too many of his knights are eager to "prove themselves" even if it endangers their mission. There's a bit of situational irony in this, as Fen started off as a barbarian warrior but ends up a better soldier than "civilized" knights.
* Fen Quest: The force led by Grand Helm Knight Zall in the Mausoleum campaign consists entirely of knights, without any of the cannon-fodder "pawns" that comprise the bulk of the army. This also seems to be, more generally, the role of the Assassin's Branch, which focuses on killing high-value targets while other branches make sure they're not crushed by numbers.
* Fenrir are likely the two best examples, as they are feared long before the apocalypse goes down, have established rivalries with the gods, and take the two strongest gods (Odin and Thor) with them when they go.
* Fenrir did this with every chain the Aesir used on him, except for the ribbon Gleipnir. It looked like any other ribbon, but was made from impossible things — the sound of a cat's footfall, the beard of a woman, the roots of a mountain, the sinews of a bear, the breath of a fish, and the saliva of a bird. Therefore, it was unbreakable.
* Fenrir Greyback, a minor villain from the later books, has the added bonus of being
* Fenrir Greyback's obsession with kids (his tendency to bite them, which turns them into werewolves, and then kidnap them and raise them to hate normal wizards) has been interpreted by a lot of the fandom as pedophilia. His remark about
* Fenrir laughs when Harriet thanks him for wiping the blood from her face.
* Fenris claims that Tevinter is still operating this way. He claims that this means all of the magisters practice
* Fenris count, too. In fact, if Fenris tries to apologize for breaking up with Hawke in the second act, one of Hawke's lines is "I understand. I always understood."
* Fenris for similar reasons; he's a literal escaped slave trying to cope with the

absolutely
* Fenrisian Wolves (which can grow to the size of an APC) are far more intelligent than actual canines because they're descended from genetic experiments that helped humans survive the arctic conditions on Fenris.
* Fenris is an amnesiac fugitive ex-slave whose former master is heavily implied to have sexually abused him.
* Fenris of the same game spent the entirety of his life, as far as he remembers, as a slave to one of the horrifically evil Tevinter Magisters and only recently escaped. As such, he has difficulty relating to other people at best, plus a lot of rage issues, especially with mages. This is most evident with his often hostile interactions with Merrill.
* Fenris's former master is a politically powerful Tevinter magister named Danarius. This is the only name known for him, despite his high status in the Imperium. (According to the
* Fenris tends to lapse into Tevene (his native language) if he's upset.
* Fenris to join them with Bethany present in the group. Bethany will answer his suspicions with a joke about going crazy and murdering everyone, to which Hawke will reply "not now.".
* Fenris, whose black, spiked armor matches his personality, results in an innocent, happy go lucky Hawke followed by their extremely stoic and imposing boyfriend.
* Fenspace as they can, due to the latter having chosen to go through their own transformations.
* Fenspace except for seeking asylum in near-Earth orbit instead of Russia.
* Fenspace fans who went through the trouble of sculpting a rather large asteroid into a mushroom shape so that they could build a replica of the anime's space fortress.
* Fenspace in Fenspace are definitely sapient and capable of meaningful consent.
* Fenspace: Unreal Estate, chunks of land that have been handwaved to be mobile and occasionally spaceworthy, have a presence in the post-'Wave Solar System.
* Fenspace where the leaders of all the important factions get together and hammer out treaties and international laws and other serious government-type stuff in between panels and screenings. It sounds ridiculous to most people back on Earth, but somehow it seems to work.
* Fenster's reaction to the words he was given in the lineup scene of
* Fenton Crackshell-Cabrera, who is likely in around his early to mid 20s, has become really good friends with Huey, who again is a pre-teen. Unlike Dewey and Launchpad, who get along super well by both being total goofballs, theses two get along well due to their scientific skills being able to help each other out, whether that be with Gizmoduck tech, or helping out with smaller projects. It's shown in
* Fenton Crackshell/Gizmoduck, with his super-human (er, duck) ability to count vs. extreme ditzy moments such as thinking Scrooge wanting his assets liquid meaning he should dump his money in a lake, probably also counts.
* Fenton Craskshell (Gizmo Duck) is literal-minded. Scrooge wants Fenton to liquidate his assets, except that he puts all of Scrooge's money in the lake.
* Fenton isn't the only one in the episode with grand romantic gestures. To declare her love for Gizmoduck, Robotica first paints R Loves G on Scrooge's money bin. Later, she attempts to destroy the money bin (and kill Gandra Dee) in an anguished declaration of love.
* Fenton later buys Gandra Dee a two-story cake "with chocolate frosting, marshmallow topping, and aluminum siding."
* Fenton was the first boy to express interest in Lindesfarne...and what's more, the first to not care that she had quills (proving it by presenting her with a waiver absolving her of any liability). They eventually married and have a daughter.
* Fenway Park. It's the only one in MLB, but it's literally never happened as long as anyone can remember.
* fenyo_n is a Japanese promotional character artist for modern-era Dragon Ball

products, such as
* Fe. Other than the achievement, there's little to no use for it by this point, since you've pretty much seen everything there is to see.
* Feral (2017) disease will lay dormant in its host body until sundown. When that happens, the virus activates, turning its host into a vicious bloodthirsty savage.
* Feral (2017): Jesse's entrails are exposed when the creature attacks him. Said creature then pulls out a handful of said entrails.
* Feral Child anyway, it doesn't actually affect her characterization much.
* Feral Child Genie was isolated in a room like this, tied to a potty chair during the day, and bound in an enclosed crib with metal screening at night.
* Feral dog packs can discern when one of their number is acting oddly due to rabies infection, and quickly expel the sick animal from the group or abandon its company.
* "Feral Friends" has SpongeBob and the Bikini Bottomites turned into realistic sea creatures by
* Feral Friends the instant it dawns on them that they are nude in public).
* Feral has Char, the main character who uses magic to creat carbon sheets, creates a blunderbuss that can be ignited by a fire rune, and jetpacks powered by magic. He's been compared to Tony Stark by fans.
* Feral humans be killed in other ways. They can starve, they can asphyxiate, they can be electrocuted or blown up. But it takes serious trauma to the brain or upper spine to be sure they're dead without those more elaborate methods. They are tough, don't feel pain, and any wounds stop bleeding by themselves in a hurry. A severed head will be conscious and responsive for several minutes before dying. They can certainly be hurt to the point of needing medical attention, cybernetic parts, and a long time to heal, though, and cured humans taking severe injuries sometimes revert back into ferals.
* Feral is his universes equivalent. He creates weapons and armor using both modern metalworking and blacksmithing techniques and his world's version of magic. Later he reveals a crude blunderbuss and a stink bomb he's created, as well as other tools.
* feral man in leopard print, or to the beaches in the Mediterranean and the South Pacific where they would bask their fair skin to the sunlight.
* Feral mean that he isn't dangerous, as he's dangerously competent at fighting and sabotaging, but he isn't as big of a threat as he could be because he's not willing to slaughter anyone in his way.
* Feral orks are orks who don't have access to the advanced technology of their less backwards brethren, such as forcefields, teleporters, or spaceships. Leaving them alone is a very serious mistake, as you may soon find squiggoths and steam-powered gargants on your doorstep.
* Feral runs on this. While magic does exist, 'wizard' may well be the same as 'scientist', with use of scientific thought and processes throughout the story. The story takes place after its worlds creation of the printing press, and it's stated multiple times that its creation is more important than anything other device. Char, the main character, uses science and magic to create armor and weapons, including a blunderbuss whose gunpowder is lit by a fire rune.
* Ferals focuses on a breed of very violent and strong werewolves that do not appear to have any restrictions on when they can transform. While they are certainly not mindless, they do seem prone to unquenchable bloodlust and cruelty while they are in wolf form. They fall closest to the dire wolf flavor of lycanthropy, except perhaps with a gallon of steroids thrown in for good measure.
* Ferals: Lydia's mother Velma concealed her feral abilities from her daughter so that she could live the normal childhood that Velma was denied in her youth.
* Feral TV Cancelled after one episode due to all the lampshades selling out, including those on set. The boss then announces that he now has a load of bananas and pyjamas, which require a programme to be created to sell them.
* Feral Vampires: If the story contains vampires, they're probably this.
* Feral Vampires: Savage vampires who behave more like stereotypical zombies, rather than the more intelligent and sophisticated kind of undead monsters.

* feral with lust, and has to be knocked unconscious by Koala to prevent her from completing her stated intention of sexually ravaging Cross right there on the table. Then Koala admits she's only somewhat less aroused and attracted than Sandersonia was, and quickly gets him to change the topic.
* Feral worlds are often recruiting grounds for Space Marines, the inhabitants of which often describe the marines as "angels". To them, the marines are demigods who, once in their lifetimes, comes to take those few strong and worthy to join their immortal ranks. For the marines, the reason they only come "once a lifetime" is because most marine chapters are forbidden from mass recruitment and because the entrance "exam" often kills most of that generation's fertile males. They're also viewed as Angels because they often descent onto a planet by drop pod or thunderhawk transports.
* Feral World: The Ferals were once ordinary humans until a mysterious virus mutated them into savage, mindless beasts.
* Ferazel's Wand wear full-length cloaks with the hoods always up, shadowing their faces except for two features: large, vaguely human eyes, and a snout like an anteater. They're the good guys, though, as signified by the fact that their cloaks are a wide variety of colors rather than the generic black.
* Ferb: Actually, you'll be 88 and a half."), and the comet can be seen every 73-and-a-half years, placing her age at 15 at the time of the episode (88-73=15).
* Ferb enters this in "Vanessassary Roughness" after a platonic peck on the cheek from Vanessa, the subject of his
* Ferb is represented by rectangles. His body is shaped like one if you don't count his nose, and rectangles appear in the background almost as often as triangles.
* "Ferb TV" is this is for every supporting character. Phineas and Ferb only appear at the very start and very end.
* Fer-de-Lance is a 1974 TV movie about a submarine trapped on the ocean floor with escaped poisonous snakes running loose.
* Fer-de-lance when Maria Maffei goes to Wolfe to ask him to find her missing brother, she tells him that she has over a thousand dollars saved up, and that if he finds Carlo alive she will pay him all of it, but if Carlo is dead, she will pay less, because "First [she} will pay for the funeral." Wolfe not only considers this perfectly reasonable, he commends her for it and says she is "a woman of honor".
* Ferdinand as the bulls, except the titular character, hone their skills to be chosen as the bull to fight the matador.
* Ferdinand Foch's deserves mention here for capturing the spirit of this example so well.
* Ferdinand has similar growths to Sylvain, trading some Defence and being a
* Ferdinand horses on the fence's other side. They win after the horses stumble against each other and get shocked on the electrified fence.
* Ferdinand is energetic, has a short attention span, and has a tendency to go over the top to get people to like him. He also has a borderline obsession with outdoing Edelgard.
* Ferdinand Magellan's Astrolabe which allows the user to go back 24 hours in the past but creates an Enemy Within.
* Ferdinand Magellan triggered a mutiny early on in his famous circumnavigating voyage by sternly disciplining two crew members for sodomy, which, while in accordance with the law, was highly unpopular with the crew.
* Ferdinand Marcos}. In any case the Filipino army had no tanks in its inventory at the time - they had phased the lot of them out by the '70s.
* Ferdinand Marcos that incompetence and the lack of political will in the previous administrations resulted the current state of the country and people who were born after EDSA became cynical and disillusioned on the price which the revolution left for them.
* Ferdinand Marcos was once accused of taking part in a politically motivated assassination. Long story short, he represented himself and won. He became the President of the Philippines before implementing martial law and becoming a dictator. He was removed from power following the People Power Revolution (also

known as the EDSA revolution) in 1986.
* Ferdinand Marian, the actor who portrayed the titular Jewish villain, remained haunted by his participation in
* Ferdinand of Aragon and Isabella of Castile are well-known to American schoolchildren as the Spanish monarchs who bankrolled
* Ferdinand, takes his handicap as a sign of weakness and resigns himself to his fate, but Ferdinand convinces him that there's more to life than fighting and manages to save him from death.
* Ferdinand tends to place a palm to one side of his head when talking,
* Ferdinand: The title character is an enormous and intimidating bull who wants nothing to do with bullfighting or any other kind of fighting. He would much rather go look at and smell pretty flowers, and feels much happier as the pet of an adorable little girl than in an arena.
* Ferdinand, Valiente has an animated imagination sequence in which he envisions himself as a strong bull capable of defeating the matador and several banderilleros.
* Ferdinand von Aegir, a nobleman quite fixated with his status, avoids contractions and often uses uncommon words.
* Ferdinand, were just some of the factors that led Disney to close down Blue Sky in 2021.
* Fereldans love their mabari hounds. In fact the Fereldans are often more upset about the implied insult to their dogs than anything. Orlesian nobles will also use "turnip" as a slur against Fereldans.
* Ferelden is in southern Thedas and is considered the south border of the civilized world. But all the other northern countries, specially Orlais, think Fereldans are only one step above savages and only a bad day away from reverting to barbarism.
* Ferengi, all while the constant chant of "TRUCKS TRUCKS TRUCKS TRUCKS TRUCKS TRUCKS TRUCKS" plays in the background.
* Ferengi also can be baffled by the fact that most other societies aren't impressed by financial conquests, which they liken to military conquests. Most of the rest of the Galaxy is a post-scarcity society, but the concept of scarcity is a deeply sacred part of Ferengi Culture. And while most cultures do have some concept of money, most really do not care much about it. (Case in point, Klingons still have currency trade for goods and services, but they view using economics to ruin a rival to be underhanded and dishonorable. The accusation of such resulted in one offender being outcast from Klingon Culture. Using economics to buy military might to ruin a rival is much more preferable.)
* Ferengi also tend to have only one name, generally one syllable, with no surname.
* Ferenginar, the Ferengi homeworld, is a class M planet that's home to virtually constant, planet-wide torrential downpours, due to weather control technology and the Ferengi's preference for rainy days.
* Ferengi, not the profit. Other Ferengi are too afraid of him to show any disrespect.
* Ferengi Rule Of Acquisition #34: "War is good for business." However, rule #3
* Ferengi selling off the deceased's body would be an admission that the person literally had no worth.
* Ferengi society is all capitalists all the time and finds little they don't charge. They use latinum as a currency, a substance that cannot be replicated. Given that the Ferengi do trade with the Federation and run businesses in Federation spaces (such as Quark's bar on Deep Space Nine), it seems likely that the Federation and its citizens do buy and sell goods and services with them.
* Ferengi, with the majority being able to kick ass whenever required.
* Fererro Rocher chocolates, whose advertisements somewhat iconically portrayed a distinguished butler circulating through a formal embassy party with a silver tray full of the gold-wrapped candies. The commercial voiceover began, "The Ambassador's receptions are noted in society for their host's exquisite taste that captivates his guests," and included a party guest saying, "Ambassador, with these Rocher,

you're really spoiling us!" A particularly silly case of Up Marketing for sure, because someone with a hankering for the confection can usually find it near the checkout counter at their local gas station or most any store with "Mart" in the name.
* Fergal Devitt became Prince Devitt when he went to Japan, as opposed to say, any delusions about his royalty, though he may in fact have those as well. Prince only has one r in it, so the Japanese fans could remember how to say it, but they seemed perpetually confused about how to say Fergal.
* Fergal Devitt in 2013. Joined NXT as Finn Bálor in 2014; he then became the longest-reigning NXT champion in history and the inaugural WWE Universal champion.
* Fergal Devitt who may or may not be just a product of his own imagination.
* Fergie as a solo artist is a similar case. She had three #1 hits; if you guessed two of them were "Glamorous" and "Big Girls Don't Cry", you're correct. Most people would probably guess the other #1 was "Fergalicious"; it's certainly better-known than "Glamorous". However, it actually fell short at #2 behind Beyoncé's "Irreplaceable". The other #1 was "London Bridge", her debut single which did not have as much staying power. will.i.am, however, averts this, as his highest charting song "Scream & Shout" is
* Fergie is not to be called "Stacey". To seal the deal, she changed her legal name to Fergie Duhamel in August 2013.
* Fergie kills her love interest when she accidentally throws him out the airlock of her spaceship.
* Fergie's "Big Girls Don't Cry" is about a woman telling her lover that "I'm gonna miss you like a child misses their blanket," but she still has to leave him so she can "get a move on with my life." The lyrics suggest that despite how devoted they are, they've really been nothing more than little kids playing house, and she needs to get out and learn to stand on her own two feet.
* Fergie's psychopath stripper character in the music video for "Beautiful Dangerous", with Slash. Not only does she succeed in drugging him, tying him to a bed, and all that junk, but also kills him at the end with her knife!
* Fergus McDuck and Downy O'Drake, Scrooge's parents, are an interesting example. Both are some of the few characters to be canonically confirmed as dead (Scrooge receives a letter informing him of Downy's death while in Klondike, causing him to have a breakdown, and Fergus'
* Ferguson, Missouri: The fatal shooting of African-American teenager Michael Brown by police officer Darren Wilson, and the subsequent nationwide unrest it sparked.
* Ferguson's previous number two, Steve McLaren, also struggled with management for a time (culminating in the England debacle).
* Fergus Reid is a wisecracking, cool-as-ice badass whose straight-man persona riffs off the outlandish situations he finds himself in. He's also barely hanging on psychologically, occasionally breaking down into screaming tears as he laments that his entire life has been dedicated to violence and nothing ever seems to go his way.
* Fergus's ability to wield the Beo Sword implies him to be the son of Beowolf, a character from Genealogy.
* Fergus was explicitly chosen as their king after he led the other clans to victory against invading Vikings, and whether it's evil monster bears or invading armies, he takes care of it. Even the toddler triplets are crafty tricksters capable of distracting an entire castle. The other clan leaders and their heirs are also shown as being pretty battle-happy, especially against each other.
* Ferid Bathory. He has done some incredibly horrendous acts in the past,
* Ferid's attitude towards Yuu, Krul, and Mika carries serious rape undertones. Made worse in chapter 46 when he
* Ferid seems even more interested in Yuu and Mika because neither is going to take his crap or flirtations towards them sitting down.
* Ferisae, who handles PR and owns the official Mexican Twitter for the show (Miraculous Mexican), has made OCs expanding on Astruc's historical Ladybugs and

Cat Noirs.
* Fermata the main character and first-person narrator possesses this ability, which he uses to undress various women.
* Fermat's Last Theorem. His original attempt at a proof, during the formal checking, was found to have an error in one particular area. Wiles spent nearly a year trying to work out the error but was having no luck, even with help from fellow mathematician Richard Taylor, and was thinking about giving up when he had a sudden revelation regarding two of the mathematical techniques he was trying to employ and how they could shore up each other to provide the key to working out the error. This led to the revised proof which was accepted. Wiles was quoted as saying that he was so gobsmacked by the realisation that he stared at his notes for a good 20 minutes and kept coming back to his desk throughout the day to make sure that everything was still there and not just a figment of his imagination.
* Fermat's Last Theorem. In 1637, he stated tantalizingly in his commentary for a book that he had figured out a proof for a theorem, but there was not enough space in the margin for him to explain. He never did, and left no notes about it. It took 358 years of stumped mathematicians until it was finally figured out, in 1995. (It was solved using mathematics which hadn't been developed yet during Fermat's time and goes on for hundreds of pages, leading some to speculate that Fermat may have just decided to leave something to annoy future generations, or that he realized his proof wasn't correct, as there is a nearly-correct proof that is short.)
* Fermat's Last Theorem stymied mathematicians for over 300 years and was finally solved using mathematics unavailable during Fermat's own time. Famously, Pierre de Fermat noted that he already had a proof for it, which the margin was too small to contain. That the eventual proof involved mathematical principles that wouldn't be codified until the 20th century casts some doubt on this claim.
* Fermat's Last Theorem was indeed proven in 1995—but it was done using advanced mathematical techniques invented in the 19th and 20th centuries of which Fermat could not have known. Fermat's original "truly marvelous" proof remains a mystery—though there is reason to believe that if he had indeed discovered a simple proof, he later realised that it was flawed, abandoned work on it when the flaws proved irreparable, and then disposed of the workings some time before he died.
* Fermat's Last Theorem. While French admits that this is probably a big deal for a mathematician, the message has no commercial value to him as a space trader. In fact, in all his millennia of travel, he has only intercepted about two dozen interstellar messages, as sending them requires putting up a powerful relay satellite in orbit as well as maintaining it for little or no return. As such, the various human worlds are isolated with an occasional space trader passing through every half-a-century or so. Of course, given that aging has been eliminated in this 'verse, it's entirely possible for a planetbound person to meet the same space trader who comes back 200 years later.
* Fermat's Room: Hilbert corrects the other characters' grammar when they write on the chalkboard, adding accent marks (particularly over the letter "o").
* Fermat's Room on the group of scientists. The only way to suspend the deadly trap is by solving mathematical riddles.
* Fermented soy literally smells like sweaty feet. It tastes about the same, too.
* Fermez-là! review show. The hammer features prominently in a few sketches, like when he tested "Is the elevator worthy?"
* Fermilab recorded similar results during at least one experiment in the 1990s but that one never got much press because the neutrinos only appeared to be going faster than light by such a tiny amount that it was considered to be within the less advanced equipment of the day's acceptable margin of error.
* Fermion SP to unlock Fermion SP, so getting there in the first place will leave your HP at a very, very bad value.
* Fermi Paradox: Given the large number of stars and planets in the visible universe, it is likely that a number of extra-terrestrial civilizations exist. But why haven't we found any?
* Fermi Paradox. If this is true, uncounted billions of civilisations are depending

on us not nuking ourselves or sinking back to pre-industrial levels. No pressure.
* Fernald, a.k.a. "the hook-handed man." is arguably even better, since even the Baudelaire kids fall for his disguises. And he doesn't even have to take off his hooks to do it, he just hides them.
* Fernanda Figueiredo, who played the lead role of Sailor Moon in the
* Fernandel as the protagonist chases and searches the closet all over the country.
* Fernando, during which he's informed that the man he's talking with may be his father.
* Fernando Oliviera, the black-market transplant surgeon, wets himself as he shoots a zombie.
* Fernando Oreste Nannetti. He also did over 1600 illustrations on paper. 20 years after his death he was given the Civic Merit award from the city of Volterra. He has inspired films and popular songs.
* Fernando Pessoa, said to be the greatest Portuguese poet of modern times, wrote a long poem about Hadrian mourning for Antinous, with Antinous' youth and the sexual aspect of the relationship made very clear.
* Fernando Ramos da Silva was a young street urchin who starred in the Brazilian crime classic
* Fernando's attempts to have Emilia shut down the meeting group for the parents of missing children start involving a threat to put a bullet in Emilia's skull.
* "Fernando" was originally supposed to be a flamboyant dance number sung by Donna to entertain her guests, but it was cut as it did not move the story along. However, Donna hums a bit of the song to herself as she fixes up the taverna just before "Mamma Mia".
* Fern Brady announced on her Twitter that she was diagnosed as an adult.
* Ferngully review, kicking the shit out of each other, breaking off to have a pillow fight, then fighting each other again. Though the Chick started it by throttling him.
* FernGully: The Last Rainforest: A goanna sings an entire song to a shrunken Zak about how he is going to eat him.
* FernGully: The Last Rainforest.(although that one is also now owned by Disney after the Fox purchase)
* FernGully: The Last Rainforest an ambiguous-on-details-but-very-real thing going on.
* FernGully: The Last Rainforest, Batty Koda was a victim of this. It left him unbalanced mentally (unless he was always like that) and with a malfunctioning sonar.
* FernGully: The Last Rainforest has a laugh at the end of his extended song that ends with a dry cough. Can be seen as a satire, but actually justified, as Hexxus is the embodiment of pollution.
* FernGully: The Last Rainforest has a moment between Batty Coda and Zak when the former is looking for sympathy, but only wants it to be sincere; Zak tests his resolve.
* Ferngully The Last Rainforest has never seen fire or flames. When the human Zack flicks a lighter, Krista is enthralled. As Zack admires the interior of their grotto, Krista tries touching the flame, which burns her hand. Rather than redness and swelling, though, Krista's fingers develop a glow that transfers to Zack's fingers.
* FernGully: The Last Rainforest has two Brazilian Portuguese dubs: the original in 1993, and the second in 2014.
* FernGully: The Last Rainforest is a frequent target of mockery of the early 1990s enviromania craze; few realize that it was based on an Australian children's novel.
* FernGully: The Last Rainforest — fruit bats fly perfectly well, but they have a lot more trouble landing than most other bats. Although they rarely face-plant into the trunk the way Batty does.
* FernGully: The Last Rainforest, so it's literally his purpose for existing in the first place.
* FernGully: The Last Rainforest. the main fairy flies in the smog monster’s mouth to defeat him from within.

* FernGully: The Last Rainforest, who for ages was sealed into a tree, and was released when the tree was cut down.
* FernGully: The Last Rainforest, Zach falls into the logging machine's windshield and slides down as his coworkers watch.
* FernGully: The Last Rainforest ("Zack and Crysta's Adventures in the Rainforest"), but Brazil only uses that as a subtitle instead of the "The Last Rainforest".
* FernGully: The Last Rainforest, Zack carves Krista's name in a tree with his pocketknife, to her dismay.
* FernGully: The Last Rainforest, Zak offers a handshake to Crysta. Unfamiliar with the concept of shaking hands, she just sticks her hand out at Zak's face.
* Ferngully: three or four free claws with one finger holding the wing. Most obvious in the rap.
* FernGully, we have the Leveler. It's a bulldozer, a tank, a tractor, and an automated factory all in one. It has two huge arms with giant claws for hands, chainsaws on its "elbows", and a "mouth" with backwards-facing "teeth" that pull unfortunate trees inside it, all topped off with a control room that looks like a single wide cyclopes-like eye. Basically, it's a monster of a machine.
* FernGully who has fans and people who cheer for him and want him to win).
* Fern Michaels series, then you will most likely get the following response, word for word:
* Fernswarthy's Letter probably sets some kind of record, starting out as the great (but senile) wizard excoriating his pupils for digging up his body, meandering into a reminiscence about the last kid who bugged him, segueing from that to a friendly letter to someone away on vacation before finally, yes, ending with a grocery list.
* Feroz's Ban with an entire world in a bottle, to represent the magical seal placed by the Planeswalker Feroz around the Homelands.
* Ferran Adria—based in Barcelona—is another molecular gastronomist (gastronomer?), and also very good at making odd combinations of ingredients work as a dish: his restaurant, elBulli was consistently ranked as the best in the world for several years running (nevertheless, it closed in 2011, as it had somehow managed to operate at a loss since 2000). Adria thinks of his style as deconstructivist. The Kellogg's paella (Rice Krispies, shrimp heads, and vanilla flavoured mashed potatoes) is a good example of what he does.
* Ferrari is a complex case when it comes to people modifying their vehicles. Most of the time they do allow certain user modifications to their vehicles; otherwise, the Italian sportscar maker has been known for putting heavy hammers on modifications that diminish their brands, or even replicas of their cars. Due to certain modifications that violate Ferrari's policies, some famed owners have been banned from getting
* Ferret And Parrot, who gets all of his information from old tabloids that are used to line the floor of his cage.
* Ferrets. They're the 3rd most popular pet in the US, yet you seldom see them in the media and laws and regulations prohibiting their ownership abound. Some animals, such as raccoons, are considered wild animals (even if born in captivity) and not possible to tame properly after a year or two, and as such, some states allow them as pets, and some don't. In Russia, however, there are no laws against it, so raccoons are surprisingly popular pets (as evidenced by all the Russian YouTube videos on them).
* Ferris Boyle, whose malicious greed hardened him to Victor Fries begging to keep his wife alive.
* Ferris Bueller's Day Off), and has done so by blatantly exploiting the good will of everyone around him.
* Ferris Bueller's Day Off as he tries to beat his family back to his house.
* Ferris Bueller's Day Off, at least one student sleeping in Ben Stein's class has a visible trail of drool on his desk.
* Ferris Bueller's Day Off auditions (he didn't make the cut that time), and cast him based on that performance. What followed was what is considered to be one of the most soulful, enduring portrayals in Hughes' oeuvre.

* Ferris Bueller's Day Off: Cameron does this in response to Ferris' suggestion that they take the miles off his dad's Ferrari by driving home backwards.
* Ferris Bueller's Day Off: Cameron's scream when he realizes how much mileage is on his father's Ferrari when he and Ferris pick it up from the garage.
* Ferris Bueller's Day Off dated after appearing in this film together. The actors who played their parents, Cindy Pickett and Lyman Ward, met on the film and were married for several years.
* Ferris Bueller's Day Off, Edie McClurg (School Secretary) pulls like three pencils from her fluffy curls and goes back for another! This wasn't a special effect — the actress and director, between takes, wondered how many pencils she could hide in her hair... apparently the answer was "more than 4".
* Ferris Bueller's Day Off features the title character leaping through several suburban backyards to beat someone else home; after dashing through a yard with two ladies sunbathing, he walks back and introduces himself.
* Ferris Bueller's Day Off: Ferris Bueller demonstrates using his synthesizer keyboard to make fake coughing sounds by playing "The Blue Danube".
* Ferris Bueller's Day Off, Ferris catches a foul ball. It's shown on the Jumbo and national TV, and Principal Rooney just misses it while searching arcades for him.
* Ferris Bueller's Day Off, Ferris offers to do this for his friend Cameron, who had just destroyed his father's Ferrari in protest of his father loving it more than his family, but Cameron refuses to let him.
* Ferris Bueller's Day Off: Ferris's sister complains that her brother can get away with anything, and their parents will believe him. Since her brother is Ferris Bueller, she's right. On the other hand, Ferris wanted a car, which she got.
* Ferris Bueller's Day Off has this during Ferris and Cameron's argument after Cameron dupes Rooney over the phone.
* Ferris Bueller's Day Off have been written depicting this scene, with varying outcomes.
* Ferris Bueller's Day Off. He ends up with a busted nose courtesy of Jeanie and an extensive collection of bitemarks from the family Rottweiler.
* Ferris Bueller's Day Off is a classic example. It's not clear how much hustling he does in the day to day, but he's apparently well-liked by all the cliques at school and has worked out scams on his parents and school down to an artform.
* Ferris Bueller's Day Off is popular, funny and rich. He has a hot girlfriend, does whatever he wants, and pretty much everything works out perfectly for him.
* Ferris Bueller's Day Off: Looks like we'll never know how Cameron's "little chat" with his father went, despite all the post-credits scenes.
* Ferris Bueller's Day Off: One arrives at the Bueller household in the form of a nurse while Jeannie's looking for Ferris.
* Ferris Bueller's Day Off said the reason Cameron doesn't wear a Chicago Blackhawks jersey is because Cameron's grandfather in Detroit used to take him to Red Wings games.
* Ferris Bueller's Day Off scours the city looking for Ferris Bueller to punish him, despite the fact that (in this case) he does have an excused absence according to his parents, thus meaning there should be nothing Rooney can do.
* Ferris Bueller's Day Off several times throughout the film, Ferris gives a few silent acknowledgments to the audience.
* Ferris Bueller's Day Off: Starting with an extreme close-up of his screaming mouth, the shot pulls back to the car, then the block, the city of Chicago, and finally the planet Earth to punctuate Cameron's reaction to reading of the odometer of Cam's father's Ferrari.
* Ferris Bueller's Day Off that Ferris is a slimeball who manipulates people for his own enjoyment while acting noble: "I may be evil, but at least I'm not full of crap!"
* Ferris Bueller's Day Off to bring him down and imprison him in yet another year of high school.
* Ferris Bueller's Day Off, until the end, when he tells the audience to go home, the show's over.
* Ferris Bueller's Day Off when Cameron has his screaming moment when he notices

how much mileage is on his father's Ferrari after he and Ferris pick it up from the garage.
* Ferris Bueller's Day Off when Ferris and Sloane realize he saw Sloane stark naked while she was changing into her swimsuit, and enjoyed every minute of it. Cameron's ensuing hysterical laughter led to further dunkings by Ferris.
* Ferris prepares one to answer the intercom if anyone rings the doorbell at his house. The responses are keyed to the intercom, so he gets around the awkward pauses, and his responses are vague enough to work for nearly any prompt. The plan falls through when the principal keeps ringing the doorbell, cycling back to the first message and betraying the ruse.
* Ferris Wheel Date Moment: A couple has a romantic moment on a Ferris wheel.
* Ferris Wheel Date Moment: A couple have a cute moment on the ferris wheel.
* Ferris Wheel Date Moment to distract Tweek from his worries about North Korea. Unfortunately, it doesn't work.
* Ferris Wheel of Doom: A Ferris Wheel breaks away and rolls like a tire.
* Ferris Wheel of Doom: When you see a Ferris wheel, it's either going to start collapsing, or break free and start rolling away.
* Ferrite, also a fanfiction creation, is a cursed human from the Silver Millennium who keeps being reincarnated throughout history until he finally meets up with the Sailors in
* Ferrovie Autolinee Regionali Ticinesi". Many locals find this just as amusing, as most Swiss speak English.
* Ferrox version of Ferrox was in development. That project was eventually shelved two years later.
* Ferrus Manus, Primarch of the Iron Hands, believed that reliance on cybernetics weakened one's willpower and wanted to find a way to remove the living steel from his hands that gave his legion their name. Unfortunately, his marines didn't catch that and despise their flesh as weak, replacing it with cybernetics as they advance in the ranks.
* Ferrus Manus was notably against his sons engaging in cybernetic enhancement, believing that you should rely on your natural strength. Ferrus Manus was born as a ten-foot demigod with bulletproof skin, who could fight monsters bare-handed as a child, and the only reason he
* Ferry Corsten. Besides his real name, he has used the names System F, Moonman, Albion, Gouryella (collaborating with Tiesto), Veracocha (collaborating with Vincent de Moor), and a few others.
* Ferry Corsten remix of Apoptygma Berzerk's "Kathy's Song (Come Lie Next to Me)" is more recognized than the original.
* Fertile Blood: When blood is spilled onto the ground, life (usually plants) sprout up from it.
* Fertility returns in second edition as a Purview, though most of the nature theme has gone to the new Wild Purview. Doesn't mean Fertility is useless, though—the sample text describing it has a Scion give a minotaur lung cancer.
* Feruchemy as she usually multi-tasks by practicing her English while mostly immobile, and she works hard at physical conditioning when she isn't preoccupied meditating.
* fervently denying any kind of attraction. Then go straight back to denying everything when Kano appears and calls them "love birds".
* Fesarius" was a gigantic starship the size of a small moon, composed of a sphere made up of smaller spheres of various sizes and colors. At least one part of this ship could break off as a smaller command vessel. It's possible that the ship was composed entirely of smaller vessels to the aforementioned one, clustered together and sharing power.
* Fe's collect-a-thon gameplay (trading pink crystals for new abilities) and low-polygon graphics are throwbacks to N64-era 3D platformers.
* FES, Metis has no weaknesses or resistances, and has an assortment of strong physical, ice and wind skills. Her only downfall is her lack of decent support skills.
* Fess Parker's name appears in Frontierland as the proprietor of a Coonskin cap

company. In the Magic Kingdom's version of Tom Sawyer Island, Harper Goff, one of the major designers and planners of the parks, is immortalized in Harper's Mill.
* Fess series has Fess, a powerful magician and skilled warrior, who saved more than just one world... and yet treated as a wayward child in his homeland, the Valley of Magic. And not without reason, since Valley is inhabited with powerful magicians and skilled warriors, to whom Fess is no match.
* Feste also gives a lengthy, confusing speech when Olivia accuses him of growing dishonest:
* Festen, the receptionist Lars and Helene's boyfriend Gbatokai are portrayed by Lars Brygmann and Gbatokai Dakinah, respectively.
* Feste, on the other hand, has his Medium Awareness vary drastically by production.
* Festering Fungus: Fungi that parasitize and grow in living creatures, often to horrible effect.
* Festering Fungus: Parasitic fungi that grow in and on other living beings.
* Fester's Quest, it's odd to market "you have only one life and go back to the beginning of the game if you die" as a feature.
* Festigal message. Naturally, the song got negative reviews all around.
* Festival allows the player to purchase the function after taking a picture of all ghosts in the game, something that requires at least two playthroughs.
* festival dedicated to it, and has become a trendy food ingredient), and other edible plants that aren't typically cultivated.
* Festival of Fantasy were both temporarily removed in direct response to the incident.
* Festiva was from a race known as Pie Folk, and Star and Moon are part of them.
* Festivus" and an aluminum pole appears on the left hand side of the results page.
* Festivus is a non-commercial alternative to Christmas invented by author Daniel O'Keefe. When O'Keefe's son Dan wrote a version of Festivus into the
* Fesxis is an eldritch shadow spirit that possesses Sebastian during the
* Fesxis' personal code is to protect her host through any means necessary. Even if this means sacrificing lives or other unethical acts. Since she's non-corporeal most of the time, this manifests as her giving brutally pragmatic advice to Sebastian that he doesn't want to follow.
* fetches Prelude: the players start going through life, noticing really weird things, scary critters just outside of the reach of their perception. Surprise! All the players are fetches, and the "evil creatures" are their real, changeling selves, come to finish them off.
* "Fetching" by Salmon Pink has Krypto the Wonderdog dragging Tim Drake to a horny but embarrassed Conner Kent.
* Fetch me the [X], such as the Tartan Paint, the Sawdust Fire Extinguisher, the Dehydrated Water, a Pack of Fallopian Tubes, or the Left-Handed Screwdriver.
* Fetch me the [Y] for an item they have precious little of themselves.
* Fetch QuestA subquest unimportant to the actual plot which must be completed to continue.
* Fetch Quest off the beaten path, but the end result is the best weapon for Mario and the best armor for Peach.
* Fetch Quest: Saga of the Twelve Artifacts is divided into eight elements, each with a patron Seraph: Light, Shadow, Fire, Water, Wind, Earth/Nature, Ice, and Lightning. Furthermore, each person in Bideogamu has an affinity for one of the eight, although Light and Shadow are very rare.
* Fetch Quest: Saga of the Twelve Artifacts. She's also a doctor wannabe!
* Fetch Quest: Saga of the Twelve Artifacts "the Lucky", she almost immediately goes back to being this.
* Fetch Quest: Saga of the Twelve Artifacts, when she gets the gift of a cane sword from her father, the King of Strife.
* Fetch Quest, Solomon had to collect the four mystic shotguns to activate a powerful EMP bomb.
* fetchspawn are Unfettered both metaphorically (having no concept of or interest in remorse and morality) and literally (locked doors open for them, chains fall off

of them).
* FETCH! with Ruff Ruffman is a recurring character and in his debut episode runs the episode as a LARP. Because it's a kids show however there's no physical conflict, just a series of logic puzzles (which are also often featured in real LARPs)
* FETCH! with Ruff Ruffman takes the form of an animated game show run by Ruff, while the scenes with the contestants are live-action. Contestants are often instructed to do science or geography-related tasks.
* FETCH! with Ruff Ruffman, the kids are sent to the island of Dogtopia/Catlantis, where cats and dogs used to live in harmony until a civil war broke out between them. They use their clue finding skills to solve the mystery of what caused the conflict, eventually finding that both sides blamed each other for a horrible howling that was terrifying everyone. On a smaller island nearby, the kids find the answer: the howling was caused by evil vacuum cleaners living there.
*). Fet-Fruners battles giants, evil kings, and regressive gender norms. Towards the end of the story, the hero upsets a wizard who casts a spell: if the offending party is a woman, turn into a man, if they are a man, turn into a woman.
* Fe, the otherwise silent Silent Ones emit a blood-chilling shriek when they sight the eponymous protagonist.
* Fethry respectively in the same exact stances. When Dewey realizes this, he's dismayed to realize that he's the Uncle Donald of the group.
* Fetish and was beating up Kobald with it, and one of the commentators said, "I'd pay to have her do that to me."
* Fetish-Fuel Future: An author writes a future or alternate universe where their fetish is normal.
* Fetish: Getting turned on by something that isn't really normal for one's culture. Many perverts have them.
* fetish involving sitting in pies while wearing a costume and crying) for a rich client. That would be embarrassing enough, but unfortunately for poor Daniel, the policemen ask to see the videos as proof, so he has no choice but to actually make such a video.
* Fetish Retardant: An attempt at arousing the audience instead comes off as off-putting.
* Fetish Retardant: A sex scene, or something that would normally be sexy, turns wrong.
* Fetish Retardant: Disinterest or disgust at something meant to arouse.
* Fetish: Someone is sexually attracted to something considered unusual.
* Fettecke (literally 'fat corner', it was made of 5 kilograms of butter) was destroyed nine months after Beuys' death by a janitor who cleaned it up.
* Fettes Brot has the chorus "Bettina, wrap up your boobs". The song was inspired by the outfit of the host in a late night, call-in TV game show.
* "Fettuccine, linguine, martini, bikini" (things that you can use the Graty for)
* Fetuses have to be protected from the mother's own white blood cells.
* Fetus Terrible: Don't think I can't hate you right from inside the womb because I sure as hell can!
* Fetus Terrible: Raising young to be just like your nightmarish self.
* Feud, a better actress who was not considered as beautiful. Joan at this point in her career is in her fifties, struggling with alcoholism and alienating everyone on set with her behavior. It's noted that she's always been like this, but now that her looks are fading and there are younger stars ready to take her place, they no longer have as much incentive to put up with her.
* Feudal and Feral Worlds are Primitive, being former colony worlds which regressed to either agricultural or stone-age levels.
* Feudal Future: Aristocracy and monarchy will make a big comeback in the future.
* Feudal Future is rare, available manpower is restricted, and strategic mobility is king) than due to technological ones.
* Feudal Future it after the conventional military was defeated would be a nightmare due to the ensuing insurgency.
* Feudal Future seem to have a subtle version of this relationship going, with

Kircheis serving Reinhard at least partly due to a childhood promise he made to look after her little brother in her absence.
* feudal houses features a mechanic called feud score that regulates family feuds. Feud score is created through spying, attempted assassinations, military attacks, insults, and other hostile actions. Attacking another house without the proper feud causes you to become a renegade and, theoretically, an instant pariah.
* Feudal Japan's samurai made this a morbid tradition. The Code of Bushido makes avenging your master/teacher/father a core duty, for things like cutting him down in battle for example. As samurai tend to teach the family business to their kids, as it were, the result was often blood feuds stretching across generations, each side believing itself to be the heroic, righteous, and honorable party while the other side the vile villains without self-reflective irony. This also comes with a dash of
* feudal Japan stand-in, and Celtic cultures, with most place names, as well as the names of its royal family members, being German.
* feudal Japan, though with less direct conflict among nobles; high-ranking military leaders can often have greater power than planetary lords.
* Feudal Japan whom referred to him as "Heaven's messenger" since he was attributed with performing certain miracles.
* Feudal systems, especially in Europe, almost always involve families or Houses with heraldry that follows a universal format.
* Feud, Bette Davis uses her star power to bail out Victor Buono after he gets busted during a raid.
* Feud creator Ryan Murphy over her portrayal in said series not long after hitting the century mark.
* Feud Episode: An episode about two characters, usually friends, fighting each other.
* Feud Episode: An episode centered on two friends fighting each other, but reconcile in the end.
* Feud Episode: An episode where friends temporarily have a falling out.
* "Feud for Sale" focuses on a salesman character, who had previously appeared in several episodes, trying to dupe semi-recurring characters Abner and Ewalt.
* Feud generally speaks in a sweet and pleasant tone of voice but the meaning of her words are anything but.
* Feuding Families: Families who despise each other to the point of actually going to war.
* Feuding Families in Westeros, and supported different sides in the Blackfyre rebellions, Aegor spending much of his life trying to put a Blackfyre in the Iron Throne, and Brynden taking extreme measures to prevent this.
* Feuding Families one another to the point of being openly at war with each other.
* Feuding Families: Those families must perish for their crimes against us!
* Feuding within families often happens because of this. Say a parent claims that their child-in-law intends to move away with said parent's son/daughter, they will eventually do so, because the parent had been making life unbearable to them as a result.
* Feuding wrestlers can often come across as this. However, a special mention must go to
* Feuersnot, Kunrad punishes Diemut's rejection by magically banishing fire from the town until she gives herself to him.
* Fëanor and his younger half-brother Fingolfin. Fëanor is a ruthless, arrogant jerk whose actions end up cursing the Noldor and threatens Fingolfin when he thinks they will usurp his place as their father Finwë's heir. Fingolfin is more honourable and heroic and wants to reconcile with his brother.
* Fëanor has his over the course of several years due to a combination of manipulation, jealousy and anger issues, but the single defining moment is when he lets his anger and jealousy for his brother Fingolfin get the better of him and puts his sword to Fingolfin's chest and threatens to kill him.
* Fëanor: Just told Melkor F#@+ you! to his face, died after facing an army of Balrogs. His body set aflame by the passion that inhabited him.

* Fëanor's third son Celegorm to the oldest son Maedhros. Celegorm is a notoriously cruel Elf, who is possibly the worst of his brothers, showing himself prepared to engage in kinslaying, trying to force Luthien into marriage, and urges Fëanor's sons to wicked deeds. Maedhros comes across as more reasonable and though still an
* Fëanor, the mightiest elf that ever lived, made the Simarils, jewels so beautiful that
* Feven's "Dom tio budorden" ("The Ten Commandments") is a hiphop song like this, parodied as "Svensktoppens tio budord" ("The Ten Commandments of Svensktoppen"; Svensktoppen being the main radio chart in Sweden) as a dansband song, which is the type of music most featured there.
* Fever 2, a light bulb appears above Amitie when she thinks of a way to get Arle back to her home.
* Fever Cabin is in an old hunting cabin therein, trying to survive five nights until a group of survivors comes to get them.
* Fever Cabin trying to survive five nights against undead hordes that get stronger as time progresses.
* Fever Crumb and has a less rational and more mythologized understanding of history. One notable example is a play Fever helps put on that dramatizes the tale of mythical hero Niall Strong-Arm, who, at the behest of Mad King Elvis, steals Apollo's fiery chariot and uses it to woo Diana, Princess of the Moon. Fever herself, having a scientific mind-set, of course realises that the whole story must be mere fairy-tale, with no possible connection to any real history at all...
* Fever Crumb: In one scene, Fever encounters "...celebrants in robes and pointed hats whirling and clapping and chanting the name of some old-world prophet, 'Hari, Hari! Hari Potter!'"
* Fever Dream Episode: An episode that focuses on nightmares or hallucinations brought on by illness.
* Fever Dream Episode: Nightmares or hallucinations caused by fever take up a whole episode.
* Fever Dreams after Light saves L from his plan and gives up on being Kira, L dumps him because he fears their relationship is corrupting the investigation:
* Fever Dreams redeemed because he's done too many terrible deeds in the past for that, but he can be considered to have been rehabilitated.
* Fever Dreams when L lets Light back into his presence, Light has to work hard on focusing on the murder case L has given him instead of on L.
* Fever, he can be fought either by reaching Accord on the Hara Hara route without continuing (while ensuring that Fever mode is used either less than four times or more than twelve) and defeating her or by continuing with a multiple of 7 when defeating her.
* Fever Pitch. In both cases, the female lead starts falling for the male lead, who completely changes personas when Arsenal/the Boston Red Sox season starts.
* Fever Pitch's character Ben from signing away lifelong season tickets to his team. Although she is carted off at the end, field security allow a few moments for them.
* Fever practicing on a punching bag. True to the series, just because he's simply training doesn't mean it can't be challenging, especially the second stage near the end of the game.
* Fever Series are low-caste Unseelie which hunt at night and drain their victims until there's nothing left except clothing and the dehydrated remains of whatever they couldn't eat.
* Fever series both canonically use anti-aging magic to remain young and dialogue referring to their ages is deliberately vague as to what that age actually is, making it hard to ascertain their true ages. Lemres is described as a senior in school but it is also implied he and Accord are old friends, while Accord is a middle school teacher.
* Fever Series by Karen Marie Moning the Fae are definitely not cute or charming. At all.
* Fever Series can see through any Fae's glamour. It's just one of the reasons

they're so eager to kill her.
* Fever's HaraHara course, after defeating the second-to-last opponent, if you have entered Fever less than 4 or more than 12 times, or used an amount of Continues that is a multiple of 7 (0 included), instead of fighting Popoi, you will fight Carbuncle. Defeating him will unlock the character for Free Battle mode.
* Fever. The characters don't even have official names; they're referred to in the credits as "Uh... These guys?" And on top of all that, the music is in 3/4 time instead of 4/4 time like most of the other songs in the game.
* "Fever" was originally a 1956 R'n'B hit for Little Willie John, but Peggy Lee's jazz version has been the default template for covers since 1958.
* Fevre Dream. At one point, his rival Joshua York argues that Damon isn't really evil, because deep down, part of him is still just a wild animal that can't imagine survival without killing weaker animals.
* Fevre Dream has a moment of this kind, when Damon Julian offers Abner Marsh to stay aboard the ship as a captain. Worth notice, Abner does not actually reject the deal because running a ship full of vampires is wrong, but because he realizes Julian is trying to manipulate him in order to break Joshua's spirit.
* Fevre Dream is frequently described in unflattering physical terms, as opposed to Damon Julian's dark handsome looks.
* Fevre Dream, there's a vampire who's found a way of surviving without drinking blood, and he's travelling around gathering up other vampires and persuading them to make the same lifestyle change.
* Fevre Dream, thousands years old vampire Damon Julian, is killed with a point-blank headshot. From both shotgun barrels.
* FEV thrown in too) that allows them to absorb and even heal from it, specifically the Glowing Ones who see radiation as being "comfortably warm". Feral ghouls are ghouls that have lost their minds over the years as the higher functions of the brain is not preserved as well as the rest of the nervous system.
* Fewer crew are generally required for each platform, meaning you can have more platforms for them to operate, or dedicate crewmembers to other duties.
* Fewer people are around on the streets at night than during daylight hours, so it's less risky for criminals, ranging from robbers to murderers, to prey on unsuspecting folk going back home after a long day of work or school, or going out for a leisurely night walk; even if there are a few witnesses, the cover of darkness makes perps way harder to identify accurately. These guys are far less likely to go for "hard targets": suspicious and well-aware people such as those using a flashlight to walk in dark areas are harder to sneak up on. Criminals typically look for victims, not challenges.
* Fewer people still may be aware that the Hellfire Club was a real thing, albeit not necessarily evil, but rather a series of 18th century gentlemen's clubs that took a satirical and ironic view of society and religion. Calling themselves "devils" and engaging in mock ceremonies that mostly just involved alcohol and pranks,
* fewer tampons in a box. This resulted in a drop in sales, and Tampax had another "New and Improved" going back to the old quantity. So for those of you keeping track at home, two improvements = no change.
* fewer than eight arms, even though "octopus" is Greek for "eight-footed".
* Fewer will realize that their only Top 10 hit on mainstream rock was "Back to the Shack" in
* few friends and allies, but ultimately even they are either killed or abandon him, and everyone else... His father and sister despise him, the court finds him repulsive, and the common people call him things like "twisted little monkey" and very unjustly blame him for all the problems of the realm. Absolutely nothing works out well for Tyrion in the long run, even though he's very clever and is one of the few characters attempting to be heroic. Perhaps due both to his misfortune and his considerable wit, however, he's among the most popular POV character among fans and even the author himself.
* Few have suffered so much from the inescapable hands of Fate as the Aesir, the Norse pantheon. The doom of Ragnarok is so prevalent in their prophecies and

mythologies, that their leader, Odin, pretty much spends all his thought and time doing two things: Looking for a way to avoid it, or making everything work out fine in spite of it. No success on the former, but potentially promising results on the latter. Key word being "potentially".
* Few if any fans really believed Joe Carroll was killed off in the first season finale of
* Few of his enemies are obsessed with revenge against people who wronged him like one of his oldest, Adrian Toomes, the Vulture. The whole reason he
* few people have heard it to begin with references as the song progressed. Not even sure the original track still exists:
* Few people manage to hold their own against Lord Tywin Lannister, and he shows a certain respect for each of them in return:
* Few people remember it these days, but the same dynamic played out in the
* Few people who aren't fans of flamenco music (or even those who are) can name any other song by Los Del Rio besides "Macarena".
* few recolors are rather atypical in that they usually represent completely new characters who just look similar to the old ones, as opposed to old characters in different colors (which, conversely, tend to be slow sellers).
* Few remember when Kyle Reece told Sarah Connor that "There is no fate but what we make for ourselves?", in the first
* few seconds is excellent at training them to remember obstacle courses.
* Few things are more cloyingly stereotypical than jewelry commercials — particularly those for engagement rings — but
* fey as long as their chosen domain remains under the influence of their magic.
* Fey couldn't do magic at first, and kept accidentally firing off hobgoblins — the psychedelic squirrel hobgoblins wrecked her whole school. Phase at first couldn't keep from changing density, couldn't control his strength when he was extra-dense, and couldn't keep from sinking into the floor when he was intangible. At first, Generator could only cast a single PK charge into an inanimate object for a short while. They've all gotten much better at it.
* Fey in general in the game are like this, but especially nymphs. One edition states that wildlife love them
* Fey is a Divine beauty due to her glamour that she can't turn off although she would be at least world class without it.
* Fey is allergic to cold iron and synthetics; yes, she can be given a nasty rash by your spandex costume. Blacklight is weak to bright light. And Fractious has OCD and Generalized Anxiety Disorder, so she can be stopped by dirt, dust, pollen, mud...
* Feynites Aftermath but in someone who can actually respect and care for him.
* Feynman also claims, in his memoir, that most of the safes still had the default combination. When he told his superiors about this obvious security risk, their response was to institute policy to 1. Change All The Combinations and 2. Keep Feynman Away From The Safes.
* Feynman's second day at Cornell, he went to the housing office to look for a place to stay. They told him "Listen, Buddy, the room situation is tough. In fact, it's so tough that believe it or not, a professor had to sleep in the lobby here last night." He replied, "I am that professor and I'm not keen on doing it again."
* Fey (who has a female spirit in her head helping her to become feminine) is an example of the justified version of the trope.
* Fey Winds: Four ricochets for a possession gem dangerously close to her brain.
* Feywinds has this. she's a fox turned girl and fox age doesn't equal human age so she looks early 20s but is actually not anywhere near that. she acts accordingly though with a childish but quirky personality and can be very naive. She looks like an adult, age wise is a child but has the mentality of a girl in her mid to late teens, albeit a clueless one. Though the author of the comic has said she likes us to not think about how old the character actually is.
* Fez are of glorious example of this trope, as most characters claim that they are afraid of the owls. They are even somewhat worshiped. This might be because they are able to see all three dimensions by rotating their heads, unlike the majority

of the game's characters.
* FEZ fame quit the games industry a short way into development of "Fez II", as a result, years of rage and insults being hurled at him, with Marcus Beer's remarks being the final straw. It should be noted that certain developers and journalists who saw first-hand what he was put through by the gaming community tend to be amazed he held on as long as he did. Phil was very vocal about slinging vitriol and seemed to almost encourage it coming his way, seeming to feed off the trolls. At some point, though, it seemed to hit a tipping point, and he lost all interest in dealing with the drama. Unfortunately, one can't just turn the internet off like that, and it never stopped coming in, leading to overload and total disillusionment.
* Fez, Gomez and all the other characters do not wear any clothing. Except for a fez, obviously.
* Fez has several glitchy elements to represent the world coming apart.
* Fez reads, when translated, "Please send help. Trapped in a fez factory." Though downplayed given it's written on a stone pillar and not a fez.
* FF 12, it's also a city where ancient machine relics are dug up and examined.
* FF12's also has a mark called the Vorpal Bunny, but it just takes the genus' "bat" status
* Ffangs the Vampire Bat and the Kiss of Truth, the newly-human titular character's sister is kidnapped, and he sets off to rescue her, with the last line being "(The adventures of Ffangs will be continued in the next book)". The sequel was never written.
* FF by hacking into an online database so that they win free concert tickets that were meant to go to winners of a contest. By replacing the real winners, they end up in a prime position to heckle Darla Deering, the singer performing at the show (who they hate).
* FFFBI about New Delhi getting new binumerical street signs (that does come in handy in teaching the agent Hindi numerals) that ends with the line "Bystanders agreed with India Inquirer reporters that it was indeed a slow day for news."
* FFIV. He's the incarnation of hate given form after the man behind the curtain dies.
* F.F. refuses Jolyne's offer to take the Foo Fighters disc when she dies, on the grounds that even if it were inserted into something else, it wouldn't be her..
* FFS, I Believe in You: In the sequel, as Zola Province is located very deep beneath the sea, and is consequently very dark and unsuitable for most forms of lighting, the zoras living there make use of captured bari — bioluminescent jellyfish-like creatures — for illumination.
* FFS, I Believe in You: In the sequel, Murchadh and Uisdean used to be fairly close friends, when they were children, before Uisdean's increasing megalomania and obsession with power drove them apart and eventually forced Murchadh to join the rebellion against him.
* FFS, I Believe in You: In the sequel, the unpopularity and tyrannical rule of the Mormaer have caused an armed insurgency to form against him in Zola Province, resulting in a rapidly escalating conflict that the main characters find themselves drawn into.
* FFS, I Believe in You: In the sequel, the Yiga call for a parley with the Gerudo, claiming to have been left purposeless by the Calamity's defeat and Kohga's death and to want a truce, but this is simply a ruse to attempt to ambush Riju.
* FFS, I Believe in You: Lightning being as deadly as it is to the zora, Farosh the lightning dragon is quite easily the most dangerous being alive insofar as they're concerned. Despite this, Sidon can't help but be entranced by the dragon's terrible beauty when seeing it for the first time.
* FFS, I Believe in You: Lizal is translated as this in order to represent it being a very archaic language from the perspective of the zoras, resulting in the lizalfos using ornate turns of phrase, poetic metaphors and flowery language that wouldn't be out of place in a Victorian romance.
* FFS, I Believe in You: Played for drama with Uisdean in the sequel. When he and Murchadh were children, they were playing in Jabu Orkú's presence and

Uisdean was pushing around and bullying Murchadh, resulting in Orkù giving him a warning nip on his hand. This was a fairly minor bite that only resulted in mild scarring, but because Orkù is the zora's living god, the Province's people took this as a profound condemnation of Uisdean's ability to rule. In turn, Uisdean became obsessed with this injury and developed a seething hatred of Orkù as a result, leading to his eventual descent into tyranny and his attempt to assassinate the god-whale.
* FFS, I Believe in You: When Link and Sidon encounter Doomsnarl, the old lizalfos king, he turns out to still believe that that he's alive, and is extremely surprised when Gerald explains to him that he is, in fact, undead.
* FF the Yancey Street Gang hack their way into getting all the tickets for Darla Deering's concert and pelt her with vegetables and eggs because they think she's trying to replace Ben Grimm.
* FFVIII's, the reasons for Squall's silences become increasingly more apparent as the game goes on.
* FFX-2 - Brother towards his cousin Yuna - but exploring it is not particularly popular.
* FFX-2. The first game plays it straight, ending on an uplifting note, but the sequel introduces serious consequences to the first game's heroes' actions.
* FFX again, Lulu's hair is waist length but tied up high and in braids. Presumably, her hair must be longer once it's let down.
* FFXI The only real reason to follow the directions is because crafting is so goddamn hard in the first place, people are willing to do nearly anything to sink just a little less time and money into it.
* FFXIV. Appropriately, the promotional material for the expansion features the Dark Knight job prominently.
* FG-42 early model small arm and it had been designed to combine the machine gun and rifle into one unit small enough to be carried by a paratrooper (it was as short as a modern AK-74, but had a 50cm barrel and fired full-power 7.92x57 ammo). Most of its cool features proved useless: it was too light to keep steady when firing full-automatic (half the weight of a BAR), too awkward to aim at distant targets (it was much shorter than a rifle), had too small a magazine for use as a machine gun, needed expensive alloys, and it could not mount a true bayonet, only a metal spike instead of it.
* FG generator can configure a specific stage with a character of your choice, being attached to one stage in Arcade Mode instead of having a random stage as default.
* FG's portrayal of British accents can get decidedly ropey: in a historical flashback, the Bronte sisters speak with Cockney acccents.
* Fhi Fan is a Taiwanese male model whose only acting credit is Shuichi in the
* Fi: All of Can's romantic relationships eventually fall into patterns of abuse and manipulation. Some women, like Sıla, are lucky to escape relatively unscathed. Duru and especially Billur, on the other hand, are far less fortunate.
* Fiamma of the Right why he had to go through all the theatrics of his overly complicated plan when he is already. Touma then punches him out.
* fiancé at the time). McGoohan was uncomfortable performing love scenes and tended to avoid them throughout his career.
* fiancée and Andy was Bloom's childhood friend in Gardenia, but it is Sky and Bloom who end up together.
* Fiasco Fiasco playsets, it's entirely possible for it to end up in broad comedy, clumsy, short-sighted backstabbing, and general disaster, and Cthulhu may well not be anywhere near as major a threat to life and sanity as whatever just came up on the Tilt table.
* Fiasco for the schadenfreude of it, and if you're not all about that schadenfreude, you would not be playing Fiasco. Additionally, many scenarios have endless ways to bring the dead back if there are supernatural forces or mad science at work. Finally, you could always just look at the relationships and role of your late character and play out NPCS doing terrible, no-good things that develop out of the death of your character. Dying can be surprisingly liberating.

* Fiasco is "The Ice", set in the (fictional) McMurdo research station in Antarctica. There is no predefined plot, but as the game's title suggests things there are expected to go badly and fast.
* Fiasco movie", and cites several of their films listed above as inspiration.
* Fiasco, the expedition's crew includes a priest, who's portrayed positively.
* Fiasco), with character creation making the players define their relationships with each other and their final goals, and then making it difficult for them to reach those goals without tossing somebody to the wolves.
* Fiat Grande Punto advert from 2007, also aired in the UK, had a colourful city where every building bounces up and down to the music like bars on a equaliser. We even get to see what happens to the people inside two of them.
* Fiat had a new car that they intended to market towards unmarried working women. To target this demographic, they used a direct mail campaign by making a list of 50000 career women, and writing each of them an anonymous, personally addressed "love letter" full of stalkerish lines like "I saw you on the street and knew we were made for each other", that in no way mentioned their car or indicated that it was a marketing campaign. When droves of frightened women filed police reports, believing that they were being stalked, Fiat came clean and cancelled the campaign, which apparently would have included sending a series of similar letters to the same women, which would eventually reveal themselves to be advertisements.
* Fiat owns: Ferrari, Maserati, Alfa Romeo, Lancia, and Abarth, as well as being the sole member of the Chrysler Group LLC, which includes Chrysler, Dodge, Jeep, Ram (which was previously part of Dodge), and Mopar.
* Fibber McGee and Molly, a succession of them would drop in at 79 Wistful Vista to chew the fat with the Mc Gees.
* Fibber McGee and Molly had a character named Horatio K. Boomer, a con man and suspicious character, but still a friend to Fibber and Molly. At each of his appearances, he would claim to have the very thing that Fibber (or someone else) needed and rummage through his pockets, producing various items, but never the one required. After that, he'd state, "What do ya know, no <item>", and be on his way.
* Fibber McGee and Molly: In addition to Molly always calling her husband "Fibber" (for good reason), Fibber had nicknames for many of the other characters:
* Fibber McGee and Molly series), was played by a Caucasian male named Marlin Hurt.
* Fibber McGee and Molly's Myrt, who was never heard, but always got sidetracked telling Fibber the latest gossip and never put the call through
* Fibber McGee. Like Roberts he retired after the film was released, though in his case due to old age rather than a change in profession.
* Fiberglass (fiber-reinforced plastic): Though the registered trademark is FIBERGLAS, held by Owens-Corning.
* FIB). Finally, you have the military with long-range assault rifles and which will show up on tanks.
* Fibonacci sequence (1, 1, 2, 3, 5, 8, 13, 21...) appears just as much in nature as Phi (which makes sense seeing as they're related).
* Fibrodysplasia Ossificans Progressiva. The fact that this is an irreversible and often slow process makes it far worse than any of the fictional examples listed above.
* fic, a recovered Azula's firebending has weakened severely. Zuko takes her to see the Sun Warriors in hopes of getting it back, and this happens when he's trying to explain why he brought her to their island; Zuko hadn't known for sure that there was anything wrong with Azula's bending, as such, but her angry denial that there was anything the matter with it confirmed that something serious was going on.
* fic, depicts Jaune's evil split personality as being physically stronger and more martially skilled than him. Despite sharing the same body.
* fic featuring Severus Snape and Hermione Granger. Not your usual time-loop story, in large part because, as the author notes, the effect is a physical response to a magical accident, and not an attempt to dispense cosmic justice or teach a lesson.

* fickle crybaby tries to undo some of the effects by adding realistic flaws to an older child. In the first episode, she is easily conned by a woman into giving her $1000 thinking it's for a record deal, in another she completely buckles under pressure when she has to juggle an audition and a spot on her language team, she's shown to resent how the others look on her as perfect as well as sometimes acting rudely towards Angelica.
* Fick, which means "fuck". And they most likely left the "s" out, because "Wicks" would sound like the German word for jerking off.
* FICON (FIghter CONveyor) Project: Putting an F-84 fighter inside the bomb bay of a B-36 and using the former to deliver a tactical nuke. Got a few flights in before the U-2 came along and the B-36 became obsolete. Determined to be an idea that worked better in theory than in practice.
* fic, portrays the first manifestation of a wizard's magical talent as something akin to this trope.
* Fics in which the characters eat the author's favourite meal are quite common, and often not particularly problematic, but see the above mention of Pepper-Jack Cheese - it doesn't work when the food is not accessible or there would be other reasons for the characters not to eat it. For example, there was once a
* Fiction 500: A character manages to be wealthier than is possible in real life.
* Fiction 500Characters who have absurdly unrealistic and uncountable amounts of wealth.
* Fiction 500 throughout and decries her family's descent into greed and self-indulgence.
* fictional account of Al Capone's gang going to war with the Chicago police.
* Fictional Colour: A color appears in a work that doesn't exist in real life.
* Fictional companies Matsumoto Fishworks and Tamarabuchi Heavy Manufacturing Concern combined to create
* Fictional Companies Wiki: Fictional companies, businesses, and brands in works of fiction.
* Fictional Constellations: An invented set of constellations perceived in the night sky.
* Fictional Constellations: Constellations invented to flesh out a fictional world or culture.
* Fictional Counterpart a Shakespearean actor, though not a very good one.
* Fictional Counterpart of the Philippines instead, with stand-in place names as well as people names. The specifics of Madame Ybarra's country of origin don't appear to be terribly essential to the story except as supporting comic relief, so historical or geographical accuracy was probably not a going concern.
* Fictional Country: A fictional nation-state in an otherwise real-world setting.
* Fictional Country: A made-up nation-state which was created for storytelling purposes.
* Fictional Country: A made-up sovereign nation-state which has been inserted into an otherwise-identical map of the real world.
* Fictional Country of real-world nations, or at least allegories for real-life international politics.
* Fictional Creatures Wiki: A work in progress wiki documenting every fictional creature that is not an alien.
* Fictional Disability: A character is handicapped in a manner that doesn't exist in the real world.
* Fictional Disability akin to HIV/AIDS. Lupin's lycanthropy forces him to need many special accommodations just to live day to day, such as a potion he has to take for the rest of his life, or the more elaborate quarantine Hogwarts had to set up for him as a child.
* Fictional Earth: An alternate counterpart of our real planet, which features (radically) different political and/or physical geography; up to and including completely unrecognizable continents and oceans.
* Fictional Earth: An alternate version of the planet Earth with completely different geography from real-world Earth.
* Fictional Earth: It's got one sun, one Moon, the same weather and climate and

flora and fauna, it's probably still called Earth, but it's a different world.
* Fictional Earth: Same name, mass, Sun, Moon, etc., but a completely different world.
* Fictional example: "Vault Boy", the wavy-haired boy in the vault-dweller jumpsuit who serves as the smiling figurehead for Vault-Tec in
* Fictional exposes on well-known TV characters, such as revealing that
* Fictional fast-food brand "Amigo Tacos" is used as a throwaway name in an early episode of the anime
* Fictional Geneva Conventions are a bit different in fantasy/science-fiction settings.
* Fictional Geneva Conventions on population centers whenever they start to lose.
* Fictional Greetings and Farewells: These friendly greetings and farewells can be found in works.
* fictional, he - among other things - aids Eiffel with the design of his tower, advises Anton Chekhov to write Three Sisters rather than two, and inspires Marconi to invent a wireless telegraph after accidentally breaking down his telegraph poles. Oh yes, and he also invented the light bulb, dynamite, etc. (but arrived at the patent office a minute after Edison and Nobel, respectively).
* Fictional Holiday. In some cases, the holiday may not have a canon date, and the fandom just deduced when the most logical date would be.
* Fictional Holiday: The characters celebrate a holiday that doesn't exist in the real world.
* Fictionalization IV, has a similar mishmash of things from various fantasy tropes as well as superheroes, mecha, and other tropes from sci-fi.
* Fictionalized Death Account: A historical figure's death happens much differently from real life.
* Fictionalized Death Account: A work of fiction changes how a real person died.
* fictional martial art called "moong fu" to prepare and takes on the wrestler in the same arena as in "Sumo Momo".
* "fictional" — but all he does is tear off his gray mustache, then take off his white hat and wave it around wildly as the store around them collapses like a cave-in at a mine shaft.
* fictional memoir ends as the titular character invades Persia. The rest is told in diary entries and field dispatches, which become increasingly harried as the campaign goes south.
* Fictional Mystery, Real Prize: That board game I played really helped me get my hands on the real prize I want! It's all mine now! I guess fiction can turn into a reality after all!
* Fictional Painting: A work that focuses on an fictional in-universe painting.
* Fictional Political Party: A made-up political organization which participates in a real-world government.
* Fictional Political Party: A political organization that only exists in-universe instead of real-life.
* Fictional Province: A fictional province/state/county/etc. set within an otherwise real country.
* Fictional Province: A province, state, or other sub-national region of a real-world country which only exists in-universe.
* fictional religious text called "The Book of Mozilla". Doing this in some versions of Internet Explorer, meanwhile, gets you a (false) Blue Screen of Death. And doing this in Pale Moon, a fork of Firefox, gets you a note of thanks to the original developers — and a lament at how Firefox was allowed to suck.
* fictional series with the tagline "So easy a caveman could do it," with the real series following the cavemen offended by it. They somehow got their own sitcom, though it was quickly cancelled. Notably, the caveman has been in GEICO commercials for years, but without re-telling the original joke or using the slogan. Unless one were familiar with the original ad, they'd have no idea why a hairy guy keeps getting offended at the mere mention of GEICO.
* Fictional uncertainties aside, Flashman certainly serves as a splendid Gump, as his career spans virtually every notable conflict in the world from the First

Afghan War to the Boxer Rebellion (though sadly his author died before recounting some of Flashman's highest-profile adventures, e.g.
* Fictional United Nations: A government of governments, mediating between nations.
* Fictional United Nations and willing to work together for the greater good.
* Fictional United Nations predicts "the Parliament of man, the Federation of the world".
* Fictional Video Game about a time-travelling cyborg trying to escape the police.
* Fictional Video Game has a creepy playground level, inhabited by children who turn out to be wolves. Ender has to kill them to proceed.
* Fictional Video Game is set has a quite complicated one between the Sources, the game world's gods:
* Fictional Video Game standing right next to them is baffled, wondering what a "Enpeecee" is.
* Fictional Video Game. The series begins with her starting work at the company that makes it.
* fictional wars between North and South Korea series as a way of promoting freedom of speech.
* Fictional Zodiac: Inventing new zodiac and horoscope systems to add depth to a world different from ours.
* Fictional Zodiac. The signs and their months are: Morning Star - The Ritual, Sun's Dawn - The Lover, First Seed - The Lord, Rain's Hand- The Mage, Second Seed - The Shadow, Midyear - The Steed, Sun's Height - The Apprentice, Last Seed - The Warrior, Heartfire - The Lady, Frostfall - The Tower, Sun's Dusk - The Atronach, Evening Star - The Thief, and 13th Sign - The Serpent, which is easily the most alien of the bunch. It is said to be formed of "unstars" and travels in a somewhat predictable motion around the sky, having no month of its own but taking over one each year.
* Fiction As Coverup: Hiding the truth in plain sight by calling it fictional.
* Fiction Fixers: Alice in Wonderland are about reversing changes in the books caused by an agent of the Illiterati.
* Fiction Isn't Fair: Disregarding vs. following what would happen in the real world
* Fictosophy was made in less than a week just to have something for April Fools Day.
* Fictosophy with Tom's shenanigans. The only one who's okay with it is Shannon, who also happens to be the manager.
* fic where Shiro ends up having to give the talk to not only Allura and Coran (who have no idea how the human reproduction system works), but also a surprisingly-naive Keith, after Pidge gets her first period and they assume she's been horribly injured.
* Fiddler becomes this as the series goes on. He starts out as a member of Whiskeyjack's squad and is said to have joined the army together with the latter. After technically deserting at the end of
* Fiddler on the Roof and asks: "Where do they think they are? America?"
* Fiddler on the Roof, and by extension the rest of her family, for most of the rest of the play.
* Fiddler on the Roof, and later to let second daughter Hodel marry activist Perchick even though his ideals often contradict Tevye's traditional mindset. But when third daughter Chava falls in love with Fyedka, a non-Jew, he decides that's a bridge too far, and disowns her when he learns that she's gone behind his back to marry Fyedka.
* Fiddler on the Roof and they'd never met until they were reciting their wedding vows. After evading for awhile Golde finally admits that yes, she does love him and he responds in kind. If done well, these two can outshine all the young couples as the cutest in the show.
* Fiddler on the Roof at the thought of having a son-in-law his own age, but thinks that Lazar has been married, and is proven to be a good provider and non-abusive, is a mark in his favor. Tzeitel, on the other hand, is angry, but less because she thinks Lazar would be a bad husband for her and more because she already has a

boyfriend she could have been married to already, had he simply grown a pair and asked Tevye before Lazar got the chance.
* Fiddler on the Roof both because they need to find a man to please the parents and so that they will not be alone.
* Fiddler on the Roof, especially by Tevye, including once as a way to save face after he finally gave his blessing to one of his daughters after she married a Gentile.
* Fiddler on the Roof has both a Dream Ballet and a ballet to explain a dream.
* Fiddler on the Roof has two songs in bed: one where Tevya explains his dream to his wife, and the second when he asks his wife if she loves him.
* Fiddler on the Roof. In the song "Sunrise, Sunset", the older characters come to terms with a young couple getting married. "Is this the little girl I carried, is that the little boy at play? I don't remember growing older, when did they?"
* Fiddler on the Roof. It was to have been sung by Tevye in the final scene, but its gallows humor tone didn't go over with preview audiences. One of the other removals, the rejected opening number "We Haven't Missed a Sabbath Yet", has lyrics for a tune that ultimately remained in the score only as set change music.
* Fiddler on the Roof, Motel tells Tevye that he and Tzeitel, as children, "gave each other a pledge" that they would marry each other. (They still want to marry, but tradition requires that Tevye, as Tzeitel's father, approve the marriage; his mention of the pledge is part of his attempt to convince Tevye to give his permission.)
* Fiddler on the Roof notes that Jews laugh because if they didn't, they'd have to cry.
* Fiddler on the Roof originally began with a timpani piece playing over the United Artists logo.
* Fiddler on the Roof scouted locations across Eastern Europe but finally settled on Yugoslavia (largely because they couldn't get permission to film in other countries).
* Fiddler on the Roof, Tevye has acquiesced to his two oldest daughters' unconventional marriages during inner monologues that follow a pattern: Reason why not, on the other hand, reason why, on the other hand, reason why not, on the other hand — okay, you can get married. So when the third daughter shows up with a Christian husband and the same inner monologue starts again, we have hope. But instead, this happens:
* Fiddler on the Roof: the constable and Tevye. Despite one being a Cossack and the other being a Jew, they both show respect to the other and treat each other well, having a friendly chat every once in a while. When the constable receives orders to perform a pogrom in the village, he is obviously uncomfortable with the idea and warns Tevye in advance out of respect for their friendship.
* Fiddler on the Roof the daughters want to marry the men of their choice: a poor tailor, a revolutionary, and worst of all, a gentile, rather than have Yenta the matchmaker choose.
* Fiddler on the Roof The practice was to keep marriages within the Jewish community, but the musical points out that this is why the system fails.
* Fiddler on the Roof there is Yente, the (professional) matchmaker, who fails to make any successful matches in the story.
* Fiddler on the Roof to Motel, a poor tailor, and wants to keep it. Tevye, while not liking the uneducated Lazar, originally goes along with the arranged match. However, after a passionate appeal from the young lovebirds, he ultimately decides Tzeitel's happiness matters more than the traditional wedding arrangements.
* Fiddler on the Roof, when Hodel hears that her fiancee Perchik has been arrested and sent to Siberia, she goes there to be with him.
* Fiddler on the Roof, with the Cossacks' invasion of the wedding as the turning point.
* Fiddler on the Roofzaaaaaaar" in "L'Chaim (To Life)" - with said actor usually holding it until the audience starts applauding. It is also not uncommon for betting to be going on backstage about when said actor will pass out.
* Fiddlestick's ultimate lets him barge into the fray with a horde of seriously

damaging flesh-eating crows, usually followed up by a barrage of everything he has left. One of the more popular ways to gear him up is to set up towards the most devastating dynamic entry possible.
* Fiddling with his bowtie before embarking on a course of action and/or after arguing with someone.
* fidefortitude, tired of all the many sports events, imagined them all stuck in one event: the fuckening. All sports are played at the same time on one field. All players must abide the rules of their own game, except if two players from different games hold hands: then they swap rules as long as they do.
* Fidel Castro aligned himself to the Soviet Union once he found out the Americans tried to get rid of him, and install a puppet regime, which led to the Missile Crisis of 1962 that almost led to nuclear war.
* Fidel Castro, believes that Batista must be brought down through guerrilla warfare, and are in favor of both labor and land reform. Ultimately, the urban movement agrees to join with Castro after their attempt at a general strike is put down.
* Fidel Castro, Daniel Ortega, Augusto Cesar Sandino, and Farabundo Marti in Central America.
* Fidel Castro. Despite the small size of the explosion, the fact that its point blank makes it instantly lethal as most of the foe's face is burnt and destroyed.
* Fidel Castro incompetent as Batista's (and Castro was supported to the hilt by the Soviets while the Americans left Batista out to dry), that rebellion was steadily crushed over the years and faded into historical obscurity.
* Fidel Castro: Leader from 1959-2008 (as Prime Minister from 1959-1976, then as President from 1976-2008).
* Fidel Castro. They weren't quite amused... He was once asked an inane question at a party and spoke for FOUR HOURS without stopping. Dear god man...
* Fidel Castro were legion. Whether all of them actually occurred is anybody's guess, but due to their sheer number, some of them must've been real. Castro of course died peacefully after retiring from decades of power, having outlived many, many of his would-be assassins.
* Fidel Castro, who willingly sides with the Soviets through Dragovich, hands Mason over to them without a thought, and allows access to his country to them for the latter's
* Fidelity Test: A character tests their spouse's faithfulness to them.
* Fidelity Test: Testing your lover to see just how faithful they are to you.
* Fidget spinners have been around since 1993, but didn't start to gain mainstream acknowledgement until 2017. They were used by teenagers to cope with psychological stress, and to better pay attention in class. Due to them causing more slacking in classrooms than focus (in no small part due to
* Fido, although she's kept like that deliberately by his owner, in a world where zombies are kept as slaves, you can imagine why.
* Fido, but the dog is replaced by the family's pet zombie. They presumably named the boy "Timmy" just to set up that joke.
* Fido depicts an alternate reality where zombies have been domesticated by collars that suppress their urge to feed. However, Bill Robinson hates them even though the titular zombie is shown to be capable of compassion even when his collar malfunctions.
* Fido), Helen empties a gas can inside the bullies? clubhouse and sets it on fire with their corpses inside it. She then tells her son to forget everything he just saw her do.
* FidoNet is a network that connected the early BBS systems with forum messages and email using a store-and-forward system to cut down on phone bills over connecting to other systems directly before the internet saw wide use outside of academia. It's also how modern SMS messaging works for reliability.
* Fido' real-life pregnancy was written into the film, where her character mentions being pregnant, and the husband commenting that he can't afford to pay for another funeral.
* Fido, which occurs in an alternate 1950s that is in the heyday of a zombie post-

apocalypse. The zombies have been tamed into domestic servitude by a control collar. This is possible because zombie bites do not cause a change. Billy Connolly plays the eponymous character, one of the most charismatic shambling corpses ever shown on the big screen.
* Field Commander does this with both sides, while A.T.L.A.S is a more humane "You need a Medal of Honor and some sort of task that makes you a damn badass" to become a grunt, Shadow Nation's training of their appropriately named fodder is rather inhumane, cooped up in tiny cells being fed food devoid of nutrients, it turns their men to insane bloodthirsty beasts as a result, and their division commanders do not treat their men well even after they are sent out to the field.
* Fielder's Choice, Zach falls asleep somewhere, and Philip carries him up to his room and pulls the blanket over him.
* fielders - many cricket fans have seen shots that looked like they were certain to go for four stopped by spectacular saves from a fielder. South Africa's Jonty Rhodes was particularly well known for this.
* Field Grey: Played straight. Bernie and luscious young Melba, whom he is escorting out of Cuba, get a hotel room for the night. Bernie says that he'll sleep on the floor, but Melba says the bed is comfortable "and there's room for two." Sex follows.
* Field Grey's request for transfer to a front-line unit because Bernie, born in 1896, is too old. Bernie tells an interrogator that by 1944 there was no such thing as too young or too old for the German army, which is why Bernie found himself fighting alongside teenagers and grandpas as part of the last-ditch defense of Konigsberg in early 1945.
* Field Marshal and Chief of the Imperial General Staff, the highest position in the British Army.
* Field Marshal Bill Slim reported on the "helpfulness" of British civilians in Burma early in World War II. His best example was of a man he asked for help buying horses:
* Field Marshal Douglas Haig, whose primary battle plans consist of ordering the British soldiers to leave their trenches and walk very slowly towards the enemy, which had already been tried 18 times unsuccessfully.
* Field Marshal Gebhard Leberecht Prince Blücher in many ways behaved like a "typical" hussar officer; he lost huge amounts of money gambling and injured himself while participating in a horse-race at age 72, but he was also highly successful leader of operations involving all arms.
* Field Marshal Kutuzov is old and fat, but he is a great leader, respected by absolutely everybody in the army, who, eventually, defeats invading Napoleon armies.
* Field Marshall C.G.E. Mannerheim. He joined the Imperial Russian Cavalry in 1882
* Field Marshall Kliment Voroshilov. But you may be excused for thinking that his performance was deliberate, for his incompetence was so epic as to be almost indistinguishable from treasonous malice.
* Field Marshall Konrad von Hoetzendorff few things keeping him from losing the entire war for his country was the fact that on the other side, the leadership (a slew of Russian aristocrats and Luigi Cadorna) was even worse. On the few occasions that it wasn't, such as against Alexei Brusilov in Autumn 1916, his competence was on full display.
* Field Marshall Sam(ji) Hormus(ji) Jamshed(ji) Fram(ji) Manekshaw of the Indian Army. Each of the "ji"s are honorifics appended to his actual name as a mark of respect from both military and civilian government officials who had the opportunity to work with him.
* field marshal Mikhail Illarionovich Kutuzov) and he started to get splitting headaches from its use. It also contributed to the myth that he was one-eyed.
* Field Marshal Radik Gradenko, whose own incompetence leads to the endangerment of the Iron Curtain project as well as the inability to capture the Allied Chronosphere; Albert Einstein is also able to slip out of his grasp, all of these due to his own strategic blunders.
* Field-Marshal Slim was affectionately called "Uncle Bill" by all ranks of

Fourteenth Army. Nobody would have dreamt of referring to "Uncle Bernard" in the same way.
* field medics for the Royal Nymian Marines to help fend off the superior numbers of their attackers during the War of the Magi.
* Field of Blades surrounded by gears/flames. Yeah, Archer has issues.
* Field of Blades: Swords stuck in the ground to represent the casualties of a war.
* Field of Dishonor, a man insults Honor to the face of her boyfriend, and when he gets punched in the face, challenges said boyfriend to a duel. This was of course, all an act, as he was paid to kill both Honor and her boyfriend, using the legal dueling code as a cover.
* Field of Dishonor but because she is not completely amoral, she agrees to a compromise verdict that spares him from a death sentence. The fallout of the trial leads the the remaining plot of the novel.
* Field of Dishonor. Due to random "luck of the draw" when a computer selects the court martial board, half of the admirals on the panel judging the trial are in thrall to Young's father, Earl North Hollow, whether due to personal politics or blackmail. This results in Young being found guilty on four of six counts but with no agreement on the other two; he's dishonorably discharged but not sentenced to death.
* Field of Dishonor example, people who end up across a dueling field from her tend to wind up leaving the field in a body bag.
* Field of Dreams, by having the character build a race track in his cornfield. In the end, it said "Professional driver on a closed cornfield." Later they changed it back to "closed course."
* Field of Dreams has an inversion: the protagonists are on their way home when they pick up the hitchhiker, and they take him home with them, rather than to a destination of the hitchhiker's choice. An added twist: the ghost is a younger version of someone they've already met ...
* Field of Dreams has Dubuque, Iowa filling in for most of non-Fenway Park Boston, and Galena, Illinois filling in for Chisholm, Minnesota, both being within a 50-mile radius of the farm that served as the Kinsella home.
* Field of Dreams, in that the Iowa cornfield is supernatural and mysterious, but it's awe-inspiring, not scary.
* Field of Dreams, most people remember that it's Ray Kinsella who has visitations and dreams from a ghostly Voice saying "If you build it, he will come." But Ray is not the only one visited—his wife Annie also receives psychic dreams (it's upon realizing that they shared a dream that the two realize that Ray needs to travel to Boston), and later, their daughter Karen reveals that she too has been hearing prophecies, as she accurately predicts how the baseball field Ray built will summon others in need ("Daddy, people will come!"). The final shot of the film shows a truly massive line of cars lining the highway on the way to the Kinsella's farm, suggesting that hundreds of people have been hearing the Voice calling to them.
* Field of Dreams Shoeless Joe Jackson is confused about finding himself in a baseball field after he died.
* Field of Dreams, Terrence Mann (played by James Earl Jones). He was actually J.D. Salinger in the book, but as you can imagine, that changed pretty quickly (Salinger threatened to sue if he was featured in any adaptation of the novel).
* Field of Dreams, when Ray introduces his brother-in-law Mark to Terrence Mann:
* Field Of Innocence: Before she died, Lu Ten's mother, Colonel Kei Rin, was one. She was such a feared soldier that the Earth Kingdom army had a 'flee on sight' order for her.
* Field Operation Manual for early Panzerfaust had a two-line stanza on every page, forming a short poem mimicking popular children's rhymes.
* Field Postcards sent by soldiers to their loved ones during World War I contained nothing but a series of basic statements that were scratched out to leave a coherent message. To censor sensitive information, anything that was added to the card other than the multiple-choice answers was destroyed.
* "Fields of Honey" and "Two-Tone Town" are also suspected of being this; the

latter even lampshades the show's eventual replacement (with "ACME Oop!", a.k.a
* "Fields Of People" was originally written and performed by American art-rock group Ars Nova, however, their career flopped so badly that the people who know of the song most likely have only heard the version performed by British pop group The Move.
* field sprites, from hair length and outfit to eye colour. Considering Cecil's menu portrait and other designs, the field sprite seems more likely.
* Fiend Folio. Hags and other evil magic-users build them as guardians, binding evil spirits within ordinary scarecrows to bring them to life. The same spirits also grant scarecrows the ability to cause those who look into their eyes to become paralyzed with fear.
* Fiend Folio, have this as a racial trait. If they are captured or pinned down for more than 10 rounds, they dissolve into a puddle of poison.
* Fiend Folio. If they are captured or pinned down for more than 10 rounds, they dissolve into a puddle of poison.
* Fiend Folio introduces the scarecrow monster, which is a humanoid made of sticks with a carved jack-o'-lantern for a head.
* Fiend Folio. Killmoulis live in areas where grains and other types of food are prepared (like a kitchen or gristmill). They secretly help out with the work and eat large amounts of food (such as grain and flour).
* Fiend Folio supplement. The berbalang can go into a trance and send a projection of itself out onto the Astral plane to hunt for a human being to kill and eat. While the projected form is active, the berbalang is helpless and can be easily killed. If its astral form is killed, the berbalang has a 75% chance of dying from system shock.
* Fiend Folio. The Flail Snail is described as a "silicon-based mollusc".
* Fiend Folio: The khargra is a monster from the Elemental Plane of Earth. It normally "swims" through solid rock looking for metal ores to consume. If it encounters creatures with metal items (e.g. armor and weapons), it will leap out of the surrounding rock and bite the items in an attempt to eat them.
* Fiend Folio, there were the Kaorti. These are hive dwelling humanoids that were introduced to the Prime Material Plane from the insane nightmare plane of the Far Realms. The Kaorti aren't just evil, they're minds are otherwise so alien that if an enemy reads their minds — they risk a chance of going insane.
* Fiend Folio. The vision monster can cause aging in any creature that sees it, at a rate of 1-10 years per minute of observation.
* Fiend Folio (who only eat the brains of their victims and leave the rest to the grimlocks).
* Fiendish Codex II. Combine the two and you get a supercharged Hellfire Blast usable at will.
* Fiendish Codex II notes that most evil people are egotistical— they don't look at lemures or dretches (bottom-of-the-barrel devils and demons, respectively) and think that will be their afterlife. They think they'll shoot to the top of the infernal hierarchies immediately. In addition, resurrection magic doesn't generally leave the revived with memories of where their soul ended up, so nobody has firsthand information as to what happens after you get killed.
* Fiendish Freddy's Big Top 'O Fun, in the tight Rope Act. If you lose your balance, the acrobat grabs hold, and Freddy picks the fingers one by one. Although Freddy sometimes speeds up the trope by smashing the hand with a hammer.
* Fiendish Schemes, Dower is almost raped by a mechanical simian known as Orang-Utan. Turns out his father was hired by a very jaded noble to make a mechanical orangutan that was extremely fierce to make good sport in hunting and also to be a sexbot that would fuck him with its giant iron penis that had its own steam-engine for more pushing power. The noble died during their first bout of sex and an unlucky workman finds out the Orang-Utan is still active. After getting sodomized by the sexbot, the worker is held permanently in an asylum for ranting about getting buggered by a steampowered ape.
* fiend setting in particular there are a lot of tieflings and aasimar in Mulhorand and Unther, since those nations were ruled directly for centuries by avatars of

their gods (imported versions of the Egyptian and Sumerian pantheons) who frequently took human concubines.
* Fiendship comics has Queen Chrysalis and the Changlings use this tactic to ransack a kingdom.
* Fiends of the Eastern Front doesn't stop him, and getting decapitated by a propeller only slows him down.
* Fiends of the Eastern Front: Hans realizes that the Romanian soldiers his company are partnered up with are vampires when he notices that they have no reflections in the water.
* Fiends of the Eastern Front: The German soldiers are depicted as regular conscripts, with no mention of any Nazi affinities.
* Fiends of the Eastern Front: When Hans is turned into a vampire, he is immediately struck by a lust for blood and attacks a group of nearby Russian soldiers.
* Fiends of the Eastern Front: When the Rumanian vampires begin to hunt their former German allies, Hans buys them some time by throwing a grenade onto a frozen lake, preventing the vampires from following them until it freezes over again.
* Fiends of the Western Front; the vamps help Germany win the war, and they get all the commies, wounded, and POW's they can eat.
* Fiend Without a Face had invisible brain-like creatures that sucked the brains out of the skull.
* Fiend Without a Face, Major Cummings (Marshall Thompson) gets an axe from... somewhere, and uses it to kill one of the brainlike "fiends" after it gets Melville.
* Fiend Without a Face, the other survivors hurriedly board the windows up. This holds them off for a while, allowing the armed Air Force officers to shoot at them through the gaps the boards, but eventually the fiends just use their prehensile spinal cord "tails" to pry enough of the boards loose so they can get in.
* Fiend Without a Face, the producers had one of the brain creature puppets displayed in a glass case at the theater. It was even rigged to wiggle around, and they claimed it was a real surviving "fiend" from the movie that had been captured.
* Fiend Without a Face: The title critters puncture people's skulls and slurp out their brains and spinal cords "like an egg," leaving behind the empty-headed corpses.
* Fiend Without a Face: The titular "fiends" are initially invisible monsters that, when revealed, are actually slimy crawling human brains that brains strangle victims with their spinal cords. While not in jars during the events of the film, one of the "fiend" puppets was displayed in a jar at a movie theater during the film's premiere.
* Fiennes played a Hungarian at least twice, both from the same era: in
* Fierce Creatures' breasts. After thoroughly making a fool of himself, he apologizes for his "Freudian slit... er, slut... slot!".
* Fierce Creatures Rollo Lee is constantly being caught by Willa in embarrassing and seemingly lurid situations (such as being caught in a shower with half-dressed and nubile young lady zookeepers, a sheep wandering out of his bedroom, etc). They all have perfectly innocent but very convoluted and unlikely explanations.
* Fierce Creatures, Rollo loses it and gives his zoo's employees a scathing critique of their new corporate owner:
* Fierce Creatures: Rollo reaches backwards for a piece of paperwork without looking. He... well, he misses the paper, let's say. Willa takes it in stride.
* Fierce Creatures takes place almost entirely at a zoo, so naturally they take advantage of it.
* Fierce Creatures, the boss is shot through the head by accident and a scheme is quickly set in place to make it look like a suicide in front of some of his colleagues involving the dead man's son impersonating him. This worked particularly well as the father and son were both played by the same actor, Kevin Kline to be exact.
* Fierce Creatures winds up in a closet with a half-naked girl and a live sheep.
* Fierce, however, when she shows up in Clark's living room wearing nothing but a

bikini, the following exchange occurs...
* fiercely protective of their offspring was lampooned, where the cartoon had a tired office worker absent-mindedly stepping into an elevator between a mother grizzly and her cub. (She seemed docile in the scene as shown, but according to the caption, what was about to happen would not be pleasant.)
* Fierna, the nominal ruler of the fourth layer. She's an embodiment of
* fiery accident in 1998, where his Ferrari spun out and hit an already spun-out Porsche, creating a fantastic fireball and sending him rolling across the track. The first one on scene was another racer with a fire extinguisher to put out his flaming car. Safety marshals arrived over ten seconds later to extract him and take him to a waiting track van (not an ambulance) to go to the medical center. For reference, he spent 90 seconds from impact in his flaming car, long enough that his visor melted and caused facial scarring when he was laid on his back that required plastic surgery to repair.
* Fiery Redhead because they love each other. As Ygritte is fond of pointing out, he knows nothing.
* Fiery Redhead ex-guerrilla fighter with little respect for any rules but her own.
* Fiery Redhead normally wears her hair in two noticeably stiff braids. She lets it down whenever she's sleeping or grooming, and it looks much softer and prettier.
* Fiery Redhead: Some tomboys commonly have red hair to fit their aggressive and temperamental demeanors.
* Fiery Redhead the grunts of the villain team even causally hang out in his café? When the reveal happens, most players are instead shocked that it's meant to be a reveal at all.
* Fiery Redhead, the latter is incredibly calm. Both sisters are tattooed and very compassionate when they want to be.
* Fiery Redhead. The only difference is that she's doing out of free-will than anger. She also loves abusing Wayne and considers him her best friend because she only mildly dislikes him.
* Fieseler Fi 103 not a suicide weapon, at least post-World War II the claim was that the pilot was supposed to bail out once the Reichenberg was lined up on its target. Never mind that the canopy would catch on the pulsejet intake when the silly thing was parked on the ground, so the odds of getting it jettisoned at 500 MPH aren't exactly good (and there wasn't room in the cockpit for both a pilot and a parachute anyway.)
* Fiesty Pets, which look like harmlessly cute animals at first, but when you squeeze their backs they bare their fangs and scowl.
* Fievel asks "Are we there yet?" as the ship they're on crosses the Atlantic for America.
* Fievel Goes West only wears a shirt and dress, but no undergarments.
* Fievel's American Tails devoted an episode to this trope, where Fievel is forced to babysit his little sister Yasha, who then escapes and gets into trouble.
* Fievel's American Tails's film, Tiger is a friendly cat that is one of Fievel's (a mouse) best friends in a town full of mean cats. This becomes even polemic at some point as Fievel's parents do not fully approve the friendship.
* Fievel's American Tails, the show was quickly cancelled after 13 episodes.
* Fievel was voiced by a girl in the Brazilian Portuguese and French dubs of the first movie, but by a boy in
* Fievel was voiced by two different girls in the Latin Spanish dubs of the movies (Laura Bustamante for the first two which were dubbed in Los Angeles,
* Fi. Even after getting fired from her magazine, she never lets up her pursuit of Can Manay's darkest secrets.
* FIFA (best described as a FIFA propaganda film) to get out of a "financial hole".
* FIFA has had a soundtrack of popular contemporary music, including one of these.
* FIF also used backmasking themselves to hide nonsensical messages. On
* FIFA mods aren't restricted to PC, and can be made for Playstation 2 too, with certain specific editors.
* FIFA Soccer. Not for nothing has one EA executive been reported as describing FIFA as "a license to print money".

* Fifa Soccer: The commentators tend to do this after you score goals or when there's a general lull in action, where they start commenting on things like player or team performance or throwing trivia at you.
* FIFA World Cup, and ended with a missed penalty kick in the penalty shootout in the final by Roberto Baggio, which won Brazil the World Cup.
* FIFA World Cup draw, Netherlands manager Bert Van Marwijk asked a JFA representative if he had seen Japan's manager Takeshi Okada. The JFA representative was Takeshi Okada.
* FIFA World Cup, England fans arrogantly decided to get tattoos reading "It's coming home" when the England team went against Croatia. As you'd expect on this trope page, England lost 2-1.
* FIFA World Cup, one comedian managed to get into a FIFA press conference and threw money at him before security could intervene.
* FIFA World Cup qualifying. A firework fell in the field. The Chilean goalkeeper fell to the pitch with an apparent injury to his forehead, and play was suspended. Later it was discovered the player created the injury himself, with a razor blade hidden in his glove. Chile was banned for eight years, and the keeper for life.
* FIFA World Cup uniforms for some national teams. Particularly for Brazil, Spain, and the hosts themselves, the USA.
* FIFA World Cup was Brazil's coach on the 2014 Cup, Luiz Felipe Scolari.
* Fifi and McNulty. In the song "Uptown Fifi", they go for a walk, and Fifi is shown with hearts coming from her head, and she's described as "hot to trot", but the official description of the song describes them as "friends". They're also only puppies, meaning that if they were dating, it'd be a literal example of
* Fifine - Eventually Fifine and company find proof of the existence of humans, only to discover that they are all the descendants of uplifts. Animals were uplifted to be the companion to the last human child.
* Fifteen And Pregnant, the reconciling couple of Cal and Evie are lying on the family's porch swing as he massages her feet.
* fifteen division championships (including winning ten in a row, making the Patriots the first NFL team and only second American professional sports team to pull that off - the first was the Atlanta Braves in baseball).
* Fifteen Hours the protagonist: he is part of a recon team on the field of the day's battle, led by an officer looking for an easy medal. Things go horribly wrong, most of the team being killed by scavenging Orks.
* "Fifteen Million Merits" depicts a dystopian future where people are continually bombarded with advertisements while doing pointless work to buy pointless stuff, with an ersatz
* Fifteen Million Merits", where people live underground, having to ride exercise bicycles to generate energy, while television literally rules the society.
* Fifteen Minds's case, the title was only revealed in the Tumblr tags.
* Fifteen minutes can save you 15% or more on car insurance. Everyone knows that.
* "Fifteen Minutes of Shame" has Meg tricking the family into appearing on Diane Simmons' talk show to expose their dysfunctional ways. Ultimately, this is parlayed into them getting their own reality show about their lives that ends with them being replaced by celebrity versions of themselves.
* Fifteen Minutes of Shame", Meg tricks the family onto the Jerry Springer-like talk show.
* Fifteen to One, producer William G. Stewart did the hosting duties with the intention of hiring a proper host once the show was greenlit. The network was sufficiently impressed by his performance (and his grasp of the game's somewhat arcane rules) that he was kept on as the actual host.
* fifteen-year-old daughter is the mother of the youngest child, who's two years old, and covers up the pregnancy by saying that the daughter and mother are visiting their aunt in Michigan.
* Fifteen year old Wendy is also cool with the twins, but the one she really bonds with is Dipper. While this is helped by Dipper having a not-so-subtle crush on the teen, even after giving him the
* fifteen-year run, several episodes where recycled from early ones, with just

names/places/assignments changed. Examples include "Oil Well that Ends Well" and "All that Glitters" (a oil/gold deposit is "found" from Hyde Park) as well as "How Now Brown Cow?" and "Ballet Nuisance" (a cow/pig is mistaken for an important foreign person).
* Fifteen years ago, the indebatably undead vampire Evangeline stalked Nagi, who got sick of it and cursed her to remain on the Mahora school grounds for a few years, but forgot to let her out before eventually disappearing ten years ago. In the present, she attacks his son Negi out of irritation, but eventually ends up getting treated somewhere between his primary teacher and a potential love interest. Later on, Negi learns a
* Fifteen years before the events of the first book, Robert Baratheon led a rebellion that ended the Targaryen dynasty after the already married Prince Rhaegar disappeared with Robert's fiancee Lyanna Stark.
* fifth best television episode of all time, the only pilot in the top ten.
* fifth book after going on the run for an entire year to escape Death Eaters bent on capturing a traitor.
* fifth book is trying to wrap herself up in the memories of her tragically cut short relationship with Cedric Diggory by latching onto the person who was closest to him when he died. However, they had barely shared anything close to real conversations, and the relationship is ended about three-quarters of a way into the book.
* fifth book. This is likely due to the fact that in the wizarding world knowledge actually equals power and Dumbledore has had plenty of training time.
* Fifth Brother's design was taken directly from an unused piece of concept art that was drawn for
* Fifth Bureau assassin who was left marooned on Kostroma when Daniel and Adele blew up the Alliance forces there.
* Fifth Business priest Father Blazon amuses himself in his old age by acquiring and reading books that the Church had banned, to the consternation of his nurses.
* Fifth Business story; instead, he (according to Liesl) is destined to be the vital supporting character to everyone else. Strictly speaking, the hero of the story is the successful, handsome Boy Staunton, but the narration only checks in on him now and again.
* Fifth Column Nationalist Sympathizers within the city would form a "Fifth Column" and help him take the city. Given that the city held for over 2 years, this example was ineffectual at best.
* fifth-dimensional imp, so he gave himself a more viable weakness; tricking him into saying his own name backwards sends him back to his dimension for a month. This not only gives Superman a fair chance, but makes Mxyzptlk actually work for his pranks and schemes.
* Fifth Edition altered things so Wizards and Clerics have different strengths and weaknesses in regards to Necromancy. Clerics and Wizards now gain
* Fifth Edition easier and/or stronger, and let warriors bypass enemy resistances while also gaining some of their own. Finally, the advantage-disadvantage mechanic simplifies buffs quite a bit. Spells still allow for a greater deal of narrative agency, but stacking multiple area-of-effect spells and gigantic buffs on top of each other is no longer possible. So while this trope is still present in 5e, warriors and wizards are much closer in power than before.
* Fifth Edition hammers the trope a little harder by giving dwarven characters automatic proficiency with hammers, axes, and the player's choice of metalsmithing, stonemason, or brewing tools. So Monks or Rogue are likely to be the only classes that see a dwarf not running around with such weapons since the class features don't really use either very well. On top of that, the Mountain Dwarf subrace also gives automatic proficiency with light and medium armors, so in the event that you want to play a
* Fifth edition has "Oathbreakers" instead of Blackguards, and has the Oath of Vengeance and Oath of Conquest for less heroic standard paladins. The Oath of Conquest in particular has a strongly
* Fifth edition has the Oathbreaker, a Paladin subclass that is flavoured as a

Fallen Hero, turned to evil. It has no such prerequisites beyond reaching the third level of Paladin (the normal point for a Paladin to pick their subclass), so presumably those first three levels are intended to be their
* Fifth Edition introduced the "Oath of Redemption" Paladin, which emphasizes that the path to redemption for evil-doers can be an arduous one, and that they should be given help along the way. The tenets
* Fifth edition introduces the "Oath of Redemption" Paladin, who strives to pull a
* Fifth Edition simply treats items like characters in terms of armor class and hit points.
* Fifth Edition's main Monster Manual tends to feature mostly evolved or created creatures that would in fact attack you or at least challenge you (if good/neutral), but as far as adventures go, it's a bit of a throwback to the earlier editions, so unusual traps abound.
* Fifth Edition's massive damage rule says that if a player character's hit points are reduced to 0, and the remaining damage from an attack is at least equal to their maximum HP, the character instantly dies. There's also a few spells like Disintegrate which prevent normal resurrection spells from working by completely reducing the target's body to ashes, preventing Raise Dead from working.
* Fifth Edition thankfully dials this back, but it still allows you to recover an amount of damage rolled on one or more of your hit dice during a short rest (which can only be done with the DM's approval at safe points). You can't recharge your hit dice until you get a long rest, but by then you'll probably have accomplished a goal and be healed already.
* Fifth Formers at St. Clare's features Felicity Ray, a talented violinist whose parents forced her to participate in a very difficult music exam, just so that she could have the distinction of being the youngest person to earn its certification. The poor girl is so stressed out that she's verging on a nervous breakdown and started sleepwalking.
* fifth game not occupied by Mil, the spawn point, or the two humans has a Prinny on it — and if you start a fight here you can easily win just by throwing any of the Prinnies to set off an explosion chain that would do Michael Bay proud, at the likely cost of not being able to use the unit you dispatched for the rest of the Item World expedition.
* fifth game to boot. Thankfully, said NPC is invincible and runs straight for the designated goal point at top speed, so all the player needs to worry about is getting the player-controlled character to safety.
* Fifth Generation gives us Final Gambit, which has the user sacrifice all of its remaining HP to cause the same amount of damage to the enemy. Because of its nature, it is best used by Pokémon with high HP.
* Fifth Harmony and Lauren Jauregui (Camren) together even years after Camila left the group. It got to the point that Lauren said it made her uncomfortable.
* Fifth Harmony's "Work" was released a month earlier. Tellingly, the word "work" is repeated much more often in the refrain than the full phrase "work from home".
* Fifth Harmony (the former in the US version, the latter in the UK version). That's not all, they both consisted of five solo artists who were put into a group after getting rejected, they both finished third, became the most successful act from their respective country's show, and they have similar shorthand names (5H and 1D).
* fifth have issues against supervillains like say, Killer Croc and Bane.
* fifth major version of Windows (assuming you consider 98 to be "95.5" and ME to have not existed at all), it's the first version that was unambiguously a complete operating system in its own right (versions prior to 95 were basically just graphical shells running on top of MS-DOS, and even 95 and 98 needed to boot to MS-DOS briefly as part of their loading process).
* fifth movie has supposedly lifted all sea curses. What this means for the future of magic and the franchise remains to be seen.
* Fifth Place: Ririka - An employee at the Ijincho branch of Hello Work; through her, Ichiban and his party can apply for new jobs, change jobs, and select outfits.
* Fifth problem: jobs held by non-working-age persons would not count. Thus, the

70-year old physician or lawyer who still hold a job would not be counted, nor would the 17-year-old military member.
* Fifth Quarter, one character keeps himself alive this way by jumping to the body of his killer just before he dies. After figuring it out, he makes a habit of it and lives for several centuries jumping from body to body.
* fifth revival season assassin Ashi crosses paths with the spiritual descendants of the freed teenagers. They still remember their predecessors' encounter with Jack from over fifty in-universe years ago, and Ashi learns the "dance" from them during the encounter.
* fifth season, which is a self-contained story that is not in the same continuity as the original cartoon or IDW's previous ongoing comic continuation that lasted 20 issues.
* fifth volume, Supergirl underwent a -thankfully short-lived- emo teen phase, after which she strives to be the kind of hero worthy of her family crest. Unfortunately, her attempts to help everyone are wearing her out. In Issue #34:
* fiftieth, spends about a chapter on a cricket match between the Cheldon Boniface team and the Doctor's Invitation Eleven.
* Fifty Feet of Trouble has Pilar O'Heaven, a literal 50-foot woman and pinup.
* Fifty Feet of Trouble is a classic noir riff: world-weary detective in a world that hates him. He's also the last human detective because almost everyone else in the world is some kind of monster.
* Fifty Feet of Trouble, the blob monster Gelatin Keyes knows lots of jokes and delivers them with the proper energy. The problem is that he never matches the setup to the right punchline.
* Fifty Fifty 1992: Jake Wyer and Sam French are both these. Of course, they both come to believe in the cause they are fighting for.
* fifty-foot flagpole. Peter, in turn, is eager to put the old blowhard in his place.
* Fifty mode) and (with the help of the beloved ruler who was overthrown by said dictator and the CIA guy who hired them) win (they do get seriously wounded by the dictator though).
* Fifty Shades Darker if Ana and Christian had just called the police, instead of trying and miserably failing to deal with the problem themselves.
* Fifty Shades Freed, it's revealed that Ana and Christian have a two-year-old son with red hair — who looks exactly like the toddler version of Christian that Ana has been imagining and daydreaming about post-coitus for the past three books.
* Fifty Shades Freed. When Anastasia describes Christian as "a man of honour" who "treat(s) people well", Dan slots in a montage of Christian lying to her about getting rid of a loaded handgun, throwing tantrums at Ana over tiny, insignificant things and openly describing himself as a sadist who gets off on punishing women who look like his birth mother, then ends with a repeat of the "you treat people well" line just to underscore the absurdity.
* Fifty Shades Of Black gets her fair share of beating from a malfunctioning elevator.
* Fifty Shades of Grey (2015): Movie adaptation of the best selling erotic novel.
* Fifty Shades of Grey, Ana repeatedly feels jealous when other women flirt with or even check out Christian, but he's so in love with Ana that he scarcely notices the mere existence of these women. Christian feels the same way about virtually every man who has ever been in Ana's presence, but she is equally devoted to him.
* Fifty Shades of Grey. Anastasia has instances where she's thinking that, if she has a 'regular' relationship with Christian, he will eventually denounce his BDSM ways and want nothing more than 'vanilla sex', as he called it.
* Fifty Shades of Grey, a trilogy of erotic romance novels published by Polish author Blanka Lipińska which contains the same themes and concepts, in addition to being adapted to the big screen.
* Fifty Shades of Grey: Before meeting Ana, Christian's family believed he might be gay as they'd never seen him with a woman. Even Ana spontaneously asks him if he's gay during their interview. He's actually just very private about his intimate relationships with women because he's into BDSM and doesn't want it getting out in

public; Ana is the first woman he's ever been serious about so he's far more open about their relationship.
* Fifty Shadesof Grey: Christian Grey has this mindset. Buying the publishing house where his then-ex Ana works, bribing a senator to ensure a crate gets shipped to Darfur, involuntarily committing an unstable former submissive and buying Elena Lincoln's ex-husband's business for the sole purpose of bankrupting him as revenge certainly count, especially since most of these would have either not been possible or would have gotten him thrown in jail in the real world.
* Fifty Shades of Grey, Christian Grey starts as a successful businessman who doesn't do romance; he's only interested in dominant/submissive relationships. However, after proposing such a contract with the protagonist Anastasia Steele, he's willing to commit himself to a "vanilla relationship" with her.
* Fifty Shades of Grey, Christian Grey was 15 when one of his mother's friends and a fully adult woman took him as her sexual submissive in an S&M relationship that lasted several years. He denies that this was rape, and the heroine is jealous instead of disgusted when she meets his rapist, but in any case, it was statutory rape. Considering his inability to differentiate between consensual sex and rape in the relationship with Ana, it is highly unlikely that this sexual abuse didn't affect him negatively.
* Fifty Shades of Grey. Christian says he wants Ana to be "on first-name terms" with his "favourite body part", but he never actually mentions what he calls it.
* Fifty Shades of Grey community that interpret some of Christian’s behaviour to be stalking and abuse of power, rather than part of a healthy BDSM relationship. Hate from the BDSM community counts as periphery. Despite the BDSM themes and scenes in the novels the BDSM community is not the target audience. Its target audience is consumers of fantasy romance novels.
* Fifty Shades of Grey dedicates a large amount of page time to fawn over Christian's hotness and sex appeal from Ana's twitterpated POV.
* Fifty Shades of Grey don't have much in common with Meyer's Edward and Bella; it's very hard to imagine the Edward Cullen who stayed a virgin for over a century and stridently opposed sex before marriage being into BDSM.
* Fifty Shades of Grey fanfic before it was changed to an original story.
* Fifty Shades of Grey fans naturally get along, considering the former started life as the latter's fanfiction.
* Fifty Shades of Grey for its "sadistic" and "unnatural" content. It's also been banned in Kenya, Indonesia, the United Arab Emirates, Cambodia, Papua New Guinea and India, for unspecified reasons. Interestingly, the novels are not banned in UAE, and can be displayed quite prominently in bookstores, including, of all places, Abu Dhabi International Airport.
* Fifty Shades of Grey he will say that the actor Jamie Dornan is #NOTMYCHRISTIAN (i.e. not a good choice to play the role of Christian Grey in the film).
* Fifty Shades of Grey. However, at the start of the next book, Christian tells Ana he's changed and wants her back to have a 'vanilla' relationship. Even though it's been a mere five days and Ana has no proof of Christian's claims, she takes him back almost instantly.
* Fifty Shades of Grey. However, she doesn't like the idea of having her character cuss, thus invokes this trope by having Christian telling Anastasia "I don't make love. I truck. I truck hard."
* Fifty Shades of Grey. However, this hasn't stopped each film from being a huge financial success.
* Fifty Shades of Grey: In the books, Ana describes Christian Grey as being so smoking hot, and having such a commanding presence, that just being in the same room with him turns her knees to water. Jamie Dornan, who plays him in the film, is certainly not unattractive; however, the way he's styled in the movie - especially the decision to have him clean-shaven - tends to make him look boyish rather than devastatingly sexy.
* Fifty Shades of Grey is meant to have a happy ending, but many would argue that marrying and starting a family with a controlling abuser is NOT a happy ending.
* Fifty Shades of Grey is one of the first openly erotic novels to break into the

mainstream and to be marketed as upmarket populist literature, occupying the top shelves of high street bookshops.
* Fifty Shades of Grey it's a scarily accurate depiction of cult indoctrination.
* Fifty Shades of Grey it spawned. Several groups have problems with the content. Reviewers criticize the poor writing style, BDSM practitioners dislike it for getting their fetishes wrong, feminists say it normalizes abusive relationships, and conservatives dislike the explicit sex. It got so much hate, TV Tropes had to lock both the main page and YMMV page.
* Fifty Shades of Grey made $571 million at the box office (against a budget of $40 million) and is the fourth-highest grossing romance film of all time.
* Fifty Shades of Grey mask she wears in episode five and the rope dress in episode 8. On a similar note, many wondered who decided to put Yennefer in unflattering makeup (especially the eyeshadow), as it doesn't suit the actress.
* Fifty Shades of Grey mocks Grey's business calls by saying that if you saw someone in real life talking like that, you would assume that there was nobody on the other end of the phone, and probably that they didn't really have a job at all.
* Fifty Shades of Grey of detractors. Both the books and films were profitable and they're well-known in pop culture by now, but more out of infamy than widespread popularity.
* Fifty Shades of Grey rape-y vibes, and might be a sociopath. This has not gone unnoticed by the detractors.
* Fifty Shades of Grey sequel, Darker: Right after Anastasia accepts Christian's earlier proposal, they make out in the shower and continue in the red room.
* Fifty Shades of Grey style books. Many actual Amish people aren't amused by this, since the authors are typically not themselves Amish and they feel it portrays an inaccurate version of their lifestyle that's actually a mouthpiece for evangelical Christian values, especially around concepts of sexuality and salvation, that they do not share.
* Fifty Shades of Grey style, however. It's just that the subject matter and production is completely different from what she normally does. It was also unusual in that its success was fueled by digital downloads and streaming whereas most of her previous hits were predominantly radio hits (it literally held the World record for the most streamed song in a single week — until Wiz Khalifa broke it with "See You Again").
* Fifty Shades of Grey the book has any kind of aesop the movie, with added focus on the actual character interactions (plus whatever nuances the actors put in), can be easily interpreted as "BDSM is awesome, but you should get into it gradually and don't rush with contracts and hardcore practices, or it will destroy your relationship."
* Fifty Shades of Grey (the latter of which is redlinked due to not fitting the 5P standards on This Very Wiki). It is ultra-rare for animation in general to be worse and what is worse is quite often not released in France to begin with.
* Fifty Shades of Grey they're the happy, emotionally healthy couple in contrast to Christian and Ana's constant drama.
* Fifty Shades of Grey took a lot of heat for toning down the book's more outre elements, including getting rid of the book's awful internal narration, particularly the infamous "Inner Goddess" bits, entirely. Turns out that when you try to make this story more respectable, there's nothing of interest left.
* Fifty Shades of Grey trilogy ends two years later, where Ana and Christian are playing with their son, Teddy. Ana is six months pregnant with a daughter whom they plan to name Phoebe. It is also mentioned that Kate and Elliot are married and had a daughter, Ava.
* Fifty Shades of Grey. Twenty-one, naïve, and so virginal she never even masturbated before meeting Christian Grey.
* Fifty Shades of Grey was not shown in some cities in the Philippines. That didn't stop the movie from being a box office hit and illegally downloaded on the web.
* Fifty Shades of Grey well regardless. But when the narrative was presented from the perspective of the man doing the stalking and the abuse, these things became impossible to ignore and hurt critical and commercial reception.

* Fifty Shades of Grey. When edited for publication, it remained 89% identical to its former self.
* Fifty Shades of Grey with a controlling nature towards his sub/girlfriend Ana, with strong undertones of gaslighting.
* Fifty Shades of Grey with Elena, he admits that he fears that Ana will choose the baby over him.
* Fifty Shades of Grey world of BDSM, and critics as a whole despise it.
* Fifty Things That Made the Modern Economy, with Tim Harford saying that they came from a man with an idea that revolutionised economics. After some lengthy passages about Gillette's socialist utopia, where there's one publically-owned company that makes everything and people only need to work for five years in their life, Harford admits that it wasn't that one.
* fifty thousand Dothraki led by one Khal Temmo. Only six hundred Unsullied were left alive after the battle, but Khal Temmo, all his sons, and his bloodriders were dead, and the remaining Dothraki all cut their braids and retreated in shame.
* "Fifty thousand people used to live in this city. Now it's a ghost town."
* fifty thousand Shermans. Shermans did quite well against the more common Panzer III and IVs since they were closer to its weight class than the heavier Tiger and Panther. Plus, much of the Sherman's more powerful upgrades were delayed either due to reliability issues or crew ergonomics issues, or looked over by the troops on the ground as unnecessary at the time. However, once the upgrades had their kinks worked out and were implemented Shermans became far more effective against German armor.
* Fifty-three years later, in the 2014 National League Championship Series, Travis Ishikawa hit a 3-run walk-off home run to lift the Giants (now in San Francisco) over the St. Louis Cardinals and send the Giants to their third World Series in five years.
* Fifty years later, this seems to be the case with the young "hero" Alpha, gaining superpowers by accident, instantly becoming a media darling... then cheating behind his girlfriend's back, emancipating himself from his parents and forcing Spidey (whose fault it was that he
* Fifty years prior Little Ricky became a character as the result of Desi Arnaz and Lucille Ball not wanting to trick-shoot the show to hide the latter's pregnancy.
* Fig cries these in "Stroller Derby" after throwing a tantrum about not wanting to go in her stroller because she's a big girl.
* Figgs & Phantoms is a pink palm tree, which its lone resident insists is coral, not pink.
* Figgs and Phantoms, Mona Lisa Figg sometimes stood on her midget uncle's shoulders to create the "Figg-Newton Giant" so they could "inconspicuously" move books her uncle felt deserved more attention from the bottom shelves of his and his partner's store to the top shelves where more people would notice them.
* Figgs and Phantoms, Mona Lisa Figg unthinkingly requests a book by its title and (racist) subtitle while speaking to a black librarian.
* 'fight' against Vergil, Lucy grows increasingly enraged as he cuts down more of her Celestial Spirits. In response he points out that she is the one sending them against a clearly superior opponent, and that if she doesn't want them to get hurt she should grow stronger herself.
* fight (and injures, and maims, and mutates) with one. Case in point: Riku's liver. Firecracker. Surgical implantation.
* Fight City is about as short as you're going to get. "It's a city, and they fight."
* Fight Club: All over the place, and in fact it's an important part of the plot, since much of the conflict may stem from the Narrator's sexual confusion. The phallic imagery gets so out of control that at many points it's not even imagery. It should be noted that the subtext was taken down a notch in the movie.
* Fight Club? A major theme is how random people in the support groups pair up to cry on one another. Of particular note is the narrator being paired up with Bob, a former bodybuilder who has 'bitch tits' due to steroid abuse; it doesn't matter to the narrator after discovering how good it feels to cry.

* Fight Club: an attempt to see how far he could push Homoerotic Subtext and not offend the manly men who read it.
* Fight Club and screenwriter Jim Uhls. It's a masterclass in how to adapt a novel.
* Fight Club, a popup appears that reads "You are about to break the first (and second) rules of Fight Club. Publish anyway?"
* Fight Club as she leaves the Paper Street house. "Gotta get off...gotta get off...gotta get off this merry-go-round..." Marla Singer is quoting from "(Theme from) Valley of the Dolls" — not strictly an ironic nursery rhyme but considering what happens to the women of the film, appropriate.
* Fight Club. Because she's English, she didn't know that "grade school" is the American equivalent of "primary school" and was quite shocked about the line afterwards.
* Fight Club challenges an entire club to fights at the end of the book, and bites off half his tongue when hit with an uppercut.
* Fight Club, complete with a revolting bathtub and water faucets that spew out brown water.
* Fight Club do this, in order to show that the narrator didn't live his life, but lived the life he was told to live.
* Fight Club. Durden points out the "cigarette burn" marks indicating when film reels should be changed in a movie. There also his interesting... habit of splicing single frames of pornography into family-friendly films (and the film itself). In the original theater release reels that particular reel was actually cut about 5 minutes short so the mark he pointed out (which was actually extended by a few frames for effect) was actually marking a real reel change.
* Fight Club features one with the narrator, Tyler and Marla. Although things start to get... Complicated.
* Fight Club features the quote "Tyler wanted marla, marla wanted me and I wanted Tyler". Although things get skewed in the third act as certain things unravel.
* Fight Club had a woman finding a condom in her clam chowder (after it came back from being reheated) and the incident traumatized her so badly that she can't eat soup, seafood, and has even had problems with intimacy.
* Fight Club has an interesting variant. The Dust Brothers included a record scratch in the score of the film. The opening theme starts out as one song, record scratch about 3 seconds in, and then a totally new song takes its place.
* Fight Club has the main character going to support groups for people with terminal diseases (even though he doesn't have one), because he finds that witnessing their misery allows him to sleep. It stops working when he encounters Marla, who does the same thing. Of course, it's more obvious that she's a fraud when she attends a support group for a condition that is impossible for her to have had: Testicular cancer.
* Fight Club have talked about turning the movie into a musical, and were only about 50% joking when they did.
* Fight Club, he kisses Angel Face on the mouth, accompanied by a voice-over line about jealousy. Later, as the Narrator, he beats Angel Face to a pulp, remarking, "I felt like destroying something beautiful."
* Fight Club holds hands with his love interest while watching a few corporate buildings blow up to The Pixies' "Where Is My Mind".
* Fight Club is a masterful example, as Edward Norton's unnamed narrator befriends and starts Fight Club with Brad Pitt's Tyler Durden, anarchist and soap salesman. As Durden begins to raise an army of committed nihilistic followers, the narrator becomes less and less comfortable with the direction of the movement. After Tyler Durden disappears at the kickoff of a coordinated act of domestic terrorism, the narrator hunts desperately for him, only to be told that he is Tyler Durden himself. The revelation changes the tone of previous conversations in the film, notably the inception of Fight Club — what was a brawl between the narrator and Durden that attracted other participants becomes the narrator/Durden beating himself up, rousing the curiosity of others. And Durden's intense sexual relationship with Marla Singer coupled with the narrator's open contempt for her; what were the actions and reactions of two separate characters take on a different

light when you know the characters are the same person, and Marla's confusion and hurt at the narrator's scorn makes more sense. In the end, the narrator shoots himself through the cheek, "killing" Durden by demonstrating he was willing to kill himself.
* Fight Club is a social commentary/philosophical drama/black comedy/surreal-psychological mystery-thriller/crime action film in which the real fighting is only used as way to highlight the message of the film. It has to be seen at least two times to be fully enjoyed.
* Fight Club is done for drama rather than comedy; Marla is a depressed alcoholic who goes to support groups because they're the only way she can feel anything. She's less a villain and more a tragic figure.
* Fight Club is narrated by Edward Norton's character, to mimic the book's first person narration.
* Fight Club is: you do not talk about Fight Club. The second rule of Fight Club is: you DO NOT talk about Fight Club."
* Fight Club, it tells you you're wasting your life freeze-framing DVDs to read it.
* Fight Club: Lou's Bar is where the first in-universe fight club appears. It's also implied that the owner, Lou, has ties to organized crime.
* Fight Club. No surprise, given that she is played by Helena Bonham Carter.
* Fight Club opens with a close up (cellular level) of how the human body sweats before zooming out to show Edward Norton with a gun between his teeth with a voice over saying "People are always asking me if I known Tyler Durden". The rest of the film from then on is a recap of the last year or so of his life to how he ended up in that position.
* Fight Club, sabotaging restaurant food is one of Tyler Durden's pastimes, which leads to this trope for the unfortunate customers.
* Fight Club, she delivers one that manages to be both flat and epic at the same time.
* Fight Club so brutally it's barely recognizably human, and most of his teeth are gone.
* Fight Club sometimes slips into this, both in his narration and his dialogue in the film.
* Fight Club' song "Where Is My Mind?", which was played over the climax.
* Fight Club: The first rule about Fight Club is you do not talk about Fight Club!
* Fight Club the idea that the same women who paid to get rid of the fat would now pay him to return it.
* Fight Club. the members all had this as a "homework" assignment. Cue hilarious montage.
* Fight Club, the members of Project Mayhem use bird seeds to draw a huge flock of pigeons to a Mercedes Benz dealership. The next day all the cars are covered in poop.
* Fight Club The Narrator mentions he lives in a high priced apartment for urban professionals with thick concrete walls and floors:
* Fight Club, the narrator ultimately rejects Tyler Durden's hyper-romantic goals, though the denouement is radically different in the film and movie.
* Fight Club, the unnamed main character ("Jack" in the script) is trying to get Marla to leave the support group he's attending. He tells her, "Look, I can't cry with a faker present." Marla replies "Candy-stripe a cancer ward. It's not my problem."
* Fight Club. This was subtly parodied in the book, but lampshaded like a mofo in the movie.
* Fight Club, three or four times with Tyler Durden, and once at the end of the movie with a...male body part. (It was earlier mentioned that editing single frames of porn into movies was just one of Tyler's weird hobbies.)
* Fight Club: Tyler Durdan moonlights as a projectionist, so there are a few meta gags about cinema.
* Fight Club: Tyler Durden has the motivation, but not the methodology. He believes society and rampant consumerism are stagnating human development. Rather than combat this with mad science, however, he plans to force humanity to "evolve, and

let the chips fall where they may" by crashing the global economy.
* Fight Club, Tyler Durden likes to use a lot of nihilist-sounding rhetoric:
* Fight Club: Tyler pulls Marla into a corner in a hallway to escape the paramedics, but instead of kissing her, he does a bit of an awkward dance to pass the time.
* Fight Club, Tyler tells the Narrator when they first meet: "You have a sick desperation in your laugh."
* Fight Club visited all sorts of support groups for problems he didn't have, as did Marla. He reacted to other's trauma by finally relaxing enough to sleep. When Marla ultimately forces him to leave the groups out of humiliation, he and Tyler found Fight Club.
* Fight Club, where to join the club, new members are expected to fight on their first day. However, subverted in that it really doesn't seem to matter whether they win. It's all about the fight.
* fight Dante. So, Dante's cutscene power overrides Yamato cutscene power. He is just that good.
* Fight Dracula: The story's premise is about the hero fighting Count Dracula himself.
* fight each other in the possessee's body. Fortunately for everyone involved, both vessels are extremely strong and capable of handling the stress.
* fighter ace Ahti Laitinen (10 kills) was shot down 17 July 1944 and his Bf 109G went down in flames. He was reported to have been killed in action. Miraculously, he had survived and was taken as a prisoner of war. His family thought he was dead and published his obituary in local newspaper. When Capt. Laitinen returned from captivity 1945, he later added his own obituary on his pilot's scrapbook.
* Fighter aircraft have many types of often colorfully-named maneuvers — the Thach Weave, the Pugachev's Cobra, the Split S, etc.
* Fighter aircraft usually fight in pairs, the wingman covering the leader.
* fighter bombers, which pelt the enemy capital ship from all angles with torpedoes.
* Fighter has a flashback to his teacher, Vargas, reciting the Jabberwocky poem. Young Fighter calls him out on making up words.
* Fighter has not only survived repeated stabs to the brain with only temporary ill effects (one of them actually
* Fighter himself could also be considered a victim of this trope. Initially, he was simply
* Fighter himself has survived several stabs to the back of the head courtesy of black mage and it isn't likely he's ever felt a thing. Hell, he even had one used as a lightning rod to channel a Lightning Spell directly into his brain. That particular spell actually INCREASED his intelligence instead of dealing any damage whatsoever!
* Fighter in the Wind over how much he was into Korean patriotism, as he joined the Japanese air force and took a Japanese name and citizenship voluntarily.
* Fighter is an absolute savant in swordplay, but it mostly comes from innate talent which he never bothered to improve upon. A personification of Sloth tries to get Fighter to realize the folly in this and rely as much on his mind as on his skill. Fighter kills Sloth with his swords because his brain told him that'd be faster.
* Fighter is indisputably a capable fighter, but early strips have him flashing back to tuning out his mentor and he later undergoes a "Trial of Sloth" that makes it explicit he's well below his actual potential. (He gets confused at the highfalutin words being tossed around and finally slices up the avatar, claiming that "[his] brain told [him] this was easier".)
* Fighter is probably the closest of the cast to fitting the exact wording of this trope, his solution to all problems is to
* Fighter-Launching Sequence included a shot of pilots running down a passageway to their ships while red lights were flashing for a red alert, even with routine, previously planned missions where there was no need to rush.
* Fighter-Launching Sequence (in that they can be done a lot faster in fiction than

in real life)
* Fighter-Launching Sequence — If you want to show off a dogfight, sometimes it's just that much more awesome watching the fighter jets take off first.
* Fighter-Launching Sequence: Seeing planes, space fighters, and other similar vehicles, take off into battle.
* Fighter pilot and defector Victor Belenko wrote that oftentimes jet fuel would be dumped and nonexistent flight plans and reports created so that the crews could swipe the alcohol.
* Fighter pilot have special suits and catheters that X-Wing and similar cockpit-only ships' pilots could have equivalents to to go #1 while flying
* Fighter pilots vs ground attack or bomber pilots also has this dynamic. Fighter pilots behave more like warriors, living for the dogfight, measuring their self worth by how many dogfights they've won, and often feeling a sense of kinship even with enemy fighter pilots who have been successful. This is best illustrated by the sheer amount of respect Baron Richtofen got, even among American, British, and Commonwealth fighter pilots (who gave him a burial with full military honours, with attendees actually
* fighter planes and tanks) and artillery gunners will often paint the national markings of the enemy they've destroyed onto their vehicle or howitzer.
* Fighters and mid-sized ships such as the Drazi Sunhawk are used to harass larger capital ships, while the larger capital ships serve as both battleship and fighter carrier roles. Gunships like the Whitestar are essentially flying cavalry ships built to match (or outgun) traditional (and larger) battleships as well as being nimble enough to outmaneuver even fighters.
* Fighters and other small, sublight ships (which are usually civilian freighters, transports, and military and civilian shuttles/small transports), can make use of jumpgates to cross interstellar distances through hyperspace. This only works with fixed points, I.E. jumpgates, since the fighters and other small craft typically have no onboard Jump Drive to open up their own jump-point or re-enter normal space without a gate. Some of the smaller capital warships, most notably the somewhat fighter-like Drazi Sunhawk (one of the smaller alien warships), also lack onboard Jump Drives and most rely on jumpgates. This means that in the B5 'verse, where gates are an option, a carrier vessel can deploy fighters over interstellar distances. Most smaller (non-fighter) space vessels in B5 that aren't big military warships are also reliant on jumpgates.
* Fighters are football sized craft that are piloted by telepathic cats. They are armed with thimble-sized photonuclear bombs to fight
* Fighters are this compared to Barbarians, though this is a rather relative comparison. Fighters have slightly fewer hitpoints, move slower, and can't use
* Fighters Destiny, at only one point (out of the seven needed to win the match); a conventional knockout is worth three.
* Fighters Destiny has a clown character, and there's a cheat you can use which turns him into a werewolf.
* Fighters Destiny lets you unlock Robert, the dummy from the game's Training Mode. He has little comboing ability and most of his moves are slow and heavily telegraphed, making him a very difficult character to use effectively.
* fighter, she's inexperienced. In her final battle, she gains a massive power boost that grants her strength, speed, and durability on par with Rainbow Dash, as well as telekinesis and control over the weather. Rainbow Dash notices she's flapping her wings in an inefficient way and making mistakes like flying against the wind instead of with it. Add in Charisma's inexperience with her new powers and Rainbow manages to get the advantage.
* Fighter's History and being a generally smoother and better-playing game, enough to earn it a cult following still playing it in tournaments as of 2019.
* Fighter's History considers it to actually be a tribute and not a 'direct copy'.
* Fighter's History is a judo user who started doing it when she was 3 years old.
* Fighter's History series has him get dragged off to another tournament by a man with a funny mustache, with him predictably protesting with "You gotta be kidding! Hey, get me outta here!" The SNES port changes Mizoguchi's dialogue to "I will try

my best! Let's go!", but still depicts Mizoguchi getting dragged off.
* Fighter's. In fact, he's probably worse since he's not even literate.
* Fighters play the Warrior to the Knight's Soldier. The former fights out of passion and might serve a Lord out of
* Fighter survives a freefall by using his Knight abilities to block the ground. Fighter's "explanation" is that since he can block all sorts of
* fighters, which has five ion cannon turrets. Each individual turret is less powerful than the single gun of an ion frigate, but when all fired at a single target they are devastating, and enemy strike craft are in for a nightmare. This time the technology remains but with modifications: the ion platform has four small ion cannons on twin turrets and can hit both strike craft and capital ships. The ion frigate returns to the single weapon in spinal mount, but outguns the ion platform by a decent margin, and the battlecruiser has four ion cannons in twin turrets, each cannon outgunning the frigate.
* Fighters without faster-than-light drives are the exception, rather than the rule; they are usually either old designs predating the days of easy travel, made explicitly to
* Fighter tends to invoke this in everyone around him. A prime example comes when he manages to somehow win "Drownball" (a sport parodying
* Fighter, you will encounter TWO duels which provide an example of this trope. First time is a duel which you have to pass in order to be accepted to the Fighter's Guild, where you are encouraged by the guild to kill your opponent, yet are able to spare him. Second time is the swordfight with Khaveen, in which you knock his sword from his hand and can either finish him off or allow him to pick his sword. Khaveen will knock your sword as well, and will not hesitate before hitting you. It does take him some time to do this, though.
* "Fight Fighters" features Rumble McSkirmish, a video game character from the eponymous fighting game,
* fight fire with fire by engaging into a new contract and defeating the devil.
* fight for Decepticon leadership between Megatron and Shockwave. The fight ends when Shockwave attacks with a water tower, short-circuiting Megatron (to be fair, Megatron's body was covered in open wounds at the time).
* Fight for the Last Bite: Characters squabble over the last piece of food.
* Fight for the Last Bite: Two or more characters compete for the last morsel of food.
* Fight Fur Your Right to Party: Music videos that center around parties.
* fight his way out of the underworld each and every time. One story had a girl's soul tag along (without his permission) so she revived too... except an ancient evil also tagged along in her, causing her to turn into a monster who kills her family.
* Fighting Across Time and Space: Characters fight or chase each other while teleporting across different locations.
* Fighting Across Time and Space: Characters fight or chase each other while teleporting through different time periods.
* fighting alongside him during the same war while their son was elsewhere on the front lines.
* Fighting American of Cap, which in turn led to Marvel taking legal action against Liefeld.
* Fighting and beating Al-Cid plays this trope straight. Al-Cid is a pretty strong opponent, but when he joins your party, he comes in several levels lower than he was when you fought him previously.
* fighting and injuring 33 Lan elders, stood against the Jin Clan at the end of the Sunshot Campaign.
* fighting a recreation of his father in the final match of the tournament. He could have had it magically healed, but he decided to keep the scar for sentimental reasons.
* Fighting a scam religion forms the main plots of books eight and nine of
* Fighting a Shadow: An effect one might feel from trying to fight someone with spare bodies.

* fighting a war, but he's fuming over the assets conflict - where he notes that she's even taking their dog. "It's not even her dog!"
* Fighting a Warlock generally means that you end up killing them, going home, taking a shower, making a sandwich, and dying while eating it.
* Fighting Back Is Wrong: An Aesop about bullying isn't about "fighting fire with fire" and should be solved in a better way.
* Fighting Back Is Wrong: Trope associated to bullying but also applied here.
* Fighting Back Is Wrong: Trying to fight back makes you just as bad as the aggressor.
* Fighting Back Is Wrong: When fighting back against a bully or delinquent it's considered a bad thing and the person can be punished or reprimanded for it.
* Fighting Back Is Wrong: When the victim fights their bully is seen as a bad thing that goes against them.
* Fighting Down Memory Lane: A character uses their opponent's memory as a weapon.
* fightingest squad of the fightingest company of the third-fightingest battalion in the army."
* Fighting Fantasy alchemists trying to build monsters out of bits of corpses.
* Fighting Fantasy a shabby zombie-like being that, when hit for the first time, splits into six parts, all floating around and attacking independently. Thus leading to a long, frustrating fight, as each time you won an attack round you randomly roll to see which part you hit, and if you hit a part you'd already disabled the hit is wasted.
* Fighting Fantasy. At the conclusion of the duel, Sturm ends up getting sucked out through the ship's windows to his death.
* Fighting Fantasy, at which point he ends up bailing the funeral by slicing and slashing his way through the mourners.
* Fighting Fantasy". Averted for those gamebooks taking place on the other two continents, the Old World (which mostly feature the kingdoms near the northern and eastern coast) and Khûl (which usually take place near the southern coast).
* Fighting Fantasy, being set in the Middle-Eastern inspired Land of Kallamehr, have a fight scene where the player battles two opponents on a flying carpet while trying to maintain their balance. It's as complicated as it sounds.
* Fighting Fantasy believe "what" is the password, and let you pass without a fight.
* Fighting Fantasy books make silver weapons the only ones capable of harming ghosts.
* Fighting Fantasy books wearing scary-looking faceplaces as part of their attire.
* Fighting Fantasy books will award you non-standard game overs for going into tunnels and caves without a light (many of which chastise the player for their foolishness).
* Fighting Fantasy. But then played almost straight in the fact that it is indicated that there are a great number of faceless nameless redshirts available in your crew for horrible things to happen to (if you play well — in a way that won't get your identified personnel killed) and that you and your crew repeatedly, if such things happen, suffer a critical giving-a-shit failure.
* Fighting Fantasy, can have this happening to you when you're infiltrating the lair of the kaiju-like giant monster, the Gargantis. You can choose to have yourself lowered into its lair from a pit — at which point the Gargantis will suddenly grab you from below and chomp you into half from the waist. Bon appetit...
* Fighting Fantasy) capable of summoning skeleton warriors as mooks to deal with the players.
* Fighting Fantasy, deals with the typical "Car breaks down during a storm" and your character is trapped in a giant mansion filled with zombies, demons, other monsters, devil worshipers and many cliches like a hunchback. Interesting is that if you encounter too many jump scares, your character can literally die of fright.
* Fighting Fantasy elements, with dice as randomizers. This series popularised the gamebook genre in the UK, and many other well-known series were the result of other publishers trying to emulate the series' success.
* Fighting Fantasy featured a flying metal horse, which was owned by the Wizard of

the Lake. He gives you (the PC) a ride on it.
* Fighting Fantasy features a demonic cult that carries out human sacrifices. One of the illustrations in the original edition of the book depicted cultists ready to sacrifice a nude woman upon an altar; this got yanked in subsequent printings.
* Fighting Fantasy features two monsters: one with a wolf's head and an ape's body, the other precisely the reverse.
* Fighting Fantasy, fighting against an evil coven of witches and warlocks that are trying to free a powerful demon from its mystic prison. The reader can even encounter a supposed witch-burning, although the young woman about to be burned is actually innocent, and the warlock is actually the inquisitor who's about to burn her, having framed her as a way of throwing suspicion off himself.
* Fighting Fantasy four-parter, have EVERY spell being cast at a cost of health.
* Fighting Fantasy frozen by your father, an immortal tyrant, having attempted to oppose him and was subsequently punished for your actions).
* Fighting Fantasy gamebooks and the RPGs based off them, monsters like Stone Golems and Crystal Warriors cannot be harmed by edged weapons and must be destroyed with maces or warhammers.
* Fighting Fantasy gamebook series pulled a similar trick with its own versions of the mind flayers. To get around the TSR trademark, Ian Livingstone called his equivalents "Brain Slayers."
* Fighting Fantasy gamebooks possesses such a temper, having murdered a number of the retainers provided to her by Azzur, the lord of Port Blacksand.
* Fighting Fantasy gamebooks published in the United Kingdom have the reader collect all sorts of strange odds and ends, most of which seem to have no possible justification for the adventurer taking them along. Naturally, those seemingly useless items end up being just what the reader needs to get him- or herself out of trouble, or otherwise make an enemy easier to defeat.
* Fighting Fantasy gamebook "Starship Traveller", the captain can get captured by aliens and cloned as an attempt to capture the ship for themselves. Fortunately, on a successful dice roll you can imprint certain traits on the clone that will make your crew realize what's going on.
* Fighting Fantasy has a few examples where your playable character gets thrown into an arena of death:
* Fighting Fantasy has dammed the river past his fortress. The final battle of the book can be avoided by destroying the dam while he's on it, causing him to be destroyed by the water.
* Fighting Fantasy has the Demonic Servants, gaunt, almost-skeletal humanoids clad in dark robes often found serving demons and evil overlords all over the world. So gaunt, actually, that they istantly die if you manage to land as much as two consecutive blows on them. Since they usually have low SKILL scores, they tend to go down easily compared to sturdier monsters.
* Fighting Fantasy) have Hellhounds as minor encounters. Their flaming breath have a 1/3 chance of injuring the player every attack round.
* Fighting Fantasy: If you meet a bear in a gamebook, it's likely going to attack you.
* Fighting Fantasy is one of the few entries where the player character is a ghost; slain by a cultist at the beginning of the adventure, after returning home from a three-year crusade, the player spends the entire story uncovering the truth behind his death and avenge himself eventually, while saving his kingdom from the forces of evil.
* Fighting Fantasy Legends. In this video game, your character does throw the Hag into the sewer, but in this adaptation there's also a giant venomous snake in the area and it attacks the Hag until there's only one survivor.
* Fighting Fantasy made of rock), and its outcome is as useless as you'd expect.
* Fighting Fantasy?" moments when people realize that it can understand them and is trying to communicate.
* Fighting Fantasy monster. When it wanders into the town of Coven, people take one look and run for cover. It can then go shopping, to the utter bewilderment of the storekeeper who accepts its coin.

* Fighting Fantasy occasionally gives you chances to pick up bottles containing magical genies to help you out. Although instead of granting wishes, most of the time they would restore your SKILL or STAMINA instead.
* Fighting Fantasy of a Plague-ridden post-apocalypse. The protagonist is on a mission for the local gov't, so he's given a tricked out car that's armor-plated and carrying machine guns, missiles, oil sprays and spike canisters to deal with his enemies.
* Fighting Fantasy series, and more often than not you'll end up randomly opening a door and be greeted by a small legion of undead foes.
* Fighting Fantasy series of gamebooks, were two continents on the world of Titan.
* Fighting Fantasy series of gamebooks, with plenty of monsters roaming the labyrinths either by chance or by choice.
* Fighting Fantasy series of standalone novels further fleshes out this trope when the dwarf Kagand explains to the dwarf Stubble (who comes from another world) that, while dwarves and elves have slain enough of each other in wars over the centuries, they actually live in harmony in places like Darkwood. This is a mild form of culture shock to Stubble, as the dwarves and elves on his own world have a deep-rooted dislike that goes back centuries.
* Fighting Fantasy. Some are even mightier than plot-relevant villains!
* Fighting Fantasy sorcerer who blended a number of unwilling humans with fish. They tend to be solitary, cruel, and hostile to humans, attacking them with tridents when the humans intrude on their territory or simply to steal the humans' riches.
* Fighting Fantasy starts with you (the titular magehunter), your newly-crowned lord and the villainous Mencius landing on an unknown world. While you struggle to even understand the natives, Mencius has been granted by the ruler a enchanted tower in the capital by the time you face him. There is some justification, as he mentions the magic-rich world has amplified his powers and he might have known of the place beforehand.
* Fighting Fantasy, staying in the Abyss to allow everyone else to escape. Steve Jackson felt that the player should get a massive reward for winning, and so the ending was changed to one where they get godlike powers instead.
* Fighting Fantasy that are quite dangerous in combat... but they are terrified of rodents, especially mice. This is explained as an ancient superstition coming from the legend of Suthis Cha, the Lizard God, who choked to death while trying to eat the Mouse God Karreep.
* Fighting Fantasy: The elderly wizard Gereth Yaztromo often fulfills this role in the gamebooks, most particularly those by Ian Livingstone, explaining the latest evil threat before asking the reader to try and solve it. The reason he can't do it himself, of course, is because he's just too old.
* Fighting Fantasy, the final boss has Skill 9 Stamina 12 — the stats of a typical mid-tier enemy.
* Fighting Fantasy. The first one the player meets explains that he doesn't want to see his entire race destroyed, just as the PC, a human, would not want to see all humans wiped out.
* Fighting Fantasy: The Jib-Jib is basically a ball of fluff the size of a cabbage that runs around on two cute little feet. It also has a shriek that can be heard over a mile away and its default reaction when frightened is to start screaming, in hopes that either this will frighten away whatever threatens it or that an even bigger nasty will show up to eat whoever set off the Jib-Jib.
* Fighting Fantasy, the PC is a monster, and so gets to kill several adventuring parties in the early part of the book. If they choose to investigate the corpses, they find some shiny metal disks, but can't imagine what purpose they might serve and so throw them away.
* Fighting Fantasy (where the dungeon had been remade after someone had beaten it once), only for his hated brother to turn the tables on him, offering the champion anything he wished on top of the gold, correctly guessing that what the champion wanted was revenge against Carnuss, and promptly killed him.
* Fighting Fantasy where the hero could encounter the Menagerie of Monsters.

* Fighting Fantasy, where you can venture in a cavern infested by all manners of monstrous arachnids, including a literal spider-wolf horror and their queen, the vaguely humanoid Arachne.
* Fighting Fantasy will have you battling enemy starfighters in space combat.
* Fighting Fantasy, you play a Space DEA Agent investigating a leak in shipment of Space Drugs.
* Fighting Fantasy you start the adventure with a cursed bracelet that kills you once it has glowed 14 times.
* Fighting Fantasy, you went from being a slave to a forced contender of the annual Trial of Champions, where you must compete with five contenders in a deadly dungeon filled with monsters.
* Fighting Fantasy, you will have to fight the massive, fleshy tongue of some unknown monster that sticks out of the mouth of a face-shaped doorway. Said tongues can constrict and throttle you in an attempt to kill you, but their stats are both quite low and slinks away upon being slashed enough times.
* Fighting Fantasy: Zigzagged. Some Fae creatures are friendly, if shy and reclusive (sprites, woodlings, and pixies), while others are malicious pranksters who enjoy stealing from humans (leprechauns), and still others are actively evil and try to kill any humans they meet (spriggans).
* Fighting Fear with Fear!, Ash slipped off Team Rocket's Gliscor Bot, causing him to fall into a canyon, but is caught by his newly-evolved Gliscor (which can only glide, rather than fly). Uniquely, Gliscor also doesn't have enough time or distance to pull out of the dive once it catches Ash either, rather, it uses it's tail like a spring to safely absorb the impact, (a skill that it had been working on earlier in the episode.)
* Fighting Fire with Fire album includes percussion from a snuff can and a hubcap.
* Fighting Foodons gives us this show, where the fighting monsters are actually food recipes come to life. A talented chef can make better Foodons, and even empower them using power toppings. The most skilled such chefs are actually termed Dish Wizards.
* Fighting Foodons's first episode has this exchange as the team tries to get the Meal Cart outside of a prison.
* Fighting Foodons: The ending song of the anime series reveals the planet everyone is on to be shaped like a bowl.
* Fighting for a Homeland: Group of people fight for ownership of a land to claim as their home.
* Fighting Force Has Ben "Smasher" Jackson who looks strong and IS strong. His attacks do the most damage out of the 4 characters.
* Fighting Force has much more overt similarities to SOR, such as Hawk looking like Axel), but Sega pulled the deal after disagreements with the developers over what platforms the game would be released on, and it became its own thing.
* "Fighting for survival in a shattered world… The truth is her only hope"
* Fighting for the Faith regularly plays this for laughs with their "standard warning."
* Fighting for the Future, Weiss' nightmare in "Shadows, Part 7" implies that Salem killed everyone in the previous timeline and that she was the only one who survived.
* "Fighting for truth, justice, and the last slice of pizza." —
* fighting Fugaku Uchiha during the clan's insurrection, and while he survives, he's forced to step down as Hokage, naming Jiraiya his successor. Jiraiya is reluctant at first, but ultimately accepts if only to prevent Danzo from seizing the position.
* Fighting Game (although in Asura's case, the latter two are replaced by his Burst and Unlimited Mode Gauges).
* Fighting Game arcade joysticks were considered the top of the line product for serious players, and if you bought anything else, you might as well just throw it in the garbage. Of course, the reason MadCatz's sticks are considered good is because they are fitted with Japanese Sanwa parts, which might be getting a bit meta...

* Fighting Game, a search for information on how to use the characters often ends with a plenitude of spoilers, which may not be major (fighting game) but it can ruin the satisfaction that figuring it all out near the completion of the story provides.
* Fighting Game Community while SonicFox laughed his loss off and congratulated GO1 for his win, later raising his hand in front of the crowd to cement the amount of respect both have for each other.
* Fighting Game game before, would find Shao Kahn this across the different installments. His taunts run in a pattern, which give fighters easy hits. Shao Kahn on the Game Gear is especially easy, as he has half the life of a normal contestant, and his attacks don't do any more damage than a normal fighter. Considering Kintaro can be beaten with simple strategy, one can play the game wondering why Mileena wasn't made the final boss.
* Fighting Game, grabbing an Egg power-up briefly turns you into Pojo.
* fighting game made has at least a few of its characters using fictitious martial art forms, such as:
* Fighting Game... on the ground. If he's thrown or launched into the air even once, he becomes almost completely helpless.
* Fighting game pro IFC Yipes has a whole stable of memes associated with him. He's best known for screaming "IT'S MAHVEL, BAYBEE!"
* Fighting games have existed since before the Atari, dating as far back as Sega's
* Fighting Games. Here, the Beat (generally written as a "!" or "-") is used to either allow the opponent to fall into a more advantageous position, or to let the combo meter reset. In both cases, it counts as a delay in the combo due to the player's lack of action, but the same combo as the opponent is generally incapable of acting.
* Fighting Games. Incredibly helpful to make 3D martial arts maneuvers look authentic to have an actual martial artist recording said maneuvers. Granted, there's some problems if the move's mapped onto someone drastically different from the attacker or defender, but adds a little verisimilitude.
* Fighting games in general lean heavily on this one but Yoda and Darth Vader are in
* fighting games in particular has a strong Wuxia vibe (the setting is very Eastern-themed, despite being developed entirely in the United States) but this was subsequently stripped away in later games.
* Fighting games is of relevance, describing the ability to read your opponent's mind.
* Fighting Games often have scantily-clad women among the cheering mob that stays in the background of stages.
* Fighting Games, the things that happen vary from game to game, or even from instance to instance, though it's never Flynning.
* Fighting Games where some characters get different costumes, but others remain the same.
* FightingGames, where the mindset can usually be broken down to "Daigo Umehara (Japan) vs Justin Wong (USA)".
* Fighting Game, the 21st-century fighter Rancid uses a chainsaw as a weapon.
* Fighting Game. The newbie player may actually win a few rounds against an experienced player this way just because they managed to mash up enough buttons to pull off a series of moves to stop their opponent while the experienced player is frustrated since they can't find an opening to attack in or block against all the spammed attacks. Not all fighting games fall under this and some may have counters against players who randomly mash buttons.
* Fighting Game, this is how the character Shadow died - her organization realized she wanted to turn against them, and thus "gave" her a trip off the 100th floor of their headquarters.
* Fighting Game. Using hacks, you could play as (or against) him, but his only attack is shooting hearts and he tends to glitch a lot.
* Fighting Game with straight punches as if they are all equally strong.
* Fighting Game would later refine, forming yet another distinct style for the

genre.
* Fighting Game. Yes, the grand finals for a UMvC3 tournament was decided over a round of Bomberman.
* "Fighting Ire With Fire." James uses pictures of Team Rocket's past exploits to demonstrate why they always lose.
* "Fighting Jack" Churchill of the British Army, who not only carried a bow and arrows and sword with him into combat during
* Fighting JC, who has been released with different colored robes, and different tattoos. Some people have described it as Jesus Christ, reborn to kick some Zombie ass, given that Fighting JC was released as part of a line dealing with the survivors of a Zombie Apocalypse.
* Fighting Leaf has a sidekick called Husky the Wolf who is a talking wolf puppet.
* Fighting Leaf loses his temper when he sees someone or something upsets him.
* Fighting Leaf swear at all in his reviews. He tries to be as kid-friendly as possible because of the types of movies he reviews.
* Fighting massive creatures in games isn't anything new, however, after
* Fighting Masters is its basic gameplay, and the fact that, for a fighting game, it lacks combos and strategy, even for a game from the 90s. No matter which character you pick, or which character you're up against, you end up doing the same thing over and over again: All you have to do is stun your enemy, grab him and slam him hard into the ground; rinse and repeat till he's down for the count.
* Fighting Monsters isn't revealed until several chapters in, when it becomes a twist that she, the first superhero, is a woman.
* Fighting Opera HUSTLE, and was seven years older than his mother, Yinling The Erotic Terrorist.
* Fighting Opera HUSTLE but moved really slow. Bigfoot would move a lot faster though if someone poured ice cubes on him.
* Fighting Opera HUSTLE. He also wore a Mardi Gras mask and was called "An Joe"; it's HUSTLE, just go with it. The joke, evidently, is that everybody knows Yoji Anjo (a semi-notable figure in Japanese wrestling) is not American and never lived in the United States.
* Fighting Opera Hustle Monster army where well known professional wrestlers brainwashed and turned into monsters.
* Fighting Opera HUSTLE saw Monster Bono accidentally kill his mother, Yin Ling the Erotic Terrorist.
* Fighting Opera HUSTLE to dethrone them. Unfortunately, not every woman excelled, as Kenzo Suzuki's wife Hiroko will admit.
* Fighting Opera HUSTLE used her feminine wiles in her matches and could beguile entire arenas with just her sexy poses. Her Tokyo Sports popularity award indicates the latter was not purely kayfabe.
* Fighting Opera Hustle would expand its members by brainwashing regular wrestlers and then turning them into monsters too, such as turning Sonjay Dutt into Monster J, Steve Corino into Monster C or in the case of extant ones, more monstrous, such as MONSTER Naoya Ogawa.
* Fighting Opera HUSTLE Zeuxis surprisingly proved she could draw without a partner on a large stage.
* Fighting Panda: A panda could take you out with some simple kung-fu moves!
* Fighting Pretty Foxgirl (美型妖精! 大混战!)
* fighting Raoh. And Mamiya did not act upon hers because she knows Yuria is the only woman Kenshiro loves/
* Fighting Series and uses it in situations that don’t even make sense:
* Fighting Series or gore in a horror movie must be especially disturbing or gruesome by the work's standards to be Nightmare Fuel.
* Fighting Series to guess a way to defeat Miki by imitating a local train:
* fighting skills probably dealing with assassination attempts that Ling says are common for people in such position, makes you mature fast.
* Fighting Spirits. Considering that the game also occasionally uses Christian mythology and even real people as the basis of some Personas, however, it's

possibly intentional.
* Fighting Spirit trainee Kris Rex got trash thrown at him after his very first appearance in Valkyrie Women's Pro (the fans weren't too interested in seeing a man, much less one that wanted to hijack the show)
* fighting style is causing physical pain to his opponents. Among his most prominent techniques include traversing or cutting his opponents with his hand.
* Fighting Talk, which airs every Saturday morning during the football season on BBC Five Live. More competitive than most examples, it features four panelists; usually sportspeople, comedians or journalists, discussing topical sporting news with points awarded for good punditry and passion as well as comedy.
* Fighting the Elder Dragon, Ryu cannot transform due to specific wards placed in the room to prevent Myria from spying.
* fighting. They don't let up until Lord Umbra parades out his greatest beastie... at which point Trixie just remarks that he must be compensating for something.
* Fighting Vipers feature Kumachan and Pandachan, two happy bears that have no connection to anything. Neither have animation frames, so they fight like balloons.
* Fighting Vipers played with it, as all of its stages were walled off, but a sufficiently strong blow would send the opponent right through the wall and out.
* Fighting Vipers were rated T for their original Saturn releases. Their 2012 re-releases bumped them down to an E10+ rating.
* Fighting with My Family a favor and call her father to let him know she hung out with him. Her father doesn't believe it's him, and says he has to have the worst Dwayne Johnson impression ever.
* Fighting with My Family with 10-year-old Paige (AKA: Saraya) and her 12-year-old brother Zak arguing over the TV.
* Fighting Your Friend: A video game has a boss fight where the player has to battle a person explicitly on their side.
* Fighting Your God: A character decides their divine authority is their enemy.
* Fighting Your God: The gods above want to boss me around? Screw them, I do what I want!
* fight in US uniforms, just use them for sneaking around purposes. The tribunal might have wanted to press the issue, but considering how many examples there were of US troops doing the same thing, they declined.
* Fight Knight: In the sand area, all the upper floor "out of bounds" sand tiles cause you to sink to the lower floor, but the rest of the sand only sinks when you step on specific tiles within two tiles away from the stone faces, which immediately Turn Red and cause you to sink. Being constantly aware of where you can step and where you can't is a vital part of solving what is effectively one big navigation puzzle, and later you need to figure out which tiles to step on to deliberately sink yourself to reach certain blocked-off lower floor areas you can't reach otherwise.
* Fight Like a Card PlayerThe story has almost nothing to do with cards, but a lot of the gameplay revolves around them.
* Fight Magnet: Wherever the hero goes, someone always wants a piece of him.
* Fight next to a city and you'll be able to see it almost entirely on the battle map. Fight near the ocean with a fleet nearby, and you can see the ships on the edge of the map, in the background. Fight next to one of the Wonders and you'll see it in the distance. Fight a battle in Sicily, and you'll see Mt. Etna spewing smoke on the horizon.
* Fight Night: Champion, a (real) 400lb boxer/wrestler/MMA fighter. The game does not use his real name ('Butterbean' is used as his last name and he has no first name, though you can hear the ring announcer say it), and he is among the lowest-rated boxers in the game.
* Fight Night: Champion for many rounds can result in this, as both players will have reduced stamina by that point. Even more so when there are two players that have been spamming punches and wasting stamina.
* Fight Of Animals is a large spray of water that visually resembles the Kamehameha.
* fight off the Many, or does it merely fuel his willpower by its psychological

relevance to him?
* Fight Of Gods has also become banned in Thailand for featuring Buddha as a fighter in the game.
* Fight Of Gods runs on this concept. You can play as various deities from different mythologies and religions and then clash with each other.
* Fight of the Living Dead. 10 famous YouTubers are trapped in a location where they need to survive for three days, trying to complete missions without getting killed by zombies.
* Fight of the Living Dead. It’s only after a few people have died that they realise they need to work together. After this only Vitaly remains a selfish coward.
* "Fight or Die, toward the end of Season 7, sees Walker, Gage and Trivette pose as hardened inmates (former two) and a guard (Trivette) to bring down an underground prize-fighting ring, where the warden and a corrupt promoter are forcing inmates to fight for their lives in mixed martial arts-type matches.
* fight over Robin Sherbatsky and have this eloquent and well reasoned debate. Ted even suggests taking her name for his own.
*) fights an entire shinigami squad and two captains both as revenge for his fellow hollows they slew and to protect Raptor, an adjucha who was leading them. After White and Raptor escape, the latter asks the former to eat him, acknowledging himself as "just a stepping stone on [White's] path to greatness", only asking that White use his power to destroy the shinigami.
* Fight Scene Failure: In film or show, a fight scene disappoints viewers for being so easy to see that it's fake.
* fights Cinder purely using an illusion of herself, and is even able to cloak a small airship to make it appear as an entirely different one.
* fights, defeats, and humiliates Tully, the werewolf who first mauled him, then comes home, he talks to Mitchell.
* fights hard against Kieri's group, giving Kieri herself a wing injury, breathing fire at her, and slashing her across the cheek.
* fights. He's stated to die in Episode 30 and be succeeded by an even worse commander.
* fights in the grand old Hollywood tradition: you can dodge-roll to avoid being hit and flip tables to use as improvised cover.
* Fights In Tight Spaces is out of the fight, and the appropriate spaces are often marked with skulls just as a reminder; it offers a convenient way of dealing with counter-focused opponents and minibosses. It makes a lot of sense with some maps: throwing someone off a prison walkway is obviously going to make it hard to participate in the rest of the fight, and there's nothing saying the prison transport isn't in-motion during the fight (which would make being thrown out probably fatal). It makes a bit less sense when you shove someone out of the door of a public restroom or tattoo parlor and they immediately pass out rather than just turning around and coming back in again. Some levels will even reward you for throwing two enemies out of the arena.
* Fights Like a Normal: A hero or villain prefers to fight with weapons or just their bare hands despite having superpowers.
* Fights Like a Normal: Has superpowers, but prefers to fight without them. Whatever reason they may have, it shows that they have the normal fighting skills down pat in addition to their powers.
* fights off a tiger. Another similar story: an elderly couple were walking in the woods when the husband was attacked by a cougar. His wife beat the hell out of this mountain lion with a branch about as big as she was and stabbed it in the eye with a pen, causing it to leave her husband alone and flee. Investigators later found the cougar's battered carcass.
* fights" Perfect Cell and is simply backhanded a few hundred feet backwards into a mountain. He inexplicably survives (Piccolo suggests Cell didn't want to waste a single drop of energy when he was about to fight Goku).
* fights to save the prince of a planet he had to tend for and threatened that he'd knit a sweater out of his organs if it happened again because "EATING BABIES IS

NOT! COOL!" Not to mention that he is super strong, very angry and all around BADASS.
* fights users, with their post modern magick taken from different regions of the world.
* fights with her bare hands that can only be equipped to Ayla. The Valor Crest not only gives her a 50% counterattack rate when hit, but it boosts her critical hit rate. Now, imagine the possibilities of combining that with the Bronze Fists.
* fight that will give you the right fics, D'Artagnan has been wearing shackles for several months, and for some of that time, he's wearing versions with dull spikes inside. He has scars for the rest of the series.
* Fight the Future, one of Syndicate suggests that instead of killing Mulder, they must "Take away what he holds most valuable. That with which he can't live without." with the next scene showing Scully staring off into the horizon. True to form, Mulder doesn't hesitate to save her, even when it includes going to Antartica and breaking into a top-secret space craft.
* Fight the Future) seems to have been a joke played on the actors. It was finally released 10 years after the movie came out, presumably in anticipation of the 2008 movie, which naturally caused fans to squee and faint dead away. When interviewed about this deleted scene, Frank Spotnitz said that "Nobody ever called 'cut'" and so the scene proceeded as is. There are definitely other takes of the hallway scene in which David and Gillian are clearly messing around and hamming it up for the camera, however.
* Fight to Survive: Characters struggle to survive a perilous situation.
* fight to the death then tell you the truth if you try to press her to tell you what she saw.
* fight valiantly against the aliens whenever they abduct them in Jesse's) who return home more traumatized by their abductions than by the war itself.
* fight, when Beavis, pushed beyond his limits by Butthead's constant mistreatment of him, experienced such an explosion of "The Rage" that he split into four separate personalities: himself, Cornholio, Carrotjose, and Rutabagajuan. These four "maniacs" proceeded to give Butthead the beatdown of a lifetime.
* fig leaf. England arrives for the games and begins protesting France's shamelessness ("YOU FORGOT TO CLOTHE YOURSELF!"), especially when France tries to take England's clothes off for him.
* Figment has the Sound Sprites, who create objects from sound. Because of this, they prize aural perfection and speak entirely in alliteration to reflect this. Anything and anyone that doesn't communicate in this manner is considered imperfect/cacophonic, a source of bad audio, and must be imprisoned.
* Figment has the young Dreamfinder and Figment falling into the imaginary realm through an unstable dimensional portal created by his Mesmonic Convertor device.
* Figment to reflect this. Anything and anyone that doesn't communicate in this manner is considered imperfect and a source of bad audio and must be imprisoned.
* Figment when reading his dialogue. If you are familiar with the original ride, it's easy to hear either Chuck McCann or Ron Schneider's voice when reading Dreamfinder's dialogue.
* Fignon later pushed an idea through to management, that the final stage wouldn't be an ITT, and that the general classification would be safe by the time they reached that final stage.
* Fig of the party, and uses these skills to advance the cases they're on, being very good at pretending other people, with a strong Deception bonus and clever usage of the spell Disguise Self.
* figuratively and literally) and tries to punch him in the face to calm himself down, only for the Slayer to catch his punch and respond in kind with his own. Qrow even finds it bemusing that the Slayer didn't let Tai punch him.
* Figure 17 Tsubasa & Hikaru, biomechanical battle suit Hikaru starts living with Tsubabsa, so in order to avoid awkward questions about where she came from, DD modifies the memories of Tsubasa's father to make him believe that he had twin daughters all along and that Hikaru was simply living elsewhere with an aunt.
* Figure 17 Tsubasa & Hikaru derived from a broken Figure, who can still revert

to Figure form when necessary. The aliens D.D. and Oldina also use Figures to fight.
* Figure 17 Tsubasa & Hikaru environment, it might be purely mental.
* Figure 17 Tsubasa & Hikaru fall under this trope, being as their tentacles are in all cases their primary means of defending themselves.
* Figure 17 Tsubasa & Hikaru "Figure" after protecting Tsubasa in a battle. Hikaru becomes Tsubasa's artificial twin sister.
* Figure 17 Tsubasa & Hikaru has 13 episodes, but is somewhat unique in that each episode is 45 minutes long, and one episode was shown each month during its first airing. As such, the anime takes significantly more time exploring and developing its characters, has a gentler pace, and animation and art that's practically OVA quality.
* Figure 17 Tsubasa & Hikaru is considered nothing more than a particularly weird, atmospheric light show after attempts to investigate turn up nothing.
* Figure 17 Tsubasa & Hikaru plays this completely straight, although there is strong continuity as well. By the end of the series the monsters don't even look different from each other — they just get slightly upgraded powers. This does become less prominent as the plot goes on, however, as emphasis shifts toward Tsubasa and Hikaru's relationship, with some episodes not featuring a Maguar at all, and others being dedicated to particularly large and important, multi-episode fights.
* Figure 17 Tsubasa & Hikaru Slice of Life, Magical Girl, Sci-fi, Horror (dude gets impaled in the second episode, framed alongside such stories like performing a school play written by one of the children). Contains a lot of drama that would alienate children of the protagonist's age yet still deals, very realistically (despite the aliens), with issues a child could struggle with.
* figure Dumbledore had Harry live with the Dursleys was so that he could be protected until his 17th birthday from Voldemort by the charm Lily had unintentionally put on him when she died protecting him. The only way this charm could work was if he called the place where Petunia (Lily's only living blood relative) lived home. This is also the reason that Harry is not allowed to spend entire summer breaks with the Weasleys and must go home each summer.
* Figure It Out can get slimed as well if a panelist guesses the "Word of Honor", the word in the puzzle most critical to guessing the player's secret.
* "Figure It Out" was Royal Blood's only Top 10 hit on Alternative (peaking at exactly #10), but that changed when 2020's "Trouble's Coming", despite radio conglomerate Audacy (then known as Entercom) ordering their Alternative-formatted stations to NOT play the song, peaked at #8. Considering "Trouble" was shut out of significant radio markets due to the block order, it is unlikely to become better known than "Figure" to Alternative listeners.
* Figure skater Evgeni Plushenko was forced to withdrew only minutes before performing short program at the 2014 Winter Olympics because he aggravated his chronic spinal injury, in which the steel bolts implanted in his spine from the recent surgery
* Figure skater Nancy Kerrigan's reaction on Jan 6, 1994 when an assailant hired by the ex-husband of her rival Tonya Harding struck her above her right knee with a retractable baton.
* Figure skater Tonya Harding's then-husband Jeff Gillooly hired someone to attack her rival, Nancy Kerrigan, with a metal police baton. The extent of Harding's own involvement remains debatable.
* Figure skates are wider and longer than Hockey skates, and are only curved at the front, which also has a series of sharp spikes, or picks, built into it for jumping, while the rear is straight and extends out further. Figure skating boots are lighter, and typically don't have as much ankle support, especially on the front, to enable the leg to bend forwards more, being designed for long, graceful motions and jumping. The pick at the front limits a skater's options and the overly wide blade makes higher speeds difficult to achieve.
* Figure skating. Many of the techniques involve spinning. There's specifically a required

* figures out that the scenario is most likely a dream, but remarks "I wish it wasn't, though." He promptly gets this wish, too—by waking up.
* , figuring that he'll latch on to the first person who shows him affection.
* Fiji. A contestant won the car and traded it in exchange for a promise. The contestant who received the car broke the promise, resulting in the original winner's elimination and his progression to the final round...where his actions had so disgusted the rest of the players that he was immediately on the wrong side of the first unanimous victory in the history of the series.
* Filbrick, Stan and Ford's father, does not suffer any comeuppance for the abuse of
* Filching Food for Fun: Stealing someone else's food as a prank or a petty revenge, done mainly because of the thrill and excitement.
* Filching Food for Fun: Stealing someone else's food because of the thrill and excitement.
* Filch's cat Mrs. Norris, who has an uncanny knack for finding students out of bed and alerting Filch.
* File explorers: Linux uses a downwards triangle (▼) to indicate ascending sort, the idea being it's an arrow pointing in the direction you read for alphabetical/chronological order, but Windows and MacOS use a chevron (^), the idea being it's a representation of going from smaller to larger values. Unfortunately since triangles vs chevrons are normally a stylistic choice, switching to and from Linux will have you confused as to why the indicator is pointing "backwards".
* Filemón has one of his own in a chapter in "¡...Y van 50 tacos!".
* File paths get more specific as you to left to right, while domain names get less specific. URLs make it this especially difficult as they use both systems at the same time. This is frequently exploited by scammers and phishers as most people aren't aware of this and thus will assume that a website purporting to be from a company like Google is legit if the URL is "google.{rest of url}" because the first domain is Google, when in fact the opposite is true; a legit Google URL would be "{rest of url}.google.com."
* File Room.org.) Cox spelled it "Citybank" and made the logo an eight-pointed starburst (instead of the real four-pointed one). (Citibank still called the university president, threatening a lawsuit, and he ordered them taken down. They were moved to the university's Art Department Gallery.)
* file statements of possible losses from lawsuits should it be considered reasonably possible that they may lose the case. However, once they do so, their own statements are used against them as evidence of their "obvious" guilt and they usually lose the case shortly afterwards.
* "Filet of Soul" is a fairly straightforward horror story about Dexter and Dee-Dee being haunted by the ghost of their pet goldfish.
* File Under Miscellaneous, anyone who doesn't fit the (white) norm gets surgery to fit in.
* Filia fight like this, having a symbiotic relationship and Filia not being able to control Samson.
* Filia. Filia is also a downplayed, female version; she has a very heavy midsection (chubby abdomen, large breasts, big thighs, and muscly forearms) but has legs so spindly its a miracle they can support her in the first place. What makes it stranger is that they fight as a team, and most of their strongest attacks are kicks.
* Filia has a symbiote living in her hair named Samson, and he zigzags between mutualism and parasitism: while they do work together in combat, Samson has a tendency to take control of Filia in some of their moves, and it's hinted that
* Filia Ul Copt will start dropping aspects of her disguise (such as revealing her tail) when she's emotionally strained.
* Filibus Filibus "saves" Leonora from a staged abduction. (It's left ambiguous whether this was a goal of the rescue or an unexpected side effect.)
* Filibus of the title has an airship stocked with a handful of silent, deadpan, completely indistinguishable crewmen.
* Filibuster Freefall: A work starts off neutral at the beginning, but at some

point, the author's personal opinions and feelings take over.
* filibustering, is good to work for too. Every assistant or secretary he's had went away better for having been hired.
* filibuster, where the "monster" in question is a bill that a legislator wishes to block. The record in the U.S. is held by Strom Thurmond (R-SC), who rambled on for more than 24 hours to block the Civil Rights Act of 1957.
* Filibus: When Leo Sandy declares his love for Leonora, she totally friend-zones him.
* Filipina actress Erika Chryselle "Erich" Gonzales. Her name, however, is pronounced as "Er-Rich," as opposed to "Eric."
* Filipino band Kiko Machine released a self-titled album where a handful of its songs are homages to several classic shows that aired on Philippine TV in
* Filipino comedian, rapper, and singer Michael V is best-known for his novelty songs and literal English-to-Tagalog or Tagalog-to-English translations of popular songs. But in 2016, he went completely serious in the upbeat, yet relevant song "Dapat Tama", his parent TV network GMA's official song for the 2016 Philippine presidential elections.
* Filipino comedian Rene Requiestas was one of the country's top-grossing comedy acts owing to his gaunt, nearly-toothless appearance. Rene was often cast as sidekicks or as
* Filipino comic book artist Gerry Alanguilan (who inked Superman: Birthright) has a self-published work called
* Filipino drag comedian Tekla, along with fellow comedian Donita Nose (not to be confused with the similarly-named actress Donita Rose), got a major career boost following Tekla's appearance in
* Filipino eskrima (also known as arnis, kali, or escrima) systems teach users how to fight with a variety of two-weapon combinations, including twin sticks, stick and dagger, whip and dagger, and twin knives. In all combinations, both weapons are used to attack. The style is also noted for its use of a "live hand", wherein a fighter
* Filipino families today are guilty of naming their children with such names as Krizalyn and Johndex. And their names are written on their
* Filipino film studio Regal Entertainment has uploaded a number of films from their back catalogue for free on their YouTube channel, perhaps as a way to one-up pirates who would upload inferior (and more often than not those with watermarks of whichever warez group released said films) versions online.
* Filipino horror and fantasy movies tend to reflect the local manifestations of Catholicism, including Christianized animism.
* Filipino jeepneys are notorious for trying to fit in as much passengers as possible. If the city's rules don't allow them to get away with putting people on the roof, they will stuff the internal benches (even if it means people are "sitting" on an area that's a few square inches large) and the floor.
* Filipino "King of Comedy" Dolphy has been doing this way before Tom Hanks with roles in "Gigolo" in 1956, and as a gay character in the comedy-drama "Facifica Falayfay". It has been noticed that through his experience in starring in different mediums of entertainment, he was granted the insight of how a comedian can use his strengths to play various characters and how malleable emotions can be when you have to find different ways of cracking jokes to be filled with as much zest as when it was first shown.
* Filipino Mythology, devoured the other six one by one until Bathala (the androgynous omnipotent creator of everything) punished him severely.
* Filipino rock band Weedd was, by nature, a band of 16-year-old high school boys who drew their influence from the '70s hard rock their dads most likely listened to. But their only mainstream hit was the faux-reggae "Long Hair", a novelty throwaway about how teachers in their school didn't like long bangs and "undercut" hairdos, as was the style in the mid-'90s.
* Filipino senator and presidential candidate Miriam Defensor-Santiago gained notoriety for eloquent use of English in her speeches during her political career. It has since been part of her public image, and despite being often parodied for

being too complicated for the average Filipino to comprehend, she takes said parodies in stride and was very much alright with it.
* Filipino singer Sarah Geronimo is a product of a national singing contest, and she simply wanted to use her talents to raise her family from poverty, starting her career at just the tender age of 14. However, her mother Divine meddled too much into her affairs, holding her finances hostage just to get the other children a better life and even pressuring her not to have a relationship with another man. This constant meddling culminated in February 2020, with Sarah (then 31 years of age) marrying her long-time boyfriend, actor and former car racer Matteo Guidicelli, keeping their ceremony a secret from her intrusive mom. But the lid blew over, as the so-called
* Filipinos often make whips with handles from a stingray's tail-barb (naturally called
* Filipinos' resentment towards Japan gradually began to fade away as younger generations became more willing to forgive their former invaders. In addition, they provided an alternative to the predominance of Western shows as well as reflecting elements of Japanese culture that are similar to their own.
* Filipp Kirkorov. According to him, the three of them were in an elevator, when a couple of obviously provincial visitors entered. The ride down was totally silent with the couple staring at the three celebrities. Just before exiting, the guy smiled and pointed at Galkin, telling him that he looks like the original the most, leaving Kirkorov and Pugacheva in shock.
* Filippo Tommaso Marinetti was fond of serving gastronomic delights such as salami soaked in coffee and eau de cologne.
* filk, from Leslie Fish's "Landing Party Blues" to "Redshirt's Lament":
* Filk Song and treated no more seriously than Scotty and Chekov's drunken parking violation.
* Filk Song are the ones who think the things in the games are real, while the gamer knows them to be harmless fantasy. It ends with the line:
* Filk Song by Diana G. Gallagher. She makes a good point and gives another good reason (in addition to the existing ones) for restraints.
* Filk Song describes a few misadventures of someone who never heeds that advice.
* Filk Song — the singer picked up the Necronomicon, summoned Cthulhu, and had sex with him.
* Filk Song that parodies the phenomenon: "There's a bimbo on the cover of my book".
* Filk Song) was found "with five partners, each of a different world and sex".
* filled her underwear with as much gunpowder and nails as she could the English just being "crass and indolent race, unlike Germans or Scots."
* Filled of crap though it may be... only to having glimpses of her former self.
* filled to brawl all through the audience area that would normally be filled with people. Mankind won the WWF Championship by pinning The Rock using a forklift and a pallet (hey, his shoulders were down) and this match was never used again (due to the prohibitive cost-usually a promotion will later sell tickets for later matches in that same arena and show the empty seats to them on a screen or something...or just use an arena they own).
* filled with it, as is Azazel, who gave humans fashion and metal-working in defiance of the Almighty. They were cast out of Heaven and joined Satan in the angelic rebellion because of it.
* filled with unlabelled keys forcing them try every single one. By the time they finally get back inside their dinner is ruined.
* Fille Fatale, but not for the reason most people think. It's often a sign that somewhere along the line she (or he) was sexually abused. (As people have begun to get more of a clue about the prevalence of child/teen molestation, they're more likely to remember this.)
* filler anime, Kenshin pretty much steals a horse after he gets thrown out of a train by thieves and uses it to catch up. The horse fit here to a tee and was kinda... infamous in the fandom for it.
* Filler antagonist Saiko Intelli also fills this role during the Provisional

License exams thanks to a
* Filler any manga development while waiting for the main plotline to advance, so it would frequently feature off-duty antics or extended flashbacks for minor characters. Ikkaku, Yumichika, Yachiru, Matsumoto, Don Kanoji, Kon, Ichigo's sisters, and Hitsugaya all have at least one episode dedicated to them in some way.
* Filler Arc anime, Seto Kaiba's adoptive father Gozaburo Kaiba originally had the virtual world created for his biological son Noah after Noah was hit by a car and left permanently disabled.
* filler arc created by the Big Five to trap Kaiba and keep him from firing them. Then Yugi, Joey, and Mokuba go in the game to free him.
* Filler Arc had planned for the manga to end after Queen Beryl was defeated, but eventually agreed to continue it. They had to wait for Takeuchi to write enough of the next arc though, so they created the Doom Tree arc to fill time.
* Filler arc that he would rather duel for fun than to save the world.
* Filler Arc, the Straw Hats minus Zoro (who was captured first) are forced to do this. They are eventually picked out as fakes when the commander gets reports of suspicious unknown Marines, (Usopp and Robin), cooks (Sanji and Luffy), doctors (Chopper) and nurses (Nami) are making trouble around the base.
* Filler Arc Uryu. But when Uryu fights him, he inexplicably overlooks a chance to strike a killing blow and the artifact temporarily restoring his powers breaks, leaving it to Ichigo to finish the battle.
* filler arc was insanely powerful, but Goku caught the flaw in that there was a long prep time and a long execution time, giving him a chance to sneak in quickly.
* filler art commenting on how terribly they used to dress after finding an old magazine with them on the cover.
* Filler bit of the anime has Gohan, to his surprise, run across a movie being made about his superhero alter-ego, the Great Saiyaman. The director mistakes him for Saiyaman's stunt double, and Gohan, being Gohan, decides to go along with it. Until he realizes it's getting late and he still has to visit Krillin, so he flies off.
* Filler character Lily Enstomach is a giant, but she has eaten a Devil Fruit that allows her to shrink in size at will, so the trope is naturally invoked when she returns to her true size.
* Filler character Pikkon, which is fitting since he's based on Piccolo. His demeanor breaks several times as he fights Goku during the Otherworld Tournament.
* filler episode featured a villain that was fairly clever at averting this: instead of making the water himself, he pulled it out of the wet dirt ground.
* filler episode has a villain who isn't satisfied just doing this — he holds a funeral where all the attendants have to just stand there while the guy in the casket is screaming his lungs out and pleading for his life. Raiga would recall the "good memories" they shared and "forgive" them for betraying his trust... before proceeding with the burial.
* Filler has the Detective Boys fall into a river, which causes Mitsuhiko to start flailing around and panicking. He has to be told that the water isn't that deep.
* filler. He chases the thief naked and manages to scare him into dropping Goku's clothes, but the thief escapes with the Dragon Radar.
* filler he happily and melodrmatically claims that the singer's spirit has come to take revenge for her own strange death.
* Filler) helps them with the "test run" of the song; his actor is also a well-known singer.
* filler implies they too want to break the seal between the two worlds.
* Filler in the show. Ichigo beats up a monster, but a rival school beats her school at a gymnastics competition, Retasu saves a boy she has a crush on, but he proposes to another girl, and so on...
* filler. Ranma catches the MacGuffin, Akane catches Ranma's hand and a convenient branch on the side of the cliff.
* filler, sinking ships for him in exchange for eventually being cured. After Naruto convinces her to see the error of her ways and defeats Amachi, Amachi reveals that he planned to dissect her when he was done with her, and the group takes her back to the village so that Tsunade can return her to normal.

* filler standards), the arc was at least as long as the Soul Society Arc.
* Filler Strips character Yelling Bird, whose only purpose is to yell obscenities at the author.
* Filler Strips, Torg eventually gets fed up with Pete doing them to take a vacation and does his best to force him to make an effort to draw them anyway. It doesn't work.
* Filler the characters were inside a virtual-reality video game. Joey was battling the arena's champion in order to win a card they needed to get across a desert—the champion turned out to be Mai, and when he explained the situation to her she decided to quit fighting and just order the Harpie Lady to snag the card from its display with her Rose Whip.
* Filler. The writers only have 11 minutes, so they need to get right to the good stuff.
* Filler, Uub, and he's introduced in the very last episode. He does get an expanded role in GT, but like everyone else who's not named Goku, he's useless.
Every other significant human character and essentially all of the people in crowd scenes appear to be white. Even Tien, whose name, attire and background would imply the equivalent of Chinese ancestry, looks very white.
* Filler Villain and has a creepy fondess for young girls. Like Thaegan he is more just a byproduct of the Shadow Lord's evil, and wasn't born into it.
* Filler Villain and violently grabbing him to stop him from struggling against her.
* Filler villain Dartz possesses magic more ancient and powerful than most the Egyptian Magic on which the series' actual mythology is based, is powerful enough to duel the Pharaoh and Kaiba to a standstill and defeat the latter, one of his henchmen defeats
* Filler Villain does the same thing. As the ruler of the Virtual World, Noah is able to enforce all of his Deck Master rules, frequently calling out his henchmen, The Big 5, when they either a) cheat in duels or b) attempt to leave the Virtual World without having first won a duel. Yet during his matches against Kaiba and Yugi/Yami, Noah cheats repeatedly, using Kaiba's brother as a shield against his attacks. When he's actually beaten by Yami, he steals Mokuba's body despite not having won a duel, and tries to escape into the real world, something he himself forbid The Big 5 from doing.
* Filler Villain Fuka. She makes quite a few suggestive comments to him and tries to kiss him while ignoring his personal space but we mustn't forget that she's actually just a living head of hair and that when she tries to kiss Naruto she's literally trying to suck his soul/chakra out.
* Filler Villain, specifically states to himself after Usagi runs away after he failed in his attempt at wooing her that "Every time she runs away it only heightens my determination to win her over..."
* Filler Villain to both him and her brother. Her love for Mamoru is part of the reason why she hates Usagi.
* Filler Villain which his father had been protecting just for the money it could get, and cheerfully boasts about the act.
* Filler) watching Freezer's last transformation and fighting with Goku, commenting on how great and powerful he was and confusing the hell out of Gohan, Krillin and Piccolo.
* Filler: When whole chapters/episodes contribute absolutely nothing to the main plot and are only there to make up the word count/screen time. Happens most often in television series rather than films or books, particularly adaptations of ongoing print media series that must be produced at a slower rate than their television counterpart.
* filler) Zanpakuto Strange Tales Arc, the spirit manifestations of Ruri'iro Kujaku and Kazeshini are constantly shirtless.
* Fillia's because she wished to become the Skullgirl. Miss Fortune narrowly avoids it: just as she's about to make a wish she realizes that this trope is in play and opts to destroy the Skull Heart, instead.
* "Filling Out My Death Note"'s "Cleaning Out My Closet" Whole series spoilers and

amateurishly done but the lyrics are funny as hell.
* Filling the Silence: When it logically should be quiet, but sound or dialogue is added in to fill in the silence.
* filling the spot of a disgraced Ocean Master in The Light with extremely powerful and dangerous weaponry.
* Fillmore! are the Safety Patrol's best officers and the best of friends.
* Fillmore! at one point describes an X-shaped cookie as being "X-Middle-Schoolicious!" She subsequently manages to get away with "snackabacktacular!"
* Fillmore! between opposite gender leads but Fillmore's partnership with Ingrid is strictly professional and platonic.
* Fillmore! by uncoupling the engine of a miniature train from the carriages, leaving Fillmore behind him. However, he stands up to gloat and takes himself out as the engine enters a tunnel.
* Fillmore East, June 1971 has two tracks, "What Kind Of Girl Do You Think We Are?" and "Do You Like My New Car?", where some groupies deny being groupies, despite all evidence to the contrary.
* Fillmore! episode "Immune to All But Justice" featured a counterfeit baseball card ring.
* Fillmore! episode involved an undercover operation into a corrupt Girl Scout troupe run by an ex-Safety Patrol member.
* Fillmore! episode, "To Mar A Stall", one of the school's bathrooms has been vandalized and the Safety Patrol are gathering information about the crime scene. As O'Farrell steps up for a photo, he steps on a lever, spraying Tehama in the face. The following ensues.
* Fillmore! episode "To Mar a Stall". While investigating vandalism in the girls washroom, O'Farrell starts going on about how much nicer it is than the boys and that it has air freshener. He then starts trying to identify the scent. (Much funnier than it sounds.)
* Fillmore! felt the kiddie target demographic didn't get all the 1970's references (and believed that it mattered whether the kids got all the references or not).
* Fillmore!, Fillmore "accidentally" ruins a rude suspect's soufflé by popping an inflated paper bag.
* Fillmore!, Fillmore and his dad strategize about which foods to eat to get the most value for their money. His mother even chastises Fillmore that it's all a normal person can eat and to not eat the poor owner out of business.
* Fillmore!". Fillmore and Ingrid are cornered by a pair of thugs on top on a high diving board. They look at each other, and then turn and jump off the board into the pool.
* Fillmore!: Fillmore is discussing a case with an old friend who's one of the witnesses, and he mentions that 4000 counterfeit baseball cards are still missing. She tells him not to worry, because "it's not like four thousand Cal Ripken cards are gonna just disappear." Fillmore realizes that she must have the cards because he never told her what player was on them.
* Fillmore! (Filmore is saved by an erupting model volcano clearly labelled "Mount St. Cliche").
* Fillmore-Graves blow up Max Rager's corporate headquarters in order to hide evidence that the massacre that happened there in the Season 2 finale was zombie-related.
* Fillmore! had all the safety patrollers hanging out at Ingrid's house. O'Farrel is eating raw cookie dough out of a carton that the others remark is decades old. Ingrid goes on to recite the ingredients from memory and reassures him that the dough contains enough preservatives to outlast the Sphinx.
* Fillmore! has the lead protagonists Fillmore and Ingrid of Safety Patrol. One's an ex-hood turned good, the other's a outcast from another school, they fight grade-school crime!
* Fillmore!: In "A Forgotten Yesterday", Fillmore is on a jetski in X's lake, and almost crashes into a buoy mounted with a sign that reads "Watch Out For Floating Signs"
* Fillmore!, including the Hannibal Lecture from the serial graffitist.

* Fillmore!: In "Codename: Electric Haircut", Fillmore is able to cut through his bonds with a CD that fell on him when he was being tied up.
* Fillmore!: In "Codename: Electric Haircut", one of the cheerleaders has the habit of spelling out her emotions. A former cheerleader assuming a new identity later give herself away by spelling something out during routine conversation.
* Fillmore!. In it, Fillmore consults with Randall the Vandal, who is kept in detention permanently, in order to gain insight into the mind of the mystery vandal 'Stainless'.
* Fillmore!: In "Masterstroke of Malevolence", Fillmore and Ingrid slide under the closing security door in the museum as they chase after Leo.
* Fillmore!: In "Next Stop: Armageddon", Fillmore chases the perp of the week across the roof of a miniature train.
* Fillmore!: In "Of Slain Kings on Checkered Fields", Checkmatey gets away from Ingrid by going to the bathroom, turning on the shower, and climbing out the window.
* Fillmore!. Interestingly, the episode ended in a rather positive note for fans with the girl declaring that a book was a promise to the fans, and the author broke it.
* Fillmore!: In "Test of the Tested", Ingrid uses her library card to spring the lock on the equipment storeroom in the basement of the gym.
* Fillmore! involves a crime that takes place during the magic act at the school talent show. While working on the case, Fillmore tries to figure how the trick at the finale was done but kid who did the trick keeps shaking his head no. At the end it's implied he really did do the trick through magic.
* Fillmore! is described as "Isn't trained to use a stapler" when Fillmore assigned him as a bodyguard.
* Fillmore! is one given the way he eats, dresses, and acts, but is a rare non-anime and manga fan example, as his interest in Japanese culture is more towards its traditions akin to the Western Otakus of the 19th and early 20th century as opposed to modern ones.
* Fillmore! is usually good at avoiding these, the episode about standardized tests went a wee bit overboard. One of the recurring dialogues of the episode is that standardized tests are not only ineffective but are damaging and counterproductive for more creative children (Ingrid noted a boy who was terrified of the test was also an amazing inventor "but that doesn't show up on the S.A.T.T.Y.9") and for others who do not test well. Although the points about "bad test-takers" are actually pretty valid, the constant reiteration of the observation reaches Author Tract levels when pretty much every child who takes the test either gripes about how pointless it is, or the children who actually want to take the test are depicted as rather neurotic overachievers.
* Fillmore!. It turned out that the victims of various bullies had decided to fight back, but they swapped targets so that each of them would have an alibi when the bully they had reason to hate was targeted.
* Fillmore!: Not even diplomatic immunity can keep you safe from Cornelius Fillmore.
* Fillmore! potter who proclaims that she couldn't have graffiti'd the school bathrooms:
* Fillmore! takes a lot of inspiration from 70s buddy cop shows, not that any kids noticed. More specifically, those made by Quinn Martin Productions.
* Fillmore! The author is shown to be jaded and dismissive of her fans, only still involved with the series due to contractual obligation. Her fans call her out on this attitude, citing that she at least should respect them enough to provide them with a coherent, satisfying story.
* Fillmore!: the ruination of the train convention in "Next Stop: Armageddon".
* Fillmore!. They have a deep bond with each other but there are no hints of romantic attraction.
* Fillmore! thinks he can get a parrot to testify as a witness, but it just squawks and bites him. The rest of the Safety Patrol ignore him as he continues to try even after the case is solved.

* Fillmore! uses the instrumental opening to "Das Uber Tuber" by Ookla the Mok.
* Fillmore! was a ventriloquist. It made things difficult for Fillmore an Ingrid to find him in a crowded attic, as he was throwing his voice so they couldn't easily locate him.
* Fillmore!, when a suspect took the heat in exchange for the real culprit's help getting his sister into school politics.
* Fillmore!, when Fillmore and Ingrid are interrogating an artist suspected of doing graffiti:
* Fillmore!. When the Safety Patrol decides to stop him anyway, they point out how they have other ways to make him stop abusing his power without turning him in.
* Fillmore!, where the school safety patrol infiltrates an illegal "smoit" (basically box-tops) casino.
* Fillmore!, which follows the adventures of a middle-school safety patrol.
* Fillmore!, with George Stephanopoulos once again informing children watching to get a parent into the room.
* Fillmore!, with X Middle School having its own mini-golf team who treats the game as seriously as professional golf.
* Fillory allows non-monogamous marriages for its rulers; they may take one husband and one wife.
* fill up your ceremony with arcane gibberish and dribbly candles, why did you even become a wizard in the first place?
* Filly Funtasia. 2018 saw Guangzhou Huamai Animation Studios and B-Water Animation Studios taking over where the other two studios left off, and the show would then be completed for the next year.
* Filly Funtasia for the show was back in 2013 and still continues to be to this day. However the show did manage to gain itself a sizeable enough fandom for such a rather obscure series, and the fandom has its places to communicate to each other, including a news site about Filly Funtasia-related stuff.
* Filly Funtasia, starting in October 2013. 4chan certainly helped with its popularity as well.
* Filly Funtasia was announced in 2012 but its release kept on being pushed back. It was due for a 2014 release that never happened, although slowly throughout the years, it was revealed that the show was still in production. Not so shortly after it was announced that it would come out in 2019, the show would finally premiere March 11 on an Italian channel, Frisbee.
* Film/2012: The tremor and fissure opening at the super market causes many car alarms to go off.
* Film/3Iron, also by Kim Ki-duk, share a romance through the entire film without ever speaking a word.
* film adaptation, "Another Op'nin', Another Show" and "Bianca" are not sung, but can be heard in instrumental versions. (Arguably, "Bianca" deserves to be cut, having originally been written to spite the original actor playing Bill, who obnoxiously demanded an Act Two showpiece.)
* film adaptation beyond the basic premise, he didn't think that the filmmakers butchered the story he wrote. He even stated that Jurgen Warmbrunn, the only character who made the transition from the book to the movie, was "pretty spot on" from how he imagined him.
* film adaptation depicts this in vivid detail in the Jerusalem scene, where they not only cross over the wall this way, but submerge a bus under a literal wave of zombies.
* film adaptation far-fetched to have the said Neo-Nazis be a bunch of wealthy businessmen, led by an Austrian billionaire, who hope to provoke a nuclear war between the USA and the Russian Federation in order to pave the way for their takeover.
* film adaptation for the film's failure both with critics and at the box office.
* film adaptation, Fred is accidentally referred to as Mr. Flagstone. The original name for the show was The Flagstones.
* film adaptation has Sean Connery's character constantly talking about how Japanese culture is superior to the West, and a Japanese takeover of a large

American corporation sits at the heart of the plot. The story also portrays powerful Japanese businessmen as shadowy, decadent and corrupt.
* film adaptation, he returns to his room where he finds Mr. Crepsley sitting in the corner flipping through a magazine, and Crepsley casually comments "Interesting... I thought they had this on the Internet now."
* film adaptation. In the comics, the character is always hidden in shadows, but if you've paid for Samuel L. Jackson, you've got to show his face.
* Film Adaptation (Live-Action): An index of live-action movie adaptations.
* film adaptation of, the novels' Dr. Klaus Villars — a white, bearded, German-accented, classically Freud-reminiscent psychiatrist — becomes Dr. Claudia Villars, a female Black-American played by Alfre Woodard.
* film adaptation saw Linda Hunt play the museum director Anne Cuthbert, a character who, in the original novel, was a man named Ian Cuthbert.
* film adaptations that he would typically wear other rubber masks over.
* film adaptation stripped away most of the book's land-bound subplots and condensed the climactic shark-hunt to a single voyage.
* film a horror or witchcraft movie in Ireland due to laws against practicing witchcraft or the supernatural.
* Film/Alien was dubbed in Hungarian twice. The first dub was made by Syncton Stúdió in 1994. The second dub was made by MAHIR Film Kft for Magyar Televízió in 1995.
* film and Rurouni Kenshin: The Legend Ends, both adapting the manga's most famous storyline, The Kyoto Arc.
* Film at 11!", and the battle cry "Destroy Unicron! Kill the Grand Poobah! Eliminate even the toughest stains!"
* Filmation Although in both cases, it was more a matter of getting the villagers to work up the courage to defend themselves than actually training them.
* Filmation (and other characters on his shows) under the name Eric Gunden; Erika Lane, who shares music credit on the show, is also Scheimer (taken from his children's names). Similarly, the Yvette Blais who has music credit on numerous Filmation series is actually Ray Ellis (who often used that pseudonym - she was his wife).
* Filmation around 1964, but due to the funding running out they were forced to put it aside, with the studio becoming busy producing Saturday Morning shows. Eventually, in the early 1970s, they finally received enough funds to finish the film. It premiered in 1974, a whole decade after it entered production.
* Filmation ask him, but he declined because he felt other people could do his younger voice better than he did).
* Filmation claims that Mongo's gravity is a bit lighter than Earth's, so humans are stronger there than on Earth. Flash mentions this to encourage Dale when she has to jump across a wide gap to safety.
* Filmation episode "A Devil of a Time", Superboy does both Smoke Outs and Smoke Ins (with magnesium pellets) while masquerading as the Devil.
* Filmation episode "The House of Doom". The Atom uses one of these to fling himself after an escaping henchman's car.
* Filmation episode "The Pernicious Parasite". When the Parasite drained power from a person, the sound effect was the Martian heat ray firing.
* Filmation episode "The Space Beast Round-Up". An alien ship in trouble enters the Earth's atmosphere. The captain orders that all non-essential equipment and cargo be jettisoned so they can lose weight and gain altitude. Unfortunately, the cargo includes three dangerous alien creatures, and it's the Teen Titans' job to retrieve them.
* Filmation following their PAL transfers, with the intention of releasing them in Europe only rather than in America. Hallmark was reportedly open about their disdain for the Filmation library and were said to have reacted negatively to fans of these shows when questioned by them.
* Filmation founder Lou Scheimer would voice characters on several shows from said studio, mainly for budget reasons.
* Filmation have the ability to gather seawater into a hard ball and hurl it at his

underwater foes. It could knock them off their seahorses. Aquaman, when equipped with the Hand of the Waterbearer, had some fairly high-level hydrokinesis abilities.
* Filmation in order to gain his powers back. Upon hearing this, he muses, "How disgusting."
* Filmation, is color-blind. This goes far toward explaining the odd color choices in some of their shows, particularly the infamous pink Kzinti.
* Filmation made him this for its "Mighty Mouse and the Great Space Race" episodes.
* Filmation: Most shows set in outer space have planets with green skies.
* Filmation's Ghostbusters: A ghost does this to Jake in the opening credits—it bellows out the first part of the "LET'S GO, GHOST...BUSTERS!" line. In that case, though, it's less the existence of cartoony rules that allow random teleportation and more the fact that it's a ghost who doesn't have many physical limitations.
* Filmation's Ghostbusters: Ansabone, the wisecracking phone/answering machine.
* Filmation's Ghostbusters answering machine which tries to answer the phone before the 'Busters can, and even tries to play keep-away with them. Examples of his "wit":
* Filmation's Ghostbusters do the same with ghost-related names on all of their artifacts, including: Ghost Buggy, Skelescope, Ansabone, Skelevision, Skelevator, etc.
* Filmation's Ghostbusters, Eddie Spenser Jr. had this down to an art form. Most of the time, it made things even worse for him and his fellow Ghostbusters.
* Filmation's Ghostbusters episode, "Mummy Dearest". Airhead, a ghostly mummy, has been turned into a giant and set loose to terrorize the oil fields. When the Ghostbusters' Dematerializer (the weapon they use to bust ghosts) is damaged and thus useless against anything larger than a couple inches in height, the Ghostbusters hit upon the idea of using a car wash to shrink Airhead down to size.
* Filmation's Ghostbusters episode "The Princess and the Troll" had a handsome prince turned into a troll by the episode's villain to prevent him from marrying his true love Princess Gwendolyn. At one point, the transformed prince looks into a hand mirror and causes it to shatter because of his ugliness.
* Filmation's Ghostbusters episode "The Sleeping Dragon" featured a ghostly dragon whose minions were stone soldiers who turned people into stone.
* Filmation's Ghostbusters for the ghostbusters to do exposition about thing in the present that she doesn't understand.
* Filmation's Ghostbusters, functions as one of these, but it only works on ghosts, temporarily sending them to another dimension.
* Filmation's Ghostbusters gets the wish wrong. (For example, Jake wished to be "invincible", but Fuddie made him invisible instead. (In fact, Fuddie seems to mess up a lot doing other things too.) Fortunately, the heroes can usually make do with what he gives them anyway.
* Filmation's Ghostbusters had ghosts that could take tangible form in our dimension; a Dematerializer stripped them of these forms and forced them to escape to the Spirit World.
* Filmation's Ghostbusters has the "robot ghost" Scared Stiff. Whether that literally means he's a robot who died and became a ghost is never addressed.
* Filmation's Ghostbusters, he sent the mummy Airhead and Apparatia on one of the missions, but the heroes beat them after filling Airhead with air until he exploded. So Prime Evil simply made Apparatia sew him back together. (Neither an easy or pleasant job, definitely.)
* Filmation's Ghostbusters. (However, his henchmen did prove themselves to be capable on rare occasions.)
* Filmation's Ghostbusters: In "Runaway Choo-Choo," Apparitia sabotages the train's brakes in this way when Jake says, "Bad break for you!"
* Filmation's Ghostbusters: In the episode "The Haunted Painting", Eddie is trying to learn to paint, but is frustrated with the slow pace of developing his artistic skills. He goes to Madam Why and asks her for a set of magic paints, but she declines, stating the episode's intended Aesop: "Practice, practice, and more

practice! That's what it takes to be good at something like painting. And that's also what will make you truly happy with your work". Eddie later receives a set of magic paints which, unknown to him, were actually delivered by the villains. The paints let him create a high quality painting, but trap the Ghostbusters in a magical world controlled by Prime Evil. The end result is an Aesop more along the lines of "Don't use magic paint from an unknown source".
* Filmation's Ghostbusters is MUCH more than a mere ominous pipe organ. It has most of his powers and can use it to zap his minions and teleport anyone he wishes across time. It is an ominous device that broke him out of limbo and into the material plain after all.
* Filmation's Ghostbusters kidnapping the titular character, who manages to wreck Prime Evil's lair because he is such a screw-up. Prime Evil ends up pleading with the other heroes to take him back, even promising to call off the horde of thunder ghosts he's unleashed on the city if they do. (And he does.)
* Filmation's Ghostbusters: Lightning, thunderclaps, and chords from a pipe organ are Prime Evil's trademarks.
* Filmation's Ghostbusters—here, Jake and Eddie were the sons of the originals (Kong and Spenser, respectively).
* Filmation's Ghostbusters often used the "monkey's uncle" variant, usually followed by an irritated grunt from Tracy.
* Filmation's Ghostbusters: Prime Evil did this pretty much all the time.
* Filmation's Ghostbusters Prime Evil had Hauntquarters, a cathedral-like building located in the Fifth Dimension.
* Filmation's Ghostbusters quickly turn real, though, when Apparitia and Brat-a-Rat get involved...
* Filmation's Ghostbusters "robot ghost" henchman; he tended to fall apart a lot.
* Filmation's Ghostbusters's great-grandfather. (The ghosts scared all the miners away.) Jake made his distrust of the Horseman very clear, even as the ghost protested that he wanted to help and try to redeem himself. So very tragic, and that sad voice...
* Filmation's Ghostbusters, sucking them all back to their home dimension.
* Filmation's Ghostbusters team have a Ghostbusting Manual in the first episode, which details the features of Ghost Command, the equipment, and the Ghostbuggy. It is never used again.
* Filmation's Ghostbusters that time, even after he spent the whole episode using dirty tricks.
* Filmation's Ghostbusters: The cartoon version is a sequel to the original live action series. While that one has light-hearted and silly villains, here the ghosts are slightly more malicious leading to a few tense moments.
* Filmation's Ghostbusters: The Ghostbusters are more like gunslingers than exterminators, and this extends to whenever they go back and forth in time. They arrive, get rid of whatever ghost is there (or capture whatever artifact Prime Evil is after), and leave before they can alter history.
* Filmation's Ghostbusters the haunted technology, which took the form of anthropomorphic, skeleton-themed appliances, and let those ghosts live with them. Most famous was the Ansabone, which hung up on callers or had some wisecracks when they succeeded in leaving a message.
* Filmation's Ghostbusters, the heroes have to get past Fangster and Long John, who are guarding a room. Tracy takes out a cute wind-up toy tank and sets it towards the two henchmen. They look at it, and then burst out laughing... Then it fires a freeze ray, freezing them sold. (Unfortunately, it only freezes them for seven seconds, so the heroes have to run past them quickly.)
* Filmation's Ghostbusters, the lesser known animated series falls under the same premise as the other Ghostbuster organizations described below..
* Filmation's Ghostbusters the whole headless thing was Prime Evil's attempt to make me scarier. It didn't work...I only like scary things that are fun, like Halloween." The Horseman was, for once, on the side of the heroes—he'd wrecked the life of Jake's great-grandfather and wanted to make amends.
* Filmation's Ghostbusters trope by having Prime Evil teaming up with the heroes

against Big Evil.
* Filmation's Ghostbusters: Two of the protagonists (Jake Kong Junior and Eddie Spencer Junior) are sons of protagonists (Jake Kong Senior and Eddie Spencer Senior) of the series it spun from.
* Filmation's Ghostbusters villain Scared Stiff is an odd robotic version of this. There's also the company phone, Ansa-Bone.
* Filmation's Ghostbusters was fond of ghost planets, featuring at least two or three throughout its 65-episode run.
* Filmation's Ghostbusters, who was also carried over to the animated series.
* Filmation. Superman and Superboy turned and looked at the camera (usually winking as well) at the end of almost every episode.
* Filmation) that was based on their previous live-action series (which predated the 1984 film by nine years).
* Filmation the Brooklyn Bridge. When the con man scoffs, he is utterly stunned when an armored car immediately stops by the magpies with the latest proceeds from the toll for the Brooklyn Bridge.
* Filmation TV series instead, the gang had to be redrawn into their usual costumes to avoid imagery the NBC network could never allow in that timeslot.
* Filmation were fond for doing these for both heroes and villains alike. It probably helped with the fact that they knew they couldn't rely on too much continuity when the episodes were aired out of order for syndication.
* Filmation were notorious in their heyday for using the same animation sequences regardless of what show they were making. One particular shot that was in almost everything they made in the mid-60s to mid-70s period was a charge directly at the camera by a main character immediately prior to a scene change. Superman, Superboy, Aquaman, Batman, Captain Kirk, Spock... they all did it. Same movement, just different characters.
* Film Brain, as the general public isn't really aware that other services exist.
* Film Brain Bad Movie Beatdown review from its intended March release, removed a couple of lines which he felt were callous and put up a disclaimer at the front of the review when it was released in May.
* Film Brain. Despite it ostensibly being torture, he joins in himself.
* Film Brain for when the actions of the characters in the movies he reviews don't make sense: "and he did that because..."
* Film Brain, when the main character jams his pocket watch into the machine's mechanics to make it blow, creating... "a time bomb!!! ...Time bomb? Who writes this shit?"
* film, but it is too far away to reach, so he instead transmits the data to Paladin's ship to be delivered by hand.
* Film/Closer. They continue walking towards each other until Alice crosses the street and a car hits her. Dan rushes to her side and takes her to the hospital.
* Film Club/Book Club/Songbook whatever will brie will brie, the feta's not ours to see".
* Film Comic: A comic adaptation of a movie or television show that uses screenshots of the original work with speech bubbles, onomatopoeia and narration boxes added instead of using original artwork based on the work being adapted.
* Film composer Franz Waxman scalded his eyes when he was three years old, permanently impairing his vision and forcing him to wear thick glasses for the rest of his life.
* Film composers often get the blame and labeled with stigma for adapting a piece of classical or contemporary music into their film score. Generally during the editing stages of the film temp music is placed before the score is completed and it's common for directors and executives to "fall in love" with the temp score. And it's usually to rewrite it just enough to slip by rather than pay the extra money to license a work (for non-public domain).
* Film Conscience: Ringo represent the more cheerful, optimistic side of Kinley.
* Film/Conspiracy Nazi higher-ups are discussing the program of gassing Jews as the Final Solution. One character brings up that the Italians won't like it, and the Nazis let out a collective groan, showing what the Germans really thought about

their allies.
* Film/Constantine there's a bible from hell where the coming of Mammon, the son of the devil is prophetized.
* FilmCow about all the things that make him happy. It includes apple pie, breezy meadows, the sound of rain, guitars, Holocaust denial, eugenics, sexual molestation, and murder.
* FilmCow. The genie can only do impersonations of celebrities who won't be born for another thousand years.
* Film Critique used the power of the blue shard of the Rainbow of Light to become an
* Film director Andrea Arnold grew up in a council estate and as a result, often sets her works (
* Film/Dragon Blade, this is invoked quite literally twice. When Huo An and his Roman allies are trapped by Tiberius' forces, the nations along the Silk Road, many of whom Huo An was shown helping earlier, arrive to help him, and almost all of them are mounted on horses. And even when that is enough, the Parthians, who boasted one of the most famous cavalry armies of the ancient age, show up to tip the scales yet again.
* filmed, as they know they won't be missing anything they paid to see.
* filmed in the Czech Republic, and have a shot from the Charles bridge in Prague.
* filmed sketch three gangsters have one of these which lasts for days; they sleep together, shower, go to a Thanksgiving dinner, go ice skating, even attend one of them's son's soccer game. Finally, one of them says that the last few days have been the best of his life; the other two immediately shoot him, then go back to a standoff with each other.
* Film fans who pay attention to the credits must have wondered why the poster for
* film features this after the main character refuses to kill a child prostitute.
* Film Felons: A robbery? No, no, officer, this is just part of our film!
* Film Felons: Criminals pretend to be filmmakers so that they can commit crimes with the pretense that they are making a movie.
* Film Felons: Crooks pretend to be filmmakers so they can use the cover of making a movie to keep their crimes under wraps.
* Film Felons (usually a robbery) by pretending to be making a TV show or a movie.
* Film Fic: A fan fiction that retells the events of a movie with characters from a different work playing the roles of the characters in the original film.
* Film, Film, Film, the writer gets several writer's blocks and then his writings are edited so much that these are unrecognizable compared to his original intentions. Later he attempts to commit suicide but is ultimately saved by the film's positive reception.
* film from a time when the page wasn't sorted and the page not yet namespaced.
* Film//Genocide, a lovely pice of sci-fi shlock where the insects of the world issue an ultimatum: if mankind detonates one more nuclear weapon, the killing starts. Guess how it ends!
* Film/God's Not Dead ends with most of the main characters attending a Newsboys concert.
* Film:Gold like his fights being interrupted, both stop and stare at it in shock.
* film had an almost war documentary feel to it, focusing on an East Coast family trying to survive.
* Film/Harry Potter movie franchise, Harry gets together with Ginny. Other thirds of the Golden Trio Ron and Hermione are paired as well. The eighth movie also includes a scene which implies Neville and Luna are developing a romance. It all ends with a 19 Years Later epilogue, in which both main couples are given children, as well as Draco and his wife.
* film have the line "Once they begin to move, no more news comes out of that area."
* film, Hornblower orders a crewman flogged specifically because one of his lieutenants threatened the man publicly with it, and Hornblower feels his duty to support his officers is more important than his dislike of the lash. But he lectures the lieutenant about it afterwards.

* Filming conditions would be very impractical for the degree of disability such as location travel, stunt work, number of lines, or long shooting hours.
* Filming could only take place intermittently on weekends due to everyone having day jobs, causing the movie to take
* Filming for Easy Dub- Making sure the character's mouth can't be scene so potentially different dialogue can be dubbed in later
* filming his TV with a camera, and even just how well the low-quality footage matched his bad gameplay.
* Filming was often delayed by having to calm down the twin babies who played Sunny, as they often burst out crying at inopportune times. One funny outtake also has one of the babies fall asleep during a take, much to the amusement of the rest of the cast, who try to gently wake her up.
* Film isn't good enough for awards season? Remember: you don't need to convince general audiences or critics that it's great,
* Filmixxy.pl are still popular, although almost every viral appears at least once.
* Filmmaker Clive Barker had a fan come up to him during a book signing and slit their own
* Filmmaker Rob Spence lost his eye in an accident on a firing range. For equal parts novelty and science, he had it replaced with a
* film makes it more blatant by having Burroughs rush to his uncle's tomb and, upon opening it, discover it empty. A Thern appears behind him about to kill Burroughs and Carter only to be shot by Carter who shows up behind the Thern. Carter tells Burroughs to write a book, locks himself in the tomb and once again projects to Barsoom using the Thern's talisman.
* Film making and television has had a few productions that changed how the entire system can be approached.
* Film/Mary Poppins — Fantasy musical series. 2 films from 1963-2018
* Film Noir (1947) involves a woman who came to Reno to get a divorce, and hooks up with a jealous lover who murdered his ex-girlfriend and her new man.
* Film Noir about a romance between two neighbors after their involvement in a criminal investigation.
* Film Noir, Al the narrator continually address the audience as "you", as Al pleads with us to believe that he isn't a murderer and he didn't mean to do anything wrong and he only stole that dead guy's money and car because he had to and when he strangled that woman to death it was totally an accident...
* Film Noir and is constantly sucking on a pink lollipop. It does not at all detract from his manliness.
* Film Noir) at one part asking for his cut in the business, but Dink and his men explain that a legitimate business is backed by corporations, board of directors, shareholders and the days of having money and assets in a simple safe are long gone.
* Film Noir, a washed-up boxer wins a fight he was supposed to lose. The mobsters who put the fix on the fight retaliate by breaking his hand so he can never box again.
* Film Noir. Fittingly dramatic music is played in the scene, with the assumption by the audience that this is background music, until Walter Neff complains to the neighbor that the music is too loud.
* Film Noir, Francie admits to her sister Sheila that she and Sheila's husbamd Matt were planning on cheating Sheila out of her share of the diamond smuggling affair. By the looks of it, Matt was planning on ripping Francie off too, keeping all the profits for himself.
* Film Noir had John Dall and Peggy Cummins as a war vet and a circus sharpshooter who fall in love and go on a crime spree.
* Film Noir, has Mike hides an accidental murder by (temporarily) taking the identity of the victim to hide his tracks.
* Film Noir in general (see above) was inspired by the depression and urban decay of the prewar and postwar years, especially in the years 1945-1949. Which is what prompted many Americans to abandon the city in the first place...
* Film Noir is Douglas vs. Lancaster, with zero scenes not featuring at least one

or the other.
* Film Noir, it is associated, as in the case of the Lone Ranger and Rossini, with the Maltese Falcon.
* Film Noir parody uses a home stereo for tense, dramatic music during a confrontational argument... and after one person finishes, the other changes tracks to THEIR power music and continues to argue, and vice versa.
* Film Noir, Philip Marlowe perfectly describes this. He outright states that he only did it for the cash.
* Film Noir straight (and even manage to convince Walter of this for a time).
* Film Noir style crime out of greed over it, without a joke to be heard. These scenes would even switch to a widescreen format back when the show was still aired in fullscreen just to make them look more cinematic.
* Film Noir takes this to a dark extent, in which a reporter ruins the boyfriend's life in order to get him away from his sister.
* Film Noir that both killings were completely accidental. Two decades later, Neal was convicted of involuntary manslaughter for the gunshot death of his estranged wife, which he testified was accidental.
* Film Noir, the Ward family are the only non-white characters, which is highly conspicuous considering that the proportion of Phenix City's population categorized as "Negro" in the 1950 and 1960 censuses was 34.7% and 36.8%, respectively.
* Film Noir: This genre was spawned out of the hard boiled detective stories. In fact, many of those stories were made into film noir adaptations.
* Film Noir though and it stuck throughout the wacky adventures he's been through.
* Film Noir was released, the film is the tragic story of two star-crossed lovers — a career criminal, Eddie Taylor (Henry Fonda), and Joanna (Sylvia Sidney), the girl who loves him.
* Film Noir. Whenever they get horny they turn into a jaguar and proceed to try to kill anything near them. And pretty much everything gets them horny.
* film of Captain America were frozen during the second world war and revived several decades later. For the 90's movie version, it was about sixty years. For the recent film version, it was seventy... ouch.
* Film of the Book, Dr. Terrell has taught several dolphins to speak English, and has come to love them as if they were his own children. At the end of the movie the evil government representatives are coming to take them away. He has to tell the dolphins that he doesn't love them any more to get them to leave him, so they can be safe.
* Film of the Book, Fog tries to pull Passepartout out of the way of a falling pillar, the latter instead pushes him out of the way when it takes too long.
* Film of the Book has a subplot where the main character ends up getting into a relationship with the widow of his bombadier/navigator, who died in the film's opening.
* Film of the Book) is that "How many vogons does it take to screw in a lightbulb?"
* Film of the Book made it clear those dates were possibly just Winston Smith's guesses in the first place).
* Film of the Book murdering her husband via a staged car accident. In the end, Cora and Frank get in an actual car accident that kills her, and Frank is convicted and on death row for her "murder". The DA tells him that even if he wasn't charged for Cora's "murder", new evidence showed that he took part in Nick's murder, so there would be no point in trying to fight it.
* Film of the Book, only Joey and Albert (and his family as well) get a happy ending. The other characters die or are left with nothing to live for (Like Emilie's grandfather)
* Film of the Book specifically mention how much they hate Earth with its blue skies, low gravity, and poisonous air (for them). Their homeworld is shown to be a large planet with purple smog-filled skies almost entirely covered by structures.
* Film of the Book. This also counts as a stealth gag, since the Mars landing in that movie is actually faked.
* film of the musical of is midway through insulting a dancer, but gets taken aback by the strikingly handsome Link Larkin walking in:

* film of the same name has the same writers but an almost completely different plot, in which a submarine commander accidentally orders a nuclear strike because a stage hypnotist has implanted the command to say "Fire!" whenever someone snaps their fingers.
* film of the series retcons the format of stardates again to make it correspond with the Gregorian calendar — thus, Stardate 2258.42 is the 42nd day (i.e. 11 February) of the year A.D. 2258.
* Filmpje (1995) thousands of times and still goes to see it every day. The local film theater only keeps programming it just for her.
* Film producer Dino De Laurentiis' career never fully recovered after opening his own studio in the early/mid-1980s, which he then proceeded to run into the ground within less than five years. The films De Laurentiis produced at his studio were not box office hits (even
* film remake, Dr. Kimble commits multiple burglaries (a clinic, a hospital, an apartment), thefts, auto theft (ambulance to be specific), unauthorized use of medical records, accessory after the fact in the murder of a transit cop (disposing of the gun, even though he didn't shoot the officer), and more in the course of proving that he didn't murder his wife. This is to say nothing of his original escape from custody, which is illegal whether or not you are innocent of the crime you are accused or convicted of (running away to avoid being hit by debris from a derailing train is justified, but continuing to run instead of turning himself in...). Notably, however, the film ends with him in the custody of the US Marshals who were pursuing him throughout the movie, and while he's cleared himself of the original murder, there's no indication that all the other stuff is just going to be let slide. This said, the rather shady circumstances around his original arrest and conviction (including a fairly hefty, albeit never directly confirmed, whiff of corruption on part of the authorities) heavily suggest that he's unlikely to face too hefty a punishment; the point is simply that he's not simply let go after everything.
* Film Reroll, but he's still the main villain of the story and still tries to kill Elsa at one point.
* Film Reroll, the DM decided to recreate the behavior of people unaware that they're in a horror film by convincing them they're actually playing an obscure sex comedy called "Summerspell". To help sell the illusion, each character was given secrets and objectives to complete, as well as a simple relationship-building mechanic. Jason appearing, and killing most of them in a short period of time, led the dead players to wonder if there was a point to keeping their secrets anymore.
* Film Riot has an episode where they make a camera stabilizer with balloons.
* Film Riot" when its revealed that stark has been hiding in the attic for the years he was absent. we are then treated to a series of shots from past episodes with him greenscreened in.
* Film/Robocop Alex Murphy's partner in law enforcement Anne Lewis, blows a bubble before trying to apprehend one of Clarence Boddicker's men. She fails and gets knocked out some minutes before Alex Murphy faces something much worse.
* Films adapted as radio plays being a very famous example, and also one of the very last produced in this manner.
* Films and television shows have been known to hire twins to play a single child character (like the
* films based on a TV series fall into this trap, as they continue from events in the TV series and assume viewers are already familiar with them. How severe this trope can be depends on its connection to those events, as well as the setup of their respective series: a film with a self-contained story can easily be enjoyed by unfamiliar viewers as a standalone work, whereas one with a complex mythos and already-established characters will leave them completely lost.
* Film school student films can be intensely creative and oblique in their style. For instance,
* Film Serial (1943). After being given permission to bury their dead in Allied territory, the evil Nazis callously dispose of the bodies and fill the coffins with explosives for their secret agents to pick up later.

* Film Serial and has taken over their organization. The bad guy smugly says that now they can compare the handwriting in the letter with everyone they know in order to find out who is Mr. M. Right after this, and without any warning, the letter bursts into flame.
* Film Serial had an initial fuse hanging blow a trap door. When it was lit, it ignited a gunpowder trail, which in turn lead to explosives that would blow up the warehouse the bad guys were escaping from. The plan was to kill the members of the coast guard as they were raiding the warehouse, and caused the classic end-of-episode cliffhanger with the main characters in the building (who simply survived without explanation.)
* Film/Showgirls, the characters Gaye and Marty were combined to make one flamboyant character simply called 'Gay.'
* Films made prior to the inception of the rating system (unless they were reissued later), tend to be rated G by default, partly because of oversight regarding the many changes on the system since 1968 and the perception that all pre-1960 films were family-friendly entertainment (an assumption not dissimilar to the
* film's portrayal's Shang Tsung has him wearing a black longcoat for most of the movie.
* Films released in January or February will frequently unironically trumpet the one review calling them "The best film of the year!"
* Films set during the Philippine-American War, including the following:
* films, Skids and Mudflap are two idiotic robots who seem to have based their mannerisms on hip-hop culture. Specifically; they're wiggers. There's also an Australian 'Bot.
* Film star Colleen Moore's Fairy Castle dollhouse, completed in 1935 and displayed at Chicago's Museum of Science and Industry, features elements of all the silent film actress's favorite stories from childhood. Classic fairy tales like
* films, that being the siege of Mordor where the Last Alliance of Elves and Men were able to defeat Sauron. However, Isildur's refusal to destroy the ring ultimately led to the War of the Ring at the end of the third age.
* films when he steals a Telmarine falchion and crossbow, and proceeds to kick all kinds of ass.
* film tech forum tells how the electrode was embedded into the wall on the other side of the projector booth after one such incident.
* film, the boys of two villages are at war. When somebody is captured, they cut off the buttons of his clothing. To avoid this, in one battle the boys attack naked.
* Film the Hand: Sticking one's hand over the camera so as not to be filmed.
* film/The Jitters, involves a jiangshi getting loose in modern America.
* Film/The Messenger: The Story of Joan of Arc, the young Jeanne d'Arc is traumatized when her village is attacked by English soldiers, and she is forced to hide and watch as her older sister is murdered and raped - in that order.
* film, they just happen to Apparate right in the middle of of a group of snatchers.
* Film/Threads to compare it to. released at about the same time.The American film was considered fairly light-weight in comparison.
* Filmtracks and suggested that the soundtrack would make better use as a frisbee.
* film version) and carrying Eragon on her back. This effect comes complete with flashing lights, sound effects, and a generous smoke screen to hide the actual transformation.
* film version) appearing as the hologram message from Magrathea. Oddly enough it seems that he had to ask for it.
* film version as you see him stripped away layer by layer like an anatomy textbook...
* film version by Betty Hutton, whose rendition of the song was also recorded but unused. The song had actually been written for the stage version, but never had a spot in the script.
* film version cut out "The Name of the Game" (shown as a deleted scene at the

DVD), which was in the actual Broadway show. It also scrapped out of the original script three songs: "Under Attack", "One of Us" and "Knowing Me, Knowing You", the last one being replaced with "When All Is Said and Done".
* film version has a diegetic example with a real brass band playing a celebratory tune for the winner of the Triwizard Cup... which falters out when they notice Harry screaming and crying over Cedric's body.
* film version) is up for debate, but Shuya and Noriko's reaction to the painting was everything but favorable.
* film version, Manuel suffers an accident. As he is overboard in the ocean, he calmly states that he is as good as dead, because his entire lower body is gone. He speaks in Portuguese because he doesn't want Harvey to know. A member of the crew who does speak the language quietly translates for those who don't, but Harvey is left wondering why Manuel didn't climb back into the ship.
* film version of, Denethor is ranting and raving about how the White City is doomed, all is lost, that the line of kings is ended ... and the camera pans to focus in close-up on the "dead" White Tree of Gondor — which has suddenly, out of death, spawned a single, white blossom.
* film version of Speed Racer in which case he subjects them to a comprehensive wall-to-wall beat-down.
* film version provides a variation in that the Wizard instead gives Dorothy's friends various symbols of what they've achieved—a diploma that signifies the Scarecrow getting his brain, a ticking heart watch that reflects the Tin Man's kindness, and a war medal that testifies to the Cowardly Lion's courage.
* film version puts a twist on the fight Ron and Hermione have during the Yule Ball over Hermione going with Victor Krum. When Harry shows up on the scene after seeing the discussion between Snape and Kakaroff, Hermione snaps at him while demanding to know where he was before shooing him off along with Ron, despite Harry having nothing to do with why she was angry.
* film version share a kiss at the end, much to Cornelius' annoyance and Zira's mild but sporting indignance ("But you're so damned ugly!")
* film version than their live-action counterparts (Mr. Wormwood looked a bit like a rodent and Mrs. Wormwood is described as being plump, with obviously-dyed hair and a "suet-pudding" face).
* film version, the male protagonist intends to rape his female counterpart, but when he oversees her crying and praying he doesn't actually go through with it.
* film version. The owl that delivered Sirius's letter bites Harry on the hand. Then Harry reads the letter's postscript, which says "the bird bites".
* film version there's a photograph based precisely on the illustration.
* Filmways-produced were both set in the town of Hooterville, and characters from each gravitated to the other fairly regularly.
* Film Within A Film by François Truffaut there is a scene where the film crew overviews footage and then they suddenly realize that the (previously unnoticed) pregnancy of an actress will become more and more visible as the shooting progresses. Then they decide to make the character pregnant as well, although some of them complain that the viewers could make some unfortunate assumptions about who is the father of the child.
* film-within-a-show from the "Scott of the Sahara" sketch includes a giant killer penguin and a man-eating roll-top desk for no apparent reason.
* Film [year]'s film review show, has an instrumental version of "I Wish I Knew How (It Would Feel to be Free)".
* Film Zone, belonging to FOX Latin America (before being bought by Disney) underwent some changes in its programming after the changes of its parent company LAPTV. Among these was the elimination of the soft porn that were shown at night, in addition to new graphics. Despite this, Film Zone was one of the most-watched and loved channels. In 2017, FOX Latin America made the biggest change of all: introducing the FXM brand to the Latin market. This meant Film Zone had to close to make way for the new channel. FOX Latin America, in order to put an end to the channel, decided to launch some promotional items with the Film Zone logo in mourning and giving some references to some of the films that were shown on the

channel. On September 18, 2017, after showing its latest film, Richard Gere's
* Filo, who belongs to a breed of magical birds, is also added later. However, she has a human form in which she looks like a young girl with blonde hair, blue eyes and two white wings.
* Filsinger Games made two card games about running a wrestling promotion, one based on
* Filter is about the politician Budd Dwyer, a Pennsylvania state treasurer who was accused of corruption. Vehemently claiming his innocence until the end, in early 1987 Dwyer called a press conference during which he read half of a prepared statement and then shot himself. The song was released in 1995 and its timing and subject matter lead many to speculate it was written about the similar suicide of Kurt Cobain but it was written in 1991.
* Filter, the rock side project of Nine Inch Nails' Richard Patrick, had a few hits on the rock charts in the '90s, but today, only two songs of theirs are well remembered: 1995's highly controversial "Hey Man, Nice Shot" and the 1999/2000 crossover hit "Take a Picture" (which technically was their only Top 40 hit).
* Filter, wrote an identical chorus riff for both Stabbing Westward's "Ungod" and Filter's "Hey Man, Nice Shot". The bands mutually agreed not to sue for plagiarism, and Stabbing Westward very rarely plays "Ungod" live, since "Hey Man, Nice Shot" was released as a single and became the much better-known song.
* Filth are permanently coated in a thick layer of black goo, the most-commonly encountered form of the Filth itself - along with all the usual mutations that go with it. According to the lore, it all began as tarry black discharge oozing from every single orifice of the infected individual.
* Filth Biscuit, in which the legendary hero is recast as a hard-partying douchebag only interested in amusing himself and his equally obnoxious friends.
* Filth Biscuit sees others as obstacles or pawns in her struggle to claw her way up from the gutter — specifically her childhood friend, incredibly loyal but dim-witted boxer Mick the Rock. Her philosophy, as she explains it to Mick, is pure Social Darwinism; which suits her, since she's also a textbook psychopath.
* Filth Biscuit, the inherently silly hero is made much more cat-like than in the original Golden Age comic, with powers such as napping and licking himself clean.
* Filth, Bruce says "Okay baby, let's take this rocket to Uranus'' to a prostitute after watching a sci-fi themed porn movie.
* Filth detour, "Festa no Apê", also obscures "Dragostea din tei".
* Filthy Figments, for those who object to eroticism with men holding the strings. It's just as smutty as regular porn but it's drawn by women.
* Filthy Frank: A large portion of the humor of the show. Also, the tags in the descriptions of the videos.
* Filthy Frank and commonly treats his own friends and audience like shit.
* Filthy Frank: Frank thinks he's most like a cat due to reasons like hating water...and being neutered at a young age.
* Filthy Frank makes the mistake of making a pun when Mr. Negi wouldn't accept the spaghetti he and Red Dick made for him (technically, Red Dick did all the work). Frank then mocks Mr. Negi about the leek along with the aformentioned pun:
* Filthy Frank Show makes so many of these almost ALL of Frank's videos contain at least one Suicide joke.
* Filthy Frank's video images of weeaboos. He also jokingly mentions about a reverse weeaboo, in which an Asian person starts acting as if they are Westerners and do things like dress up as Cowboys. The video is hilarious and will give viewers a good laugh.
* Filthy Frank videos always have valid subtitles, his other videos often include lines which are deliberately translated as something else.
* Filthy Frank: When Mr. Magic Man says "I wish I was Stevie Wonder so I'd never have to see you again!", Frank calls it "pretty clever".
* Filthy Frank who frequently said and did immoral and offensive things merely for the sake of being edgy and evil.
* Filthy Lies: The cast taste a certain kind of beer for the first time and all find it horrible. Ted declares that it tastes "like going down on a dead hooker."

When the others look at him strangely, he says "What? I thought she was just bored!"
* Filthy Rich & Catflap, Richie wakes up in the morning, assumes he is alone and addresses a lengthy monologue to the camera. Then a huge fart is heard and his bedmate is revealed to be his drunken minder, Eddie.
* Filthy Rich became an alcoholic wreck after the tragic death of his wife Crystal Eyes and their unborn son, and again when his daughter Diamond Tiara was hit by a carriage and died.
* Filthy Rich episode "Proverbs 20:6", Eugene gets roped into helping two stoners blackmail Mark, who's been impersonating Eugene's son Jason while the latter is in a coma. After the blackmail attempt is successful, Eugene realizes that the stoners intend to keep the money for themselves, and thus decides to steal the cash and bring it to Jason's hospital bed to pay for his care.
* Fimfiction.Net uses the British method of displaying dates (because its creator is British), despite the fact the majority of its users are American. People usually are not confused.
* FIMFiction site-wide contest was held where writers had to use at least one of the "always bad" story tropes - second person perspective, alicorn OC, OC x major character romance, or human in Equestria - and make it into a good story, proving that a good writer can make anything work.
* FIMFiction's loss to him is treated by her as horribly dehumanizing as a boy would treat losing to a girl in our world.
* Final 2016 he was prominently featured on the international TV stream (unlike the NFL with Football, the UEFA and FIFA don't allow TV stations to shoot their own feed instead making one pre-mixed for the world to take at face value or leave) even though he wasn't on the field for most of the game, falling victim to an early injury. Maybe France also fell victim to this trope as they lost to a team "that only consists of Cristiano Ronaldo" - without Cristiano Ronaldo.
* Final Analysis, a woman is tried for murdering her abusive husband. Her defense is that she did so while in a psychotic state brought on by alcohol consumption (she normally does not drink, but took a sip of cold medicine that night). She's found not guilty by reason of temporary insanity and sent to a mental hospital where she anticipates being released in a few months. Until her psychiatrist/lover learns that she's been faking it the entire time. At the hearing where it's to be determined if she can be released, he provokes her into a screaming fit, leading her to be permanently institutionalized.
* Final Analysis when the psychiatrist tries to cover up for his girlfriend by "helpfully" handing the murder weapon to the detective, disingenuously adding: "Oh, I guess I shouldn't have touched it." The angry detective scowls, "You're a smart fucker, aren't you?"
* Final Appeal and a veteran of the War of 2059, was a member of the panel that recommended the ban. The conservative wing of the Court, consisting of Oliver Harbison and Gretchen Parkhurst, supports the ban with Harbison being its most vocal proponent. The liberal wing, consisting of Earl Clayton and Kendall Woods, oppose it, very vehemently in the case of Clayton, who is affectionately described as a "bleeding heart" by Parkhurst.
* "Final Appeal": A woman time travels to the future and is arrested because technology is banned. She goes on trial and tries to convince the leaders to bring technology back, because she has seen futures where humanity is screwed without technology. A second time traveler arrives with a nuclear bomb and threatens the leaders to keep technology banned, because he had seen futures where humanity ended up screwed over because of technology. After a long debate, the leaders decide to lift the ban and everyone seemingly convinces the second time traveler not to kill them and to return to his own time. He leaves...but leaves the bomb behind and it explodes, wiping out the city.
* Final Approach Loosely, Emiho, Miki, Shizuka and Akane are romantically involved with Ryo in varying degrees.
* Final Approach Ryo learns late in the show that this is why his fiancee was given to him at the start of the story. His grandmother and her grandfather were once in

love, but were torn apart by her grandfather's family for being from a poor family. He relented to his family's wish and married another woman. It turns out the entire setup for the series is her grandfather using his tremendous wealth to create a situation where his granddaughter can marry the grandson of the woman he lost to Parental Marriage Veto.
* Final Ark). Nearby locales include the state of "New Gerbil" (New Jersey), including the town of "Yakkensack" (Hackensack). Gnu York's nicknamed "the Big Awful" or "the Big Candyapple."
* Final Battle, although he seemed to be using it as a taunt rather than a serious proposition.
* Final Battle: An action/adventure series usually ends with this. May be a precursor to any of the above.
* Final Battle) and continues using the comm chatter for less-than-serious commentary.
* Final Battle and his cyborg army on the helipad atop his corporate headquarters.
* Final Battle and near-destruction of the world, it's mentioned that governments everywhere are stepping up their defense programmes, both mundane and supernatural. The Chinese, Americans, Russians, French, Germans, Brazilians and Israelis are all working on getting helicarriers, and probably India, Japan and South Africa too.
* Final Battle, are as a result not sealed with Tarakudo and the others, and are therefore still potentially in play if they find new hosts.
* Final Battle breaks out with Jade and Tarakudo fighting each other for leadership of the Oni and their respective loyalist Generals turning on each other, all while the heroes are still fighting their forces.
* Final Battle capable of facing Titan in an even fight, allowing her to defeat him.
* Final Battle doesn't begin like this, but the arrival of the previously imprisoned Black Robes leads to this.
* final battle Even so, it's a compulsive liar telling you this in a pep-talk to save the planet.
* Final Battle happens both inside and outside a train, with the D'Bari attacking the armored train with the prisoner X-Men and Magneto inside.
* Final Battle, Hela points to the history Odin hide away as a sign that he covered up anything he found unpleasant. Thor doesn't deny it.
* Final Battle, Ilsa tries to take down Lane with her signature jumping scissor move only for Lane to throw her off and start strangling her. She does it again after Benji distracts him, with much more success.
* Final Battle-Induced Shirt Loss: Male protagonist gets his shirt torn off during the climax.
* Final Battle is ultimately won through the reuse of one-off techniques:
* Final Battle kicks off with Operation Endgame, a full-scale assault on Section 13 by all of Jade's combined forces.
* Final Battle leads the combined armies of Ainz's followers and allies against the Theocracy's last remaining forces in Kami Miyako. To mark the occasion, Ainz insists on his minions having popcorn as they watch, which they treat as a "delicacy" of the Supreme Beings.
* Final Battle Matrix of Leadership for a reason, so he fails and is forced to watch Unicron begin laying into Cybertron before the Chaos Bringer devours him whole for his insolence.
* Final Battle of the rebellion against Phobos, as the combined forces of the Rebellion and the nobility clash in a massive, chaotic clash.
* Final Battle people if done wrong or cause massive damage and status effects on the party. Losing the fight means doing the first phase all over again. Like with the Steps of Faith trial, many people would prefer to take a 30 minute time out penalty than to suffer trying to clear the fight again and they also wanted the fight to be nerfed so they wouldn't be locked out of end game content. Unlike the Steps of Faith, the developers stated that they had no plans to nerf the fight.
* Final Battle planet inhabited by much smaller forest-dwelling aliens—whose costumes would be much cheaper to manufacture. As a reference to the fact that they

were originally Wookiees, Lucas switched the two syllables in "Wookiee" ("WOK-EE") and called the new aliens "Ewoks" ("EE-WOK").
* Final Battle, rendering them all but invincible against anybody other than each other.
* Final Battle starts out as a fight between alter-powers and then gradually breaks down to a simple (though brutal) slug fest.
* Final Battle that dusted half the universe. He knows the Avengers who were around in 2012, since his underling loaned Loki the Chitauri to invade Earth, but others, he has no idea what his past self did that would make them specifically want to kill him.
* Final Battle to finally stand up to Moriarty, as there are functional prop swords lying around and fencing is the one thing he's good at.
* Final Battle took place only a few days before Christmas. This was acknowledged by several Dino Attack agents who, fearing they might not survive the battle, decided to celebrate Christmas during the battle.
* Final Battle turned the freezing power of the Gekkaja on himself. The weapon froze him solid, allowing him to survive through Saffron's mountain-vaporizing heat beam —which thawed him almost instantly afterwards. The art isn't very clear on how complete the freezing was, but consider this: the Gekkaja can turn multi-ton chunks of rock into solid ice just by touching the ground, and Ranma's clothes and hair were still covered in ice despite being hit head-on by the Imperial Annihilation.
* Final Battle, where there's no vegetation thanks to being set in the mountains of the island.
* Final Battle while all other characters and plot points are thoroughly ignored or put on hold.
* Final Battle, with Batman given a mention. Rick and Trouble (and possibly Stranger) make early appearances as well.
* Final Blasphemy has Jeremy being shown several possible futures the author had planned, some of which had alternate timelines.
* final book. It's heavily implied that King himself sends Danville to the Ka-Tet as a "secret weapon".
* Final Boss, after King Boo thrusts Luigi onto the roof of the mansion, an enormous shadow drops from above him, revealing to be Bowser.
* Final Boss. And then, qualifying for this trope, there are the Crusader and the Hellion.
* Final Boss, and two Kamui fighters from the developer's previous game.
* final boss before you go, his response is longer and a lot angrier, but is basically amounts to the same thing.
* Final Boss, but he forgot he was a puny human beneath all that bluster.
* Final Boss comes down to "kill them with a special weapon, or else you won't defeat him." Whether this is because of the boss's innate ability to negate damage or a rather downplayed version with lowering damage encouraging players to use the Lord with the weapon to fell them easily.
* Final Boss, corpses fall from him, come back to life and attack you.
* Final Boss, Cronus the archmage, screams "MAGIC!" every single time he uses a move.
* Final Boss: during each phase after the Elementals attack Crash, Crunch becomes exhausted long enough for Crash to be able to shoot him with the Wumpa Bazooka. Crunch responds by punching Cortex into the arena, allowing Crash to attack him and chip off his health meter.
* final bosses, you will outnumber the boss four to one. And if even that wasn't enough, you can cheese the boss battle entirely by choosing to play as the character you are rooting against, and then lose on purpose. Not that it would be necessary.
* final boss fight with Nero is much less powerful than his incarnation fighting Dante. He just had a fight with Dante that pushed them both to their limits and he doesn't want to fight Nero as much as he wanted to fight Dante.
* Final Boss Flowey's time warping powers allow him to know exactly how your fight

is going to go down (you kick his ass), so he hightails it after you beat the penultimate boss Asgore.
* Final Boss for the season, Randy's decision to sell cocaine to the adults is what drives the plot for that episode.
* Final Boss game had to be fought using such a device, to launch acorns dropped by a cracoucas.
* Final Boss get white text in black balloons, which is the visual expression of this trope.
* Final Boss, given that he is supposedly the most devastating dragon in multiple worlds. His son Nefarian pretty easily retains the title of "most infamous dragon final boss".
* Final Boss, giving a number equal to your current level. Every time he hits you with his scythe, the number goes down. You have to beat him before it hits zero.
* Final Boss, Gogmazios, attacks with a black, tar-like substance that incapacitates hunters and, if not gotten rid of quickly, will explode and cause them massive damage. Supposedly, the monster got all this substance in its body after a lifetime diet of sulphur and gunpowder.
* Final Boss. He is large and powerful god of destruction and is surrounded by a purple aura.
* Final Boss. He wore a lab coat and was armed with a needle filled with the "poisonous corpsokinetic animation serum" he used to create his mutant zombie soldiers.
* Final Boss in her thorax. In the same game, many smaller spiders appear as common enemies.
* final boss in the knights' adventure, was "Jake Dragonmonkey", a Medieval villain based off of butt-obsessed character, Jake Spidermonkey. To help commit to the "butt" theme, Dragonmonkey's cave was designed to look like a giant butt. Guess where the entrance was located.
* Final Boss is even called Shub-Niggurath. She's a tentacled abomination, responsible for giving birth to all the other monsters. She is also referred to as the Hell-Mother and the Witch-Goddess.
* Final Boss. Is he a human with augmentations, or, as Doktor speculates, is he an android? Eventually it's made clear that both are the wrong questions to ask.
* Final Boss is killed with a rocket launcher, which is given to you by another character. If Ada Wong is in a game, she'll usually be the one to give the rocket launcher to you.
* Final Boss is named DethI (with an uppercase "I" at the end and pronounced "Death Eye"), but since a uppercase "I" looks identical to a lowercase "L" in many fonts, its name is often mistaken for "DETHL." Even the encyclopedia on the official Zelda website made this mistake.
* Final Boss is the Sky Fortress. There’s no information on who built the Sky Fortress, nor is their any information on where it came from. Its not until later games where we get some hints that the Sky Fortress may have been built by Belkan radicals.
* Final Boss, is vulnerable to hits on his actual body whenever his shield isn't up.
* Final Boss. Justified as her jacket had been set on fire, and she ripped it off so she wouldn't get burned.
* Final Boss males. As a result, the armor made from her carapace is golden as well.
* Final Boss—in the last potental power struggle, the last hit sends the boss flying from the ring you're in all the way to the audience stands. A helicopter then picks up the boss from the stands, now dazed, and lets you kill him off for real.
* Final Boss, Megaman Juno, is no better. All the player has to do is run around the room in circles all the while shooting him with the Buster, only sometimes jumping to avoid his shockwave attacks to beat him in both his forms, often without taking a scratch.
* Final Boss of death, and shows up in the end to give the heroes a chance to

literally defeat Death itself.
* Final Boss of Story Mode doesn't make you restart the map if you lose, instead just letting you start the boss battle over.
* Final Boss of the 2nd game is a living aggregate of computer bugs that come to life and threaten to overload the Internet's servers called "Gospel".
* Final Boss of the 3rd game is the faulty "alpha" version of the Internet that, when released, threatens to consume the whole current internet like an amoeba, aptly named "Alpha".
* final boss of the ninth game quotes Yoda: "Fear leads to anger, anger leads to hate, hate leads to suffering."
* Final Boss onward, the true Infinity Sword is always capable of extreme damage, but always cursed in some way.
* Final Boss Preview. A second cushion shows up shortly after when Junk Dog is able to get to his feet and taunt Yuri from the ring as Yuri is leaving.
* Final Boss, rather than actually having a challenging note pattern, and no individual section would feel out place in a Chaos 13 or even 12 song.
* Final Boss. So naturally the player expects an epic one-on-one battle against your evil counterpart, but no, what you get is not a battle but an execution.
* Final Boss stage and the place where Abyss was sealed, is his home stage.
* Final Boss takes away your senses one by one as you fight it. First sight (black screen, although the interface is still there), then hearing (muted audio), then movement (controls locked).
* Final Boss that precedes it, and resets the timer upon entering the area, as well as setting a checkpoint right before the boss.
* Final Boss: The last villain or antagonist that must be confronted at the end of the story.
* Final Boss, the most powerful monster in the land, so a few extra points to INT doesn't really mean much at this point.
* Final Boss: The video game ends with a final boss fight that the player must win to finish the game. In many cases, the final boss is the main antagonist of the game and defeating them triggers the ending cutscene.
* Final Boss to not work in the game), which pretty much plays this trope straight.
* Final Boss type weapon, the whole place starts coming down around you and you have a running timer to get to your ship before the place explodes and you die.
* Final Boss where Ant Queen fights one true last enemy of the storyline: Possessor Apollyon. There is a save point before this so that you can retry the fight if you were to lose against him.
* Final Boss where Joker can talk to his confidants and say goodbye before calling it quits and seeing the game's ending.
* Final Boss who more likely than not will go down without having landed a significant hit on Ichiban. However, the post-fight cutscene shows the two as far more evenly matched, with the boss landing several big hits and drawing blood.
* Final Boss will launch even more missiles at you on the hardest difficulty.
* Final boss Z-Gradt has the largest one of all, in which a giant cannon extends from its body and tracks the player. After a moment, it fires a giant beam that can severely damage any mech, and is particularly devastating to the more lightly-armored ones. As its health gets low, it can even fire this beam while still moving, and tends to back itself away into a corner to try and prevent the player from simply walking around it to dodge. Unfortunately (for Z-Gradt), it is extremely vulnerable to all attacks during this phase.
* final campaign. A sketched-out five-year plan was found later, but, well, it was written with the assumption that the Empire would win that particular battle.
* Final Combat's de_dust. Just how many stolen assets are actually in this thing?! (Answer: Enough for Valve, usually a fairly laid-back group, to start vigorously pursuing legal action.)
* final confrontation with Victoria voice is less of a menacing growl and more of a high and childish squeal.
* Final Crisis, after Darkseid takes over television, radio and the internet, the Daily Planet relocates to the Fortress of Solitude and become the only free news

source on the planet.
* Final Crisis Aftermath has this little gem: "Heroes die. Fame lives forever."
* Final Crisis Aftermath mini-series is this trope's race to catch The Human Flame. After being pegged as the man who photographed the Martian Manhunter's final moments, he suddenly finds himself the most wanted man ever and he decides he's not going to be pushed around anymore. He gains what he feels is ultimate power, only to for karma to finally catch up, leading to Firestorm, Red Tornado, and John Stewart to haul him away in a prison in space, unable to move or use his powers. John even calls this karma.
* Final Crisis, a man capable of finishing any fight before you even think of defending yourself, you keep your crimes light and theatrical and hope he responds in turn.
* Final Crisis bigger than a universe) mecha empowered by the dual spirits of the two supermen, meant for one single battle. It is super-adaptive, getting stronger in response to its opponents' strength.
* Final Crisis, Bruce Wayne decides to expand Batman's operations into a global franchise with Batman Incorporated. With this, each country will have its own Batman representative, as opposed to the central Bat-Family that mainly operates out of Gotham and occasionally Bludhaven.
* Final Crisis, Director Bones is depicted as having survived a failed attempt to lay siege to Darkseid's fortress in Bludhaven and Count Veritgo's fate is unknown. In the novelization, they died with Negative Woman, the Atomic Knights, and several Checkmates agents.
* Final Crisis has said character (a horrible degenerate) saying "This is what happens to anyone who ***s with the Human Flame" while Martian Manhunter (a straight-up hero) burns, it ends with Nix Uotan (the 'Judge of All Evil' and a straight-up hero) saying "No-one ***s with the Judge of All Evil" while Mandrakk (a horrible degenerate) burns.
* Final Crisis have it that Savage wasn't Cain at all, he "stole" the Mark of Cain from a man who was passed it by the real Cain.
* Final Crisis in his conquest of the Earth and seems to have no problem with Libra brainwashing people and killing superheroes. But when Libra vaguely implies that after victory he plans to organize a rape-train on Supergirl and Lex is going to be first in the line, Luthor teams up with Doctor Sivana to bring him down.
* Final Crisis is any indication, the Crisis events will function as they did before, but won't have Crisis in the title.
* Final Crisis, it is revealed that this is what being trapped under the Anti-Life Equation feels like. No free will means no responsibility. At least one person freed from it remarks that living under Anti-Life was "easy".
* Final Crisis. It was reevaluated by a popular theory that it is a commentary on the state of superheroes and storytelling.
* Final Crisis miniseries, Superboy-Prime punches his future self, causing both selves to dematerialize and disappear.
* Final Crisis of Comic Book Limbo and the King of Limbo (Merryman, one of the Inferior Five) yelling "LIMBO SAYS NO!"
* Final Crisis rule, but three different Brainiac 5s suggest that Prime just disappeared somewhere else in time/space instead.
* Final Crisis, Shazam came across a woman who had become possessed by a demon. Shazam basically glared at the demon and said, "Get out of her. NOW." The demon promptly left without another word.
* Final Crisis sitting on a small mound of skulls when he comes to recruit him to fight Darkseid.
* Final Crisis, Superboy-Prime meets the Time Trapper in the end, now revealed to be a future, older Prime. Time Trapper makes the mistake of ordering their younger self to kill the Legion. Prime, furious by being ordered around by him, punches the Time Trapper and resulting paradox causes that Time Trapper to cease to exist while Prime is launched back to Earth Prime.
* Final Crisis: Superman Beyond counterpart, Ultraman, can't touch each other without causing an explosion that would destroy them both. Except in Limbo, where

the rules are different. (Never mind that they've fought each other lots of times and that's never happened before.)
* Final Crisis that he was the Biblical Cain, cursed to eternal life for murdering his brother.
* Final Crisis) that they short-circuit said clones. Later, when Superman asks Darkseid why he chose to possess Dan Turpin instead of Batman when he'd both of them captive, Darkseid answers that Batman would've resisted him far too long while Turpin resisted Darkseid long enough to eventually submit to his will.
* Final Crisis. The Rogues do kill the bad guys, but Cold does not kill his father. Instead he orders his teammate Heatwave to burn him to death.
* Final Crisis. They don't interact, one isn't manipulating the other, and it isn't clear whether Darkseid even knows Mandrakk exists, but Mandrakk is all too happy to piggyback onto Darkseid's schemes to further his own.
* Final Crisis, this is Superboy-Prime's reaction upon discovering the 31st Century's Superman Museum.
* Final Crisis was interested in humanity because humans were one of the few species that possessed the Anti-Life Equation in their collective consciousness. He was especially interested in finding the few rare humans who possessed the entire Equation in their minds.
* Final Crisis, wishing only for a "happy ending." A mountain of hope in a sea of hopelessness. Even the words engraved on his tombstone inspire hope: To Be Continued.
* Final Crisis with a radion bullet, killing his physical body, starting the process of his final defeat.
* Final Crisis working together could barely lift it. And it was only a single page, said to contain every page created in all possible realities. Ultraman read enough of it to be driven insane.
* Final Crisis would also count. An amnesiac Batman was sent back in time, fighting to survive as he was shunted between historical periods closing in on the present. It turned out that Batman was absorbing Omega energy with each jump, and surviving to reach the present would cause the energy to release and destroy reality.
* Final Cupil is another example of an Infinity Plus One Weapon. You see, the
* Final Cut by Steven Bach has a brief prologue about why he needs to find a new movie for United Artists Studios, then spends over a hundred pages going through the entire history of United Artists before getting back to the studio's slow downfall.
* Final Destination 2: At the end, a teenage boy who narrowly survived a death earlier in the film suddenly dies for a final BOO scare when he messes up using a barbecue grill.
* Final Destination 2 features a similar scene, except with two fenceposts with barbed wire spun in between, slicing apart one of the destined to die.
* Final Destination 2 has a man on the radio accurately breaking down the Chain of Death based on the previous films events and being mocked by the host.
* Final Destination 2 has the sole character who survived the previous film taken out quite swiftly and suddenly.
* Final Destination 2, hinting that Kim and Thomas might not be safe forever.
* Final Destination 2's methods of killing off the players were at least plausible, especially compared to the killer shower head in the first movie. This alone reduced the cheesiness of an otherwise interesting concept in some viewer's minds.
* Final Destination 2 so that the audience would not confuse her with Ali Larter, who played Clear Rivers in both the original film and this sequel. Ironically, while this made it easy for audiences to distinguish Cook and Larter's characters, some of Cook's own fans had difficulty recognizing her as a brunette because they were so used to seeing her as a blond. And hilariously enough Ali Larter had sported brown hair as Clear in the first film.
* Final Destination 2. Thanks to getting her hair caught in a man's prosthetic hook box, she gets her head trapped between elevator doors, the ceiling, and the elevator floor, and it chokes and slices her head off.
* Final Destination 2, when one character believes he will be the next to die, he

gives another character the keys to his apartment and asks him to remove all the porn and other contraband before his mother can find it.
* Final Destination 3, a group of young boys try to bluff their way onto the roller coaster but are kicked off by the carnival staff for not being tall enough to ride it. Thus, the boys avoid dying in the crash, without any need for psychic visions to warn them away.
* Final Destination 3 DVD revolved around various causes of death, from the most unlikely to the most probable. The ending was simply "Chances of dying - 1:1".
* Final Destination 3 flashes the double-deuce when her big sister takes her picture at the amusement park.
* Final Destination 3, in which the makers explicitly went out of their way to kill the Final Girl. Whether the two people she saved live or die is left open in the theatrical version.
* Final Destination 3 on DVD features "Choose Their Fate", in which the viewer gets to determine the fates of some characters. Subverted in that each person would be killed in a different fashion immediately after they were saved by your choice. This is sort of in keeping with the predestination ideas of the movie.
* Final Destination 3, photos taken on the night of the roller-coaster crash that depict the people on Death's hit-list contain clues to what sort of improbable demise they'll suffer when their belated turn comes up.
* Final Destination 3. Quite a few people like that ending, and many people who don't still feel that the theatrical ending is less enjoyable.
* Final Destination 3 snaps due to the loss of his girlfriend. He then tries to kill his friends to steal their time and get off of Death's list.
* Final Destination 3 starts with a class of graduates going to an amusement park... and then a bunch of them die in a roller coaster crash.
* Final Destination 3: The HIGH DIVE's ride sign is partially broken, so it reads "HIGH DIE"
* Final Destination 3: The roller coaster "Devil's Flight" breaks and kills a bunch of people, and everything else in the park is a "sign" of the cast's impending death.
* Final Destination 3 which heavily implies that the remaining survivors die in a train crash. An alternate ending omits that scene and implies that they might have actually cheated Death.
* Final Destination 4 from the POV of the now-hollow torso, showing the other characters' horrified reaction.
* Final Destination 4's near-death experience and shows her walking across a street with her eyes closed, testing to see if Death is still after her, and wanting to get it over with quickly if he is. This is followed by a touching moment of relief after she makes it across the road.
* Final Destination 4, when two characters leave a hospital deep in conversation and one gets run over by an ambulance.
* Final Destination 4, with even less realism as the explosions of the NASCAR race cars are somehow able to propel enough shrapnel through the fence to kill an audience of spectators.
* Final Destination 5. And the only other character who survived Death's design by accidentally having someone else take his place is sitting at a bar and talking to another dude...who reveals that the guy who took his place was terminally ill and about to die anyway, and then the plane turbine crashes through the ceiling, killing him.
* Final Destination 5 appears to be this. When she loses her glasses on the bridge she is unable to do anything but stumble around and cry for help. The audience is also shown a brief glimpse of her vision — it's pretty dire.
* Final Destination 5 as the two survivors board the plane where the cast of the first movie were forced out before the plane takes off and blows up.
* Final Destination 5, Canadian Olympian Brittany Rogers plays the gymnast on the balance beam when Candace is on uneven bars.
* Final Destination 5, Dennis thinks Sam's name is 'Stan', and even tells him off for trying correct him. And he doesn't seem to know who Isaac is at all.

* Final Destination 5 loses her glasses in the opening bridge collapse, rendering her helpless as she falls into the water below and is crushed by a falling car.
* Final Destination 5, Sam reserves the restaurant for an afterhours date with Molly. Peter, who has become unstable after Candice's death, interrupts the date and tells them that he will kill Molly to take her lifespan. After Peter draws a gun, Sam and Molly both escape to the kitchen. Peter pursues and running chase/battle ensues.
* Final Destination 5: The movie series is usually serious about funeral, but this one gets in some laughs when the speaker, the less-than-attentive company manager, is listing off names of the dead and accidentally names a survivor. The other two survivors next to him have some fun at the guy's expense.
* Final Destination 5 was almost called "5nal Destination", but this was dropped when the producers realized it looked a lot like "Anal Destination".
* Final Destination, Alex Browning runs away from a falling tree in a straight line. This trope is averted later in the movie, however, when he jumps out of the way of a bus after Clear Rivers alerts him.
* Final Destination. Apparently it was the most talked-about death scene so subsequent installments gradually increased the complexity of the deaths.
* Final Destination are the elevated number of fatalities and the level of gruesomeness involved in the deaths.
* Final Destination as being the work of an unseen force, be it Death or Fate, deliberately tampering with the machinery to lethal effect in order to "balance the books" whenever someone survives a disaster they were never meant to.
* Final Destination became "Βλέπω το θάνατό σου" (I See Your Death)
* Final Destination, being an inscrutable and unstoppable entity picking off hapless mortals in ridiculously cruel ways.
* Final Destination blows up in a very Pinto-esque manner only a few seconds after takeoff. The problem isn't that the sequence is impossible; it's just that the NTSB animation of the real TWA 800 explosion is a million times scarier than the cartoon blow up in the movie.
* Final Destination, Carter deliberately stops on the train tracks in an attempt to prove that he "controls his own destiny". Having made his point he discovers that his car won't start and his seat belt is jammed as the train bears down on him.
* Final Destination, culminating in the surviving characters dying in the airplane disaster that opened the first film!
* Final Destination: Despite being in danger, Clear Rivers makes sure her dog doesn't get electrocuted by shooing him away.
* Final Destination. Every plan the heroes have made involves evading or hiding from Death and have only occasionally been successful and temporarily at that; destroying or defeating it for good is never presented as an option.
* Final Destination featured Tod getting startled by a shadow in the mirror, and the water he slipped on in the bathroom retreating back into the toilet to make his death look like a suicide. This is left over from when all the deaths were planned this way, but the filmmakers changed their minds to have the others as accidents.
* Final Destination film, one of the characters was killed this way by an incoming sharp object caused by the train.
* Final Destination films have Clear Rivers, an emancipated teenager, although she didn’t divorce her parents, they died. As they’d left her the house and enough money to last until she finished school, the courts decided she was capable of living alone.
* Final Destination film where the protagonist witnesses his teacher with a knife in her chest and briefly tries to wrestle it out before leaving.
* Final Destination franchise start out this way. A truly epic example is Mrs. Lewton's death in the first one, which starts with her making tea and ends with her house exploding. Examples in later additions to the series delve into the patently absurd.
* Final Destination girl to use the beam steps on the nail and falls off, setting off a much shorter chain of events.

* Final Destination has a notoriously simple and shocking death when Terri is hit by a bus immediately after a heated argument with her friends. Cue the rewind button on a lot of home videos to check if that really did just happen.
* Final Destination included deleted scenes with the original ending. The scenes have the hero sleep with his love interest, then get killed saving her. The baby she ends up giving birth to is how she considers he "cheated death", creating new life even though he died.
* Final Destination includes a single Realistic Delay amongst the generally unbelievable escapades.
* Final Destination" in reaction before they roll out the metaphorical blackboard and start trying to find a workaround to the Grim Reaper's cosmic book-balancing. The sequels then take it up several more notches.
* Final Destination, in which a handful of med students engage in "Sux racing", wherein they inject themselves with a dose of suxamethonium, a general anaesthetic, and see how far they can run down the hall before the drug kicks in.
* Final Destination is cut off mid-rant by a large shard of metal kicked up by the train that just took out Carter's car, which whistles up apparently out of nowhere and beheads him. He stays on his feet for a few startled seconds before his legs realize he's dead, whereupon he topples over.
* Final Destination is hunting the protagonists and killing them off one by one after they survive a major freak accident or incident. Separate movies adopt slightly different attitudes towards the exact nature of the connection.
* Final Destination is implicated in the Rube Goldbergian death of his teacher when he comes upon her Death-induced "accidental" death and immediately yanks the fallen kitchen knife out of her chest to stare at it before running out just before the house explodes. As his hysterical premonition of the plane exploding at the beginning already has the FBI suspicious that he's behind the deaths, this is more than enough evidence for them to pursue him.
* Final Destination is manipulating events to kill them off. But some viewers see it as cheating when instead of causing unlikely malfunctions or contrivances that end up killing people in ways that seem theoretically possible if unlikely, like elevator doors malfunctioning and closing on someone, which has happened in real life, Death instead just creates homicide machines, like tanning beds that can inexplicably go up high enough to set people on fire.
* Final Destination is particularly appealing to wannabe tournament players, as it is a single wide platform, making it the closest to a "traditional" fighting game stage. However, this
* Final Destination managed to have someone else die in his place, but that person was going to die in a few weeks anyway, so he dies a violent death too. A second character manages to have someone die in his place (it's hard to explain) but he dies violently too because he was on a flight that his girlfriend was destined to die on.
* Final Destination — People evade death, only to be killed afterwards by a malignant force. 5 films since 2000.
* Final Destination movie, a girl is slowly pulled into the machinery of an escalator. As soon as her feet get crushed, she starts spewing blood all over her boyfriend. No reason for that, really. No digestive or respiratory organs in the feet. However, it is possible that getting her legs crushed between those cogs and gears caused her blood pressure to skyrocket, which would pop blood vessels (starting with the very weak ones, such as the capillary bed in the lungs). Imagine rolling a tube of toothpaste starting from the bottom up.
* Final Destination movies can be interpreted as rather dark comedies.
* Final Destination movie, the main character's birthday is the 25th September. It coincides with the departure time (9:25) and his designated seat (25 I) of the ill-fated flight he was supposed to be on.
* Final Destination Novels has the big disaster at the beginning of the novel take place in a glass elevator on the outside of the building. The elevator gets caught and the gears continue forcing it to move, which causes it to tilt until everyone falls into the glass and it shatters, causing them to fall to their deaths. This

continues until the thing is entirely sideways. Of course the protagonist wakes up from her vision in time to save her friends, but as Final Destination does, everyone dies in various ways eventually.
* Final Destination one of Death's intended victims, a bitchy reporter, gets impaled through both eyes by a large two-pronged icicle that falls on her during a live broadcast.
* Final Destination raises the idea that somebody marked for death can kill somebody else and gain the time that their victim had until they were fated to die. Nathan accidentally kills Roy and so gets passed over in Death's order, causing Peter, who is next in line, to try and kill Molly (the one person in their group who didn't die in Sam's premonition of the disaster) in order to claim the time that she had left. The ending reveals that Nathan only bought himself a couple of weeks, because Roy's autopsy revealed a massive aneurysm in his brain that would've burst "any day now" had he not died sooner — meaning that the film ends with Nathan getting squashed.
* Final Destination revolved around that plot point, just with different players involved.
* Final Destination series do this constantly. There are even cases where it is done more than once.
* Final Destination series follows this trope all the time, with only varying times between the near-miss and the death blow.
* Final Destination series is a variation, which says "If you're supposed to die, you will".
* Final Destination series of films, a number of characters escape Death's original design due to a premonition. In an attempt to restore order, they are killed one by one by a series of seemingly unrelated events in this fashion, with some sort of malfunction leading to another and so forth.
* Final Destination series runs on this trope. When Death has it out for you, nothing and nowhere is safe.
* Final Destination series, where the recurring villain is Fate or Death itself.
* Final Destination series. Whether he's helping Death or not, or is just an uninterested third party is left deliberately vague.
* Final Destination, the airplane explosion that kicks off the plot happens in the background just as characters are mocking the guy who had a premonition of it.
* Final Destination. This carried over to the second film, where Clear is still blonde even when she's in a padded cell.
* Final Destination, Tod Wagner gets killed when a shower clothesline asphyxiates him.
* Final Destination until he slips on it and strangles himself on the clothesline. Then it retreats quietly into the crack under the toilet.
* Final Destination use this theme, showing a clock ticking by the hours with an eerie, deterministic theme in the background, visualizing the survivors' limited time until Death catches up with them.
* Final Destination version of the usual stereotypical depiction of the Grim Reaper appear in a dream sequence.
* Final Destination, whose presence is usually indicated by things like shadows, gusts of wind, ominous phrases, etc. Its true form does show up in one of the spin-off novels.
* Final Doom says this happens to a cyberdemon after a portal from hell is shut down with a "quantum accelerator."
* Final Doom (you were "really" paying for the book itself, and the actual game was a "free bonus").
* Final Dungeon PreviewThe player pays an early visit to what will be the game's final dungeon.
* Final Dungeon when asked to explain. It was cut for being too obvious.
* Final Dungeon, you can be attacked by the grass outside or the floors inside.
* finale Black Shadow right back into the radius of the explosion of the exploding reactors themselves (which many may argue that the Falcon Punch caused, if the scene is taken out of context), incinerating them both and at the same time saving

the galaxy.
* Finale ends with the cast singing about how they accept the fact that the world is going to end tomorrow.
* finale featured a series of these: rapid-fire clips of all the celebrities who had been on the show, for example, or of Alice's son Tommy coming into the diner and saying "Hi, mom!" over and over (and growing up a little each time, which was the point).
* Finale has Liam Prasmin, who constantly causes his daughter Dani's boyfriends to leave because he doesn't approve of them.
* Finale has the cast doing some impressive acrobatics during "Break Free".
* Finale has this with Tyler as B, Dylan as A, and Alex as C. A slight mix with this and type 4, as Alex reciprocates Tyler's feelings.
* Finale Movie: A non-movie series has its story wrapped up in a feature-length film.
* Finale Movie: A work that isn't a film series receives a conclusion in the form of a feature-length film.
* Finale Movie: A work that isn't a film series receives a conclusion to its story via a feature-length film.
* Finale Movie had Spot's original voice actor Nathan Lane reprise his role, when the original television series had him replaced by Kevin Schon partway through the second season.
* Finale Movie reduces the roles of all of Spot/Scott and Leonard's classmates with the exception of Ian Wazselewski (who turns out later to be the nephew of the film's villain Dr. Ivan Krank), to the extent that they only have one or two lines of dialogue and vanish from the plot after the school year ends.
* Final Encounter to his companion, fatally exposing himself to enemy fire.
* finale of season five: Chloe gives Clark a passionate Now or Never Kiss
* finale of Volume 3 finishes up with this, to the closing lines of "Cold":
* finale pays tribute to the show's main screenwriter Kota Fukihara, who passed away on May 17, 2020 at the age of 37 due to brain hemorrhage a month before the series started its run.
* final episode. And in the first episodes of the sixth reboot season they now are a proper couple, although it's uncertain just how stable their relationship will be during the rest of the season.
* final episode had the character portrayed by the show's main writer being handed a laptop to write an ending that saves the cast from a rebellion.
* final episode in 1967, John Daly was both the host and the mystery guest.
* final episode of the original run has the BAU finally invalidate Everett Lynch's warranty as he is killed trying to flee in a stolen FBI jet.
* Finale PrintMusic changed a few things around between different versions. To name just one example, the number keys 6, 7, 8, and 9 are keyboard shortcuts for transposing a selected bit of music up or down. In PrintMusic 2004, 6 goes up one note, 7 goes down one note, 8 goes up an octave, and 9 goes down an octave. In PrintMusic 2011, 6 and 8 go
* Finale Production Upgrade: When a live-action series increases its overall production value for its season or series finale.
* Finale Production Upgrade: When media, at the end of its run, goes all-out on the production value and effort for costumes, characters, guest stars, sets, technology, and depth of a story, or in the additional case of reality TV, real-life competition.
* Finale Season Ted in the present story. But to keep the hype around the character even the actress doesn't know her name.
* Finale Season: The last season of a series, which comes with a conclusive story arc to wrap up everything.
* Finale Season: When the final season is essentially a long multi-part Grand Finale to the series.
* finale think that the half-hour length of the episode, despite it being twice the length of the show's usual 11-minutes, was a rushed and confusing affair. Many think that an hour-long runtime would have allowed the episode's various plot

points to have more breathing room and/or have greater impact.
* Finale was produced by two high school students. The budget almost entirely came out of pocket and from a (mostly unsuccessful) gofundme page.
* Final Exam Finale: The finale tries to incorporate all the events that occurred before it.
* Final Exchange: Replying to another person's last words before they die.
* Final Fantasy 1, it had quite a bit of bugs related to it, such as spells running off of the strength stat instead of intelligence. The North American release attempted to fix some of the bugs, but practically every non-major mechanic is still broken.
* Final fantasy 7 in 2 minutes, 44 seconds, 48,38537 microseconds. Surprisingly accurate for a video this short.
* Final Fantasy Adventure, did its best to keep weapons and magic in separate worlds—some creatures were best defeated with spells, some were best defeated with brute force, and rarely did one overpower the other.
* Final Fantasy Adventure is a torus with a land mass that crosses on both edges.
* Final Fantasy Adventure: Julius. Hero discovers that the Heroine is under Julius' mind control and has opened the entrance to the Mana Tree. Julius reveals he is the last survivor of the Vandole Empire, the empire who attempted to control the Mana Tree years ago, and handily defeats the Hero.
* Final Fantasy Adventure not only looks like a mouth, it has a sense of taste as well, and will spit you back out if your armor isn't tasty enough (it likes silver).
* Final Fantasy Adventure or Seiken Densetsu 1) came with a world map. Still it was easy getting lost.
* Final Fantasy Adventure, the hero is forced to kill Amanda, a fellow gladiator, after she gets bitten by Medusa.
* Final Fantasy. After mastering the power of the Wind Crystal, they constructed many ancient wonders such as the Airship, the Mirage Tower and the Flying Fortress. Their civilization was eventually destroyed by the Fiend of Wind, Tiamat.
* Final Fantasy again. However, the Warriors finally go "Screw this, you die now!" and finally defeat Chaos, breaking the time loop.
* Final Fantasy Agito possibly tops all others to the degree it's compared to a dating sim and you can wind up with multiple girlfriends or boyfriends from the main characters.
* Final Fantasy. All of these engage in various atrocities including razing population centres, terrorizing civilians, deforestation, theft and pillaging, scorched earth tactics, abuse of prisoners of war, summary execution and general acts of oppression. Interestingly, the regular Shinra soldiers and the Galbadian army share almost identical uniforms, including the 3 eyed visor helmets, despite being in different universes.
* Final Fantasy: All the Bravest, a mashup of Final Fantasy locations, bosses, monsters and characters co-exist in the same setting without much context as to why.
* Final Fantasy: All the Bravest, is generally seen as a pretty solid mobile game.
* Final Fantasy: All the Bravest to instantly revive your team). Fans and critics alike were not amused.
* Final Fantasy, almost all the games in the saga features purple swamps where you take damage as you walk.
* Final Fantasy also has cactus fruit and an otherwise-undefined undefined "succulent fruit" as loot.
* Final Fantasy and all prior games would see slowly re-release on other consoles, PC, and mobile devices in the subsequent years.
* Final Fantasy, and became a franchise spanning over a dozen games, not counting the many, many spin-offs.
* Final Fantasy, and makes mention in a few of his battle quotes that he likes the idea of a challenging opponent.
* Final Fantasy Apparently being able to rend the very fabric of space and time with your magic isn't enough to budge an overgrown twig.

* Final Fantasy as a fire-elemental canine with no connection to the underworld.
* Final Fantasy. A solo Fighter is regarded as easiest. Black Belt is not difficult when massively overleveled, Red Mage has both good offense and defense plus multi-targeting black magic, White Mage has the advantage of the RUSE (Blink) spell, and Black Mage has multi-targeting black magic starting from the third town. By far the hardest, Thief has to grind halfway to the level cap (with poor offense and defense the whole time) before being able to have a CHANCE to defeat the fourth miniboss. The White and Black Mages have spells that allow them to get to the end of the game much more easily, although the White Mage's limited offense and the Black Mage's abysmal max HP may make the final dungeon the most challenging for them out of any character.
* Final Fantasy A+ spoofs Scan in this regard by renaming it "Study Guide".
* Final Fantasy (at least all its remakes) was the inventor of the first airship.
* Final Fantasy). At the same time, he tends to have less HP than bosses of equivalent difficulty.
* Final Fantasy before being obliterated by the Fiends. The Castle was abandoned, the robots were left to fend for themselves in the ruins (one of them even fell from the sky and crashed near a waterfall) and the Airship was buried in a desert, and yet everything is in perfect working order by the time the Light Warriors need to use it.
* Final Fantasy Brave Exvius features a Trust rating for almost every unit (with the exception of some plot-critical units). Increasing trust has two benefits - one, after every quest or exploration, there's a chance that each unit will find a bonus item, with that chance equal to their trust rating (with 100% trust guaranteeing said unit will find something). Two, a unit that achieves 100% trust gives an item or ability that can be equipped on other units, and many of these items and abilities are rather nice and only available in this manner.
* Final Fantasy Brave Exvius has Xon, the game's best thief. Not only can he unfailingly steal both money and items from anything that has them, his Twist of Fate skill allows him to steal stat buffs from the enemy and give them to the party.
* Final Fantasy Brave Exvius, it's speculated that someone who's been given immortality and then stripped of it might see all those years catch up to them at once. However, all it does is get them aging normally again.
* Final Fantasy Brave Exvius, making it totally random as to what the player will pull. Having a bad run of pulls, and out of in-game ways to get more lapis? The game is always quick to remind you that you can simply buy more lapis for more pulls. In addition, some of the limited time packages will come with other in-game loot, such as extra equipment or just getting a character directly.
* Final Fantasy Brave Exvius. Once a bustling port, the town died down once crystal farming, the main industry of the island, was no longer able to sustain it.
* Final Fantasy Brave Exvius starts with tolerable level progression comparable to a single player game, and most of the paid items are upgrade material that can be earned through grinding. You don't really need the periodic limited availability bundles of abilities, accessories, awakening materials, magicite, more energy, or mithril currency to help with buying character experience and rare tickets for even more powerful characters.
* Final Fantasy Brave Exvius that will not stop at anything to accomplish his goal, there's no line he will not cross. Lazarov pretty much admits the only reason he's working for the Six Sworn of Paladia is because the war they wage will leave a nice amount of fresh corpses on its wake... fresh corpses he will put to good use.
* Final Fantasy Brave Exvius: "Visionary Magick" refers to a class of magic born from scientific progress and far more powerful than the usual kind. The game's backstory tells of a civil war between two countries over the mastery of this kind of power which was deemed to dangerous to be employed.
* Final Fantasy broke this pattern, and all games afterwards tended to be very story heavy.
* Final Fantasy, built to connect the peninsula of Cornelia to the rest of the Southern Continent as reward for the triumph of the Warriors of Light over Garland

and their rescue of Princess Sarah.
* Final Fantasy, but the name was already being used for a tabletop game. Even before that, the game's original project name was simply "FF", with the full name being decided later in development.
* Final Fantasy by Tidus if he encounters on in the desert around Home.
* Final Fantasy can learn the Bomb's "Self-Destruct" spell, which deals high damage to surrounding enemies while also killing the user on the spot.
* Final Fantasy: Cerberus, Garm, and the hellhound are recurring enemies in the series.
* Final Fantasy Chaos) have very high magic defense, Black Mages are generally reduced to casting Haste and Temper on the physical damage dealers, and then standing back while they have at it. Meanwhile, White Mages are actually better tanks than fighters. They have the Ruse spell, which raises evade by 80. Cast it a couple of times and almost no enemy can hit you. With careful leveling, they can do damage comparable to fighters.
* Final Fantasy compared with its GBA re-release, some fans felt that the later more accurate translations lost some of the charm the the older versions had.
* Final Fantasy countless, overlapping planar shockwave rings expanding from it.
* Final Fantasy Crystal Chronicles 1 are very well-endowed. Inverted with their relatives the Clavats, whose females are almost universally flat.
* Final Fantasy Crystal Chronicles. All four are considered human and distinct from animals, monsters, and other sentient races like Moogles or Carbuncles. This is rather challenging for Yukes who may be pure spirits or gaseous beings in armor or Lilties that are half plant and grow like them.
* Final Fantasy Crystal Chronicles also does this, but only for the purpose of drawing you closer so it can body slam you. It presents a prime opportunity to get some free hits in on it, due to how sluggish the latter attack is.
* Final Fantasy Crystal Chronicles: Conall Curach is another good example, being filled with poisonous miasma and full of fish-like creatures, giant toads and ghosts. Not to mention its boss is a huge undead dragon.
* Final Fantasy Crystal Chronicles, due to using crystals for power, but is not considered to be magic by the population.
* Final Fantasy Crystal Chronicles: Echoes of Time: The hero's crystal fragment triggers Veriaulde's transformation and harms Larkeicus, in both cases causing their bodies to smoke or steam.
* Final Fantasy Crystal Chronicles: Echoes of Time, the party reaches the end of a library-themed dungeon and runs into a spacious arena-style gallery as the boss fight music strikes up, then peters out as the heroes look around and no boss monster is evident. Of course, then one of the bookcases grows teeth and claws, and the boss battle music kicks in for real as it attacks.
* Final Fantasy Crystal Chronicles: Echoes of Time village, which is a burnt-out ruin. After you learn the truth and start fighting Larkeicus, they allow themselves to fade away.
* Final Fantasy Crystal Chronicles ends with the characters in the player's home village dancing around a bonfire.
* Final Fantasy Crystal Chronicles games the player can draw on moogles in moogle houses in the first game and save points in the second.
* Final Fantasy Crystal Chronicles had a set of Infinity Plus One equipment for each of the four races. The problem? To get items created, you have to get an item's crafting scroll, and the right materials, and then take them to a blacksmith and have it made. All of the ultimate weapons require a rare drop, sometimes multiples, from the boss of a particular dungeon, and virtually require you to own a Game Boy Advance to know how to get enough points to have a chance of that drop set appearing. This is mitigated by the consolation prize: Even if the item you want doesn't appear, there's still some good loot to be had.
* Final Fantasy Crystal Chronicles has a glowing red crystal that does more damage than hitting the rest of the boss.
* Final Fantasy Crystal Chronicles has the player character(s) encounter many other myrrh-gathering groups, including the real main characters. You're just there to

watch.
* Final Fantasy Crystal Chronicles Instead, you have to go all the way north to Veo Lu Sluice and revive the flowers that provide the river with water.
* Final Fantasy Crystal Chronicles: My Life as a King, but retaining all of their equipment, skills, and behavior from their previous adventures.
* Final Fantasy Crystal Chronicles: My Life as a King contains another promised land with the name "The Promised Land" … Imaginative bunch, aren't they?
* Final Fantasy Crystal Chronicles require each player to use a Game Boy Advance connected with a GBA-GCN cable to play. While this did make things a bit more streamlined by not making players constantly pause to go through their menus, or clutter up the screen with windows, it did make non-handheld gamers upset at being asked to buy a handheld system to play a console game with their friends.
* Final Fantasy Crystal Chronicles: Ring of Fates Although this doesn't cause the party much trouble as they never use magic in town, it does disconcert the citizens and the magicite vendor tries to sell you matches when you first talk to her.
* Final Fantasy Crystal Chronicles: Ring of Fates are the (twin) brother and sister pair Yuri and Chelinka. Presumably their interaction was intended to be platonic, but when Yuri is swearing to always protect Chelinka and never to leave her side, this gets a lot harder for the players to believe...
* Final Fantasy Crystal Chronicles: Ring of Fates, but you have to use other party members which requires a bit of finesse as they move away from being jumped on (probably to avoid this exact thing).
* Final Fantasy Crystal Chronicles series has magicite, which is used for everything from making fires to purifying water. Kinda justified though, as it does warp reality.
* Final Fantasy Crystal Chronicles series, have the highest normal attack of the 4 races. Clavats have above average defense and moderately fast spell casting, but nothing special compared to the other 3, specialized tribes.
* Final Fantasy Crystal Chronicles series, "onion" is a slur used against the Lilty tribe.
* Final Fantasy Crystal Chronicles, the adorable, tiny Lilties are the warrior race whose harsh rule once encompassed the entire world.
* Final Fantasy Crystal Chronicles: The Crystal Bearers, about half of the members of the Selkie tribe, including all four major characters from that tribe, have red hair. Most of the other Selkies have blond hair. No non-Selkie with red hair exists in the game, so red hair is pretty much a "red flag" alerting you that a character is a Selkie. Blond hair, however, leaves an individual's tribe ambiguous; the protagonist has blond hair and is not a Selkie.
* Final Fantasy Crystal Chronicles: The Crystal Bearers, after he drops pretending to be good.
* Final Fantasy Crystal Chronicles: The Crystal Bearers has the capital city of Alfitaria, which is powered entirely by Magitek crystals (as shown by the page picture of the nice Magitek screens).
* Final Fantasy Crystal Chronicles: The Crystal Bearers is capable of this, as we learn when she and Layle fall from a height. It can be postulated that any Yuke can do it.
* Final Fantasy Crystal Chronicles: The Crystal Bearers, Layle will walk up to ladders, poles, and other climbable things, and then use his gravity powers to vault himself straight to the top (or bottom). Makes one wonder why he even bothers.
* Final Fantasy Crystal Chronicles: The Crystal Bearers. None of these feats can even be partially re-created by the player. It seems that the coolest things Layle can do occur when he leaves the player's control.
* Final Fantasy Crystal Chronicles, the Little King is followed around by a penguin who often is more snarky than helpful. Still, he's cute.
* Final Fantasy Crystal Chronicles, the plot is about removing miasma (deadly purple gas) from the world.
* Final Fantasy Crystal Chronicles the sub-series. The blizzard spells temporarily encase a character with ice, doing minor additional damage until it shatters.

* Final Fantasy Crystal Chronicles was bashed for, among other things, ease of play, which contrasted directly the much-hyped difficulty of use. It's not a hard game by any stretch of the imagination, but it's not supposed to be.
* Final Fantasy: Curiously, the series portrays mythril a very low-grade metal obtained in the early game.
* Final Fantasy Dimensions explains that the artifact doesn't work that way. She's just going to start aging normally again without it.
* Final Fantasy Dimensions: The World of Dusk. contains areas from both World of Light and World of Darkness, but the color scheme is sombre brown with melancholy music. The overworld contains much stronger enemies, most towns are empty, and some areas are just plain not there.
* Final Fantasy Dimensions, where, in addition to the life-draining Darkness and Onyx Wave, they have Last Resort, a move that massively improves their stats, but inflicts them with Doom, which will kill them at the count of 10.
* Final Fantasy, each attuned to an elemental force and being a source of great power. As this trope became stale, later games started to use them in more creative ways that allow Crystals to remain important to the story in a less-dated way.
* Final Fantasy, each town had its own uniform hair color and clothing color, due to graphical limitations.
* Final Fantasy Endless Nova always appear to be set at night, with the street-lamps always on. Apparently the asteroids always have their bases turned away from the sun.
* Final Fantasy Explorers features a kingdom exploring an island to collect crystals to power its Magitek, which is utilized in some attacks (particularly from the Machinst class) and the construction of "mechanoid" enemies.
* Final Fantasy Fables: Chocobo Tales, Gazzy urges the main character to find all of the missing chocobos.
* Final Fantasy Fables: Chocobo Tales the demon book Bebuzzu spits out Chubby's chocobo card because he's "too buttery."
* Final Fantasy Fables: Chocobo Tales the demon book Bebuzzu transforms a storybook into one of these.
* Final Fantasy feel like a narrow corridor, but has side-quests more evenly spread throughout the adventure as opposed to collected in one specific portion of the game, like the original had.
* Final Fantasy fire as a result. She only finally unlocks fire magic when the group needs to proceed past a wall of ice to warn another town of an impending attack, and there are no other black magic users currently in the party. The fact that innocent people will die if they can't be warned in time allows her to overcome her psychological block and cast Fire to melt the ice.
* Final Fantasy for good reason: Flare spells are pretty much a magical nuclear blast; whether this is accomplished by magically fissioning atoms around the opponent or teleporting a piece of the sun or whatever is never really specified.
* Final Fantasy (for introducing more frequent cut scenes and voice acting) tend to bear the bulk of it, but other games are not immune to these complaints; the series has been "ruined" about thirteen to sixteen times by now.
* Final Fantasy: For the most part, your entire party has no lines, and given their ambiguity, you won't really notice or care. However, reading the description for the Rat's Tail yields a pretty funny conversation between them, where they almost consider throwing it away. "No!! Don't do that!!"
* Final Fantasy for the NES", borrowing a lot of mechanics and monsters from it. It has since become one of the highest-grossing video game franchises in the world, with endless sequels, spinoffs, rereleases, and adaptations to non-game media.
* Final Fantasy for the NES game came with two foldouts. One had the map of the world along with key locations on one side, and maps of various dungeons on the other. The second had all of the weapon, item, and magic details on one side, and monster stats (albeit with the main boss shadowed out and several monsters provided with ??? vulnerabilities) on the other. And the 80-page manual included a walkthrough of the first half of the game, along with some other useful information.

* Final Fantasy franchise gives us Chocobos, giant adorable (mostly) flightless birds used as mounts.
* Final Fantasy game does this. At the beginning, you may have a few hundred Gil which can buy a Potion or two and perhaps slightly improved armor. By the end, you have hundreds of thousands of Gil and a full inventory of healing potions and equipment.
* Final Fantasy game has had someone do this, including the ones that don't actually use levels:
* Final Fantasy game, if not the first RPG, they ever played. This is due in part to the series not being released in Europe until this point and in part to the fact that only three games were released in the United States until this point (and they weren't that well-known).
* Final Fantasy games have a Jack of All Stats, often the lead character. This character is typically near but not quite at the top of the heap in fighting ability and somewhere in the middle of the pack in magical ability, and any special abilities they have will be fairly general-purpose and not push them to the top of either of these categories. Examples include:
* Final Fantasy games have this, except the characters other than the main three (hero, lancer, and love interest) tend to drop in and out of focus. List of examples follows:
* Final Fantasy games have this, typically as the effect of the Scan/Libra/Peep ability/spell.
* Final Fantasy games include human-looking Clavats and Selkies (and Lilties, if you allow for their flower-like hair).
* Final Fantasy games, in EVERY game that features summoners, this word is translated as "invokeur", which is horribly un-French, instead of the more accurate "invocateur". This may be for technical reasons (number of letters).
* Final Fantasy games, no matter how hard the heroes try, the villain can never be prevented from becoming all-powerful. Their victory only comes after the villain has already brought the world to its knees.
* Final Fantasy games often include enemies that cast a Death Countdown spell which will instantly kill a cursed character if the battle is not over before the counter reaches zero. Failing any other option, this can often be delayed if the character is re-cursed, so the countdown is reset.
* Final Fantasy games, spells that protect a party member from magic attacks will also block friendly spells, such as Cure. This can be quite annoying.
* Final Fantasy games tend to be quite different from game to game, so most games have their own unique challenges:
* Final Fantasy games, the beneficial status "blink" is presented as the character moving back and forth, leaving blurry afterimages, and therefore making it difficult for the enemy to pin down where they are exactly.
* Final Fantasy games use increasingly ludicrous adjectives to describe the popularity of the series with each numerically subsequent game.
* Final Fantasy games where crafting is possible, meteorites are usable as raw material for that crafting.
* Final Fantasy games, where enemies will cast a particularly devastating attack as a scripted counter when their HP drops to zero, but before their death animation occurs. If the party bites it due to this attack, it still counts as a game over.
* Final Fantasy games without hitting a fully functional relic of a lost civilization:
* Final Fantasy game; the NES version referred to underwater scorpions as "Lobsters".
* Final Fantasy, get more hate than others, and as the years have worn on, the vitriol has gotten a lot worse. But all four games have large fanbases who will defend them to the death. In truth, all the games get argued over to death. You'd think a series where the sequels are deliberately out of continuity would not have this problem, but it had it even before Square started making direct sequels.
* Final Fantasy Gil Quest, Cactaur and Tonberry are trying to raise 3 million gil so that they don't have to go to jail.

* Final Fantasy has a couple of examples from different games in the series:
* Final Fantasy has a lesser example: Masamune, the most powerful weapon in the game (it gave by far the highest attack and accuracy bonuses, had the highest critical hit rate, and, unlike virtually all other top-level weapons, could be used by any class) was acquired on the penultimate floor of the final dungeon, but only if you took a relatively long detour, making it still an example of this trope.
* Final Fantasy has Countdown or Condemned or Doom or Slow-Death. Basically it consists of a countdown over a character's head; in real-time games, this is usually done by time, though in turn-based games, it's always done by turn. There's also sometimes a "turn to stone" variant.
* Final Fantasy has largely determined their roles in any future parody.
* Final Fantasy has plenty of heroes with explicitly magical nature and cool powers, some nonhumans, a few cyborgs... and then it's got the non-powered heroes who easily keep up with them:
* Final Fantasy has some final bosses get souped-up versions of themselves after meeting certain requirements.
* Final Fantasy has the Black Mage, who can use high-level offensive magic, but ranks dead last in terms of HP growth, Vitality, and Strength, and he is tied for last with the White Mage in terms of hit rate. The weapon and armor selection for the Black Mage is also beyond pathetic. The White Mage also has low physical stats, but not nearly to this extent.
* Final Fantasy has this as its power. Apparently, they mime any action last performed by an ally or enemy, and it becomes a real repeating of this action.
* Final Fantasy. He normally sports a collection of swords (Excalibur and Excalipoor being his go-to, with Masamune and Zantetsuken close behind) but has also been seen wielding spears, axes, daggers, bows, and automatic rifles; depending on the game he makes a cameo in.
* Final Fantasy. He rants at Wol about how women are traitorous demons and royal women are even worse. Wol merely asks him if he's had a few bad experiences.
* Final Fantasy House of his roommates, forced to eat a physically unhealthy diet and basically putting up with an endless amount of abuse and neglect on a daily basis. However, he finally snapped and stormed out after one of his housemates stole his shoes, this final indignity making him realise that he preferred even homelessness to his current situation:
* Final Fantasy. "I, Garland, will knock you all down!" In the original Japanese, it's, "I, Garland, will kick you around!" The Japanese really do have a verb for "to kick around". Still ineffectual, though. It's not that he wouldn't have followed up on it, the threat just got inverted.
* Final Fantasy II against the Black Knights, the game simply takes you back to the start menu.
* Final Fantasy II, and lined both sides of the path with high-level enemies, leading to slight missteps to be fatal.
* Final Fantasy II and marvel at the differences. Leon doesn't get it too bad, Guy is badly altered but still basically "Guy," Firion and Maria resemble the actual character only vaguely, and if you hadn't been told beforehand that that was the Emperor, you would not recognize him.
* Final Fantasy II and takes over hell. Though he returns from hell, this form is presumably undead. He is destroyed again in the final battle, this time for good.
* Final Fantasy II article reports, a programmer deliberately made Ultima, the legendary ancient magic, completely useless, saying that:
* Final Fantasy II but it made it into the final game. This was fixed in the remakes, however.
* Final Fantasy II, calling him the most suited man to wield it. When powered up, Ultima will outdamage everything else in the game easily.
* Final Fantasy II considers having the heroes relay a message to Hilda about how he feels, but orders them not to, saying that she would be pained to hear him confess his love while dying.
* Final Fantasy II: Emperor troops, like Soldiers and Sergeants, will often attack you in groups alongside proficient magic users, like Sorcerers and Wizards.

Sometimes the latter actually end up being more annoying and harder to kill than the physical attackers.
* Final Fantasy II. Even the weakest Imperial Soldier would one-shot any of them at their starting stats.
* Final Fantasy II has a vast snowfield stretching on the northern hemisphere and two deserts and a tropical island on the southern hemisphere.
* Final Fantasy II has Firion and Minwu, mostly in artwork, as their in-game sprites gave them the same skin tone as the rest of the cast. The PSP remake also adds in Deumion.
* Final Fantasy II has many empty rooms with very high encounter rates. It drops you off in the middle, and you'll probably have to fight a battle or two on your way out.
* Final Fantasy II, he has a little trouble with English. It's a little jarring.
* Final Fantasy III any of the remake characters, as the game's representative. Later spin-off games have used both the remake's orphans and the Onion Knight.
* Final Fantasy III, both Light and Darkness are shown to be capable of world-ending devastation: long before the events of the game, the world stood to be annihilated by a torrent of light, and four Warriors of Darkness rose to combat it. This time, it's darkness that threatens to overwhelm the world, with four Warriors of Light to oppose it. In the end, both the Warriors of Light and the Warriors of Darkness join forces to defeat the Cloud of Darkness, who despite her name does not embody darkness itself, but rather annihilation and oblivion.
* Final Fantasy III considerably in the DS remake, and they're rather generous with how much spells you can use...plus one can dual-wield staves.
* Final Fantasy III, Diablos has it as one of the commands it can have and the Dark Knight dressphere. However, in X-2, it used no HP if you had the auto-ability Spellspring, which sets MP cost to 0.
* Final Fantasy III does this regularly with its "Souleater" skill, which deals heavy damage to all enemies and some damage to the knight. Played for utility, not drama.
* Final Fantasy III: Freelancers-only, the Four Class Challenge, and a popular variant of the latter, the "Four Job Fiesta", where each character is assigned one class per crystal. Having all characters be the same job is also popular for this one.
* Final Fantasy III gave us the Cloud of Darkness, a woman wearing a cape, paint...and that's it. All other female characters in the game are significantly more dressed up.
* Final Fantasy III hair, which (as far as we can see) opens like a flower around his face.
* Final Fantasy III has its signature Particle Beam attack. In the DS version, it builds it by charging the energy between its hands; which are cupped, facing each other, and stacked vertically, and then fires it as a beam of energy by separating its hands.
* Final Fantasy III has Xande, a scholar to Noah who was given the gift of mortality. Fearing death so much, Xande concluded that life, in general, has no meaning and tried to cover the world in total darkness, freezing it in place forever, as a result.
* Final Fantasy III. He uses mind control to make the king exile his son and plunge all of Saronia into civil war.
* Final Fantasy III: If you try to cross the swamp in front of the Goldor Manor WITHOUT the Levigrass Shoes, your party sinks into the swamp. Also, if you try to pass the statues without collecting ALL of the Fangs, your party members are instantly killed by an unseen force.
* Final Fantasy III. It's almost as big as the world map when you're on it, but very small when you're on the world map itself.
* Final Fantasy III — it becomes impossible to get him as a summon later in the game.
* Final Fantasy II In A Nutshell, Emperor Palamecia is this for round one with Firion's party.

* Final Fantasy II, in both cases giving the original Famicom versions scripts influenced by their remakes' official translations.
* Final Fantasy II in the form of a powerful canine demon that is summoned by Deumion the Guardian to test your strength.
* Final Fantasy II inverts this in the Soul of Rebirth bonus quest—the path taken in the quest is assumed to be the Jade Passage and Pandaemonium, locations in Hell. It turns out that the areas are actually Raqia and Arubboth, and the party is in Heaven, which appears as a mirrored reflection of Hell with a lighter color palette.
* Final Fantasy III, one of the villagers in Ur thinks the four Onion Kids are crazy because they want to save the world.
* Final Fantasy II is a captain of a pirate ship who attempts to rob Firion's party in the middle of the ocean where no one can help them. After her pirate crews get beaten, Leila happily joins up with the party and turns out to be quite friendly.
* Final Fantasy II is very guilty of this. There are a grand total of three populated cities on the entire planet still standing at the end of the game (down from ~10 at the beginning). It's almost impossible to think that a vibrant or even viable humanity could still be left to rebuild by the end of the game. The town of Salamond, one of the three survivors, was explicitly founded to sell mythril to the rest of the world, but without any significant trading partners and with transportation almost cut, the town would starve. Fynn shows no signs of abilities to support itself, either.
* Final Fantasy III. That doesn’t mean that there’s no dramatic moments, however.
* Final Fantasy III, the characters gains access to the skills of 'ancient warriors' by picking up the shards of the Crystals.
* Final Fantasy III. The three immortal students received the gift of magic, the gift of dream, and the gift of mortality. Mr. Mortality is PISSED but the other two and their master firmly believe the ability to die was a great gift.
* Final Fantasy III Trilogy, while the heroes are answering the bridge troll's questions, you can briefly see Kefka pull Celes offscreen and then replace her after taking her likeness.
* Final Fantasy II, it turns out that your usually-silent friend and party member knows beaver language. Guess who becomes your interpreter when you run into giant beavers.
* Final Fantasy III wasn't a system killer app, but denoted the start of major third-party support for a gaming system the rest of the industry was skeptical of.
* Final Fantasy III when he stopped time. She was also manipulating Xande to carry out her goals to plunge the world into nothingness.
* Final Fantasy III. You encounter him very early in the game, and if you don't run then he'll kill you on turn one.
* Final Fantasy II least evil laugh in the series, or else he's packing one mean turkey call.
* Final Fantasy II mage in general and healer in particular. Unusually for this series, Minwu's a he.
* Final Fantasy II novel does have Maria harboring feelings for her adopted brother and the story's main character, Firion.
* Final Fantasy II on the Super Nintendo in the US), leading players of those versions to wonder why Dark Knights could shoot energy beams all of a sudden. Cecil also goes down to Level 1 as a Paladin, but starts with around 600 HP and quickly gains levels and statistic points; a level 1 Paladin Cecil is nearly, if not as good as a level 20 Dark Knight Cecil.
* Final Fantasy II, Scott asks Firion and friends to not tell Hilda about his death, as she deserves to fall in love again.
* Final Fantasy II situation with a princess by coughing a "tell her that I love her" at the party, but then realizes that she would follow this trope and tying her to a dead man would be nothing but selfishness. He forbids the party from saying anything, and they obey, even though the princess is expecting word. It's implied that the princess ends up with his brother.

* Final Fantasy II, so heavy armour will no longer decrease your magic stats, so now your wizards won't be squishy.
* Final Fantasy II, so it fits the trope...but it's also likely to have been chosen simply because of how well it goes with the rest of his mostly-golden-with-purple-accents character design.
* Final Fantasy II system. In short, your party gains experience by switching the fight from "kill the goblins" to "kill the goblins while the party's fighter takes swings at you and the mage steals away your mana".
* Final Fantasy II. The Emperor seeks to take over all of reality, so he baits Firion into killing him, splitting his soul in two and allowing him to conquer both Heaven and Hell in addition to the rest of the world.
* Final Fantasy II. The GBA remake adds exclusive weapons for each of the Soul of Rebirth heroes that give massive attack boosts and maxed-out stats, and the PSP version gives the four main heroes their own exclusive Infinity+1 Sword.
* Final Fantasy II, the last dungeons; Jade Passage and Pandemonium Castle, takes place in Hell. If the party talks to the NPC Paul, he flips out, calling the lot of them insane before wishing them safe passage back (this being the latest in a number of increasingly incredulous reactions to the party's destinations from him).
* Final Fantasy II, to make us feel more comfortable here." He continues to pointlessly betray people over the course of the animation, occasionally in self-sabotaging ways.
* Final Fantasy II, Venom magic is bright green at low levels and dark green at high levels.
* Final Fantasy II, where a bridge is a possible background for random encounters, but not boss fights.
* Final Fantasy II, who offers taxi service with his airship to the heroes.
* Final Fantasy in an attempt to wipe out and absorb the life energy of all living things on the planet; ironically, his human spirit allows him to make more use of Jenova's powers, because he can plan ahead, focus on things other than instinct, and act from within the Lifestream, reanimating Jenova cells that would normally remain dormant.
* Final Fantasy In A Nutshell, after Zidane grabs Garnet's ass and remarks how soft it is, she farts in his face.
* Final Fantasy in general is strongly hinted to take place in a multiverse, with each game (barring a couple exceptions like direct sequels that take place in the same world) taking place in parallel universes. It hasn't been officially confirmed, but every Final Fantasy game has its own version of Cid, Biggs, Wedge, Chocobos, summons (Ifrit, Leviathan, Bahamut, etc), and the worlds they take place in seem to be similar, and yet different at the same time.
* Final Fantasy in particular being the only one confirmed as Stage 5.
* Final Fantasy is a melodramatic series, but there’s a few moments in this that softens the mood;
* Final Fantasy is another notable exception; fans are likely to remember lines such as "I'm Captain Basch fon Ronsenburg of Dalmasca!" and "Ashelia B'nargin Dalmasca! Just how far will you go for power? Does your lust for Nethicite consume you?" And yet, just to mix things up again, several characters, including Vaan, Penelo and Fran, don't have stated last names, even in supplementary material. (Balthier is an alias.)
* Final Fantasy is. At least one person interprets the word as a slur.
* Final Fantasy is mistranslated as Maliris. Gurgu Volcano became Mount Gulug (spelled "Mount Gulg" in initial translations of the first game).
* Final Fantasy, is that male White Mages tend to wear the hood down, while female White Mages tend to wear the hood up.
* Final Fantasy It's implied that the cycle has continued without a clear end a countless number of times, which is why the prophecies of the Circle of Sages and Lukahn are so accurate: they've literally seen it all happen before.
* Final Fantasy IV abilities, which allows the party to run immediately from any non-boss battle.
* Final Fantasy IV, after going through the Eblan cave and finding yourself right

outside of the Tower of Babil, the heroes wonder how they're going to get in. Of course, Edge the ninja teleports all of them in. Gee, why do we even bother travelling anywhere or climbing up towers the hard way if you can teleport through walls?
* Final Fantasy IV aged Rydia from eight to twenty by claiming time moved extremely quickly in the Feymarch. Like the later Narnia books, when the party visits the place again later on, they're never inside long enough for it to make much of a difference.
* Final Fantasy IV allow him to analyze the statistics and current condition of whatever monsters your party is currently fighting.
* Final Fantasy IV and the whole song is him singing about how he likes Brent.)
* Final Fantasy IV appears to have a massive, ribbed equine penis continually jizzing blood out of the end. This particular appendage was removed in the DS version.
* Final Fantasy IV. A prince who will fight like a wildcat to protect his people, but never misses an opportunity to get close to pretty ladies.
* Final Fantasy IV, a sad piano remix of its overworld theme for the sad moments.
* Final Fantasy IV, as he was already suffering a crisis of conscience against his kingdom of Baron due to the immoral acts the king had ordered him to commit, which included unwittingly destroying Rydia's village by delivering a deadly item there.
* Final Fantasy IV becomes much easier to manage with proper use of it.
* Final Fantasy IV: Both the Dwarven Castle and Tomra qualify, by virtue of being located on the underworld deep inside the planet.
* Final Fantasy IV, but since the European version is in English and GBA games are region-free...)
* Final Fantasy IV called Whyt. Using the DS stylus, the player can change what its face looks like.
* Final Fantasy IV calls an "antlion" is a monstrous brown creature larger than a man which resembles no Earth animal and looks nothing like a real antlion except for its oversized tusks.
* Final Fantasy IV: Cecil and King Baron (Who gets to show them off as the Eidolon Odin).
* Final Fantasy IV, Cecil does this upon finding the King of Baron (i.e. his foster father) had sent him to unwittingly raze a defenseless village with his package.
* Final Fantasy IV. Cecil rescues her a bunch of times and is protective of her, though it's worth observing that Rosa is just as invested in protecting him, having learned White Magic specifically to do it.
* Final Fantasy IV chapter bundled in with the compilation, has Rosa outright state she's indeed pregnant.
* Final Fantasy IV Color, Game Boy Advance, Nintendo DS, Virtual Console, FOMA 903i / 703i and PlayStation Portable.
* Final Fantasy IV delivers the message to Cecil that Golbez will trade the Earth Crystal for Rosa's life, the messenger is allowed to leave unharmed, and before that, the white flag raised by the enemy airship is respected.
* Final Fantasy IV dies early in the game. Once it returns to the realm of summoned monsters, the Summoner can no longer be harmed by its death. Which is likely why Rydia always has her monsters show up for a single attack and then teleport away.
* Final Fantasy IV during the 17 years between games and only gets kicked out at the start of her chapter, but the only change in her appearance is her outfit.
* Final Fantasy IV ends with Cecil's and Rosa's wedding which also serves as their ascension to the throne of Baron.
* Final Fantasy IV features a couple instances. The Tower of Zot, a huge flying structure that falls apart moments after you leave it, never crashes anywhere. The Tower of Babil is perfectly fine (and is totally structurally intact, according to the sequels) after the Giant of Babil seemingly walks out of it. Similarly, in the sequels, there are almost no changes to the world map (not even changes to local climates, tides, or sea lanes) after one of the planet's moons flies off into deep space, never to return.
* Final Fantasy IV form of matter largely believed to be both invisible and

intangible, from the final boss.
* Final Fantasy IV: Goes good (advanced technology) and bad (mad scientists, rampaging mechs.)
* Final Fantasy IV had not just four crystals for the elements, but an additional four dark equivalents for the underworld. While these crystals are never threatened within the time-frame of the game (merely used as tools to reach villains' goals), it is strongly implied that they are just as vital to the world as similar crystals other installments in the series.
* Final Fantasy IV had the Feymarch and the Land of the Espers respectively, where the Eidolons(IV) and Espers(VI) lived.
* Final Fantasy IV has almost Vegeta-style pale-purple spikes that jut out above him. It's almost the exact opposite in official art, though.
* Final Fantasy IV has a perfectly breathable atmosphere and its gravity is identical to the heroes' homeworld. Just ignore the man-sized viruses and the killer plates of flan.
* Final Fantasy IV has a VIP room in one of the cities where you find a porno mag on the bookshelf. The screen turns pink and the music changes to reflect the mood.
* Final Fantasy IV has its foot in the underworld (which is deep enough that airships have ample sailing space above its mountains), crosses the surface through a huge hole and culminates high in the sky, way higher than the tallest mountains on the world map.
* Final Fantasy IV has pitiful stats in everything except speed; then again, one of his character abilities is to run and hide. The DS remake improves him to the point where he's legitimately as useful as characters like Rosa and Yang.
* Final Fantasy IV has several characters that fit this trope: Rydia, Tellah, Palom, Porom, and FuSoYa.
* Final Fantasy IV has the Epopts of Troia, a group of white magicians and diviners. Mysidia is also this, although it's more theocracy than a typical government.
* Final Fantasy IV, he is given the choice of killing Cecil or facing Dark Bahamut. Much of the previous trial highlighted presumed romantic jealousy that Cecil has Rosa's love, but the correct answer, choosing not to kill Cecil, signifies him coming to terms with this.